

CYCLOPAEDIC COMPENDIUM VOLUME 1



An unofficial Players Guide
for OSR and Classic D&D

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Preface and Acknowledgements

It was initially lockdown that prompted me to compile all my game notes into one document to share with my players. What had been just fine scattered among notebooks didn't work when we were all suddenly on-screen and not in the same room. This included our own creations, stuff nicked from other games and adapted to my own, articles cribbed from tatty old copies of Dragon magazine, and just the lists of house rules of the kind that I think every game gathers over the years. After sharing multiple files it became apparent that compiling this into a single guide might be best, and I'm sharing this in the hope it may be useful to other groups. This is not intended to replace the Rules Cyclopedia, this is an additional resource for my own campaign that I hope others may find use for.

Obviously, this is a result of years of gaming, and I must acknowledge all of the players in my campaign, past and present. Special thanks must also go to Bruce Heard for his delightful 'have at it' response to my request to include content from his Dragon magazine articles on Lupins and Rakastas, and I hope that including that content here in the way I've adapted it for my own BECMI/RC D&D game will encourage others to play with these fun and interesting races in their games. Thanks also to Geoff Gander, Marco Dalmonte and Carl Quaif for their bard character class, from which I have adapted my own. Also, I must (as ever)

thank Shawn and every other contributor to Vaults of Pandius for what I almost can't believe is now a quarter of a century of content. I never imagined I'd be compiling all my game notes into a single document, so I honestly don't know how much of this is from other people's work there – as I go on and find more references to it I'll acknowledge as I go.

Feel free to add any of this to your games. Although this is written for BECMI/RC D&D you may find a lot that's applicable to other versions of the game. Cover art was generated by Sebastien Martineau, whose work can be seen in his Deviantart page <https://www.deviantart.com/mrmusashi>.

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Chapter 1. Character Generation

Four methods for generating character stats are permitted.

Iron Man

Roll 3d6, 6 times, in order, for stats. After this, you may reduce Strength, Intelligence, Wisdom or Dexterity to increase the prime requisite of your chosen character class on a 2 for 1 basis (for every 2 points swapped, you gain 1 point in your prime requisite, up to 18). Roll 3d6 and multiply by 10 for starting gold. If the DM and player agree that the character is unplayable, then you may reroll.

Advantage: When your back is against the wall, you may call upon fate. Remind the DM you're iron man. You may expect some luck. OR at character generation you may have best out of 3 completely random magic items rolled as family heirloom

Disadvantage: You are likely to be crap, at least at one or two things

Free Man

Roll 4d6, 6 times, dropping the lowest of the 4, and assign the numbers to your 6 stats as you see fit. Likewise, roll 4d6 dropping the lowest and multiply by 10 for starting gold.

Advantage: better stats

Disadvantage: No luck or bonuses.

Chosen Man

Assigned stats based on what is wanted. The DM will be generous Chosen equipment.

Advantage: You were selected because you're special, your stats will reflect that.

Disadvantage: You're 'owned' – you owe fealty or apprenticeship. This will get you in trouble

Infinite Man

Roll 3d6 as many times as you like. This *must* be done in game, in session, with actual dice. Choose 6 successive rolls from the list as 6 stats in order. 3d6x10 starting gold.

Advantage: Flexibility.

Disadvantage: If you take too long rolling dice the other players are allowed to throw buns at you.

Character Race and Class

Some race classes in a form essentially as presented in the Rules Cyclopeda are available, but non-humans can follow other classes as deemed appropriate. If non-race classes are chosen, modify the characters stats as shown in the table on page 126. Which races are available are dependent on the campaign at the time it is run – some parties should be predominantly or entirely made up of 'civilised' peoples, for other stories it will be necessary to have 'uncivilised' parties.

Modifiers for hit points are applied to each HD from level 1 to 9, but not to the HP total above that level. This modifier changes the class HD up or down – a +1 increases the class HD by one dice category (for example a d8 becomes a d10) while a -1 reduces it by 1. Note that HD cannot be reduced below d4 or increased above d12. The modifier for XP required per level applies to level 9, after which hit points are gained at the rate as described for the character class chosen.

Saving Throws

Saving throws are racial rather than class based and found in chapter 7.

Weapon Mastery and General Skills

First level characters begin with 4 weapon mastery slots, i.e., 4 weapons at basic level, in addition to basic mastery in boxing, wrestling and tossed object, unless noted otherwise in the class description. Likewise, all characters start with 4 general skills (modified by intelligence bonus) unless noted otherwise in the class description.

General skills listed in the Rules Cyclopeda and in Chapter 4 of this supplement are all *suggestions*. Others can be found in various D&D supplements, and many of those and

indeed any other ideas for general skills can be discussed.

Equipment

Standard equipment in the Rules Cyclopeda is available in most settlements, and most of the items listed in the Expanded Equipment List in Chapter 6 will be available in large towns. Pack animals are available depending on terrain and complex alchemical items are only available from highly specialised suppliers, but otherwise if it can be imagined to be available in a fantasy city then it should be possible to buy it. Ask the DM if it isn't in the list.

All first level characters are assumed, in addition to what they can buy with their starting gold, to have two sets of clothing (one worn and one spare), a knife to eat with and a pot to piss in.

Encumbrance

Simplified encumbrance as presented in the Basic rules are used – i.e. characters wearing scale male armour or lighter are assumed to have an encumbrance of 400cn, and metal armoured characters are assumed to have an encumbrance of 600cn.

Languages

All starting characters begin able to speak the local human language, as well as their own racial language (if appropriate) and any others listed as being understood by their race. One additional language is also understood per intelligence point bonus.

Initial Spells

At first level, all arcane spellcasters (magic users, necromancers and merchants) have *Read Magic* in their spellbooks, with two other spells chosen by the DM. Other spells can be obtained in play (from captured spellbooks, a spellcasters teacher, *etc.*)

Chapter 2: Classes and Races

Acrobat

The Acrobat is not a character class, but a variant of *any* character class, most commonly mystic or thief, although magic-user, cleric, merchant, or fighter acrobats are possible. The decision to be an acrobat variant of any character class is made at character generation. Acrobats must possess both dexterity and strength scores of at least 13, and they attack, save and earn abilities, hit points, skills, and weapon mastery slots according to their prime character class. Level advancement is simultaneous in both the primary and

acrobat classes, and the required experience for each level is increased by 20%.

An acrobat trains in physical conditioning to perform a range of feats such as tight-rope walking, high jumping, long jumping, pole vaulting, tumbling, etc. Through rapid motion and athletic prowess acrobats learn to perform superhuman physical feats that are well beyond the capabilities of other characters.

Acrobatics can only be carried out by lightly-armoured (scale mail or lighter) and

lightly-encumbered (under 500cn) characters. An acrobat can wear whatever armour and use equipment as dictated by their prime character class, but it is not possible to perform acrobatics while wearing heavier armour.

Acrobats have a number of advantages. Firstly, they gain the general skill Acrobatics, without having to use a general skill slot. Secondly, they can perform a range of feats according to their level, as described below.

Character Level	Title	Tightrope Walking (%)	Pole Vaulting	High Jumping	Long Jumping		Tumbling (%)	Falling/Damage reduction
					Standing	Running		
1	Balancer	50	10'	5'	5'	10'	30	1d6
2	Tumbler	55	11'	5'	5'	11'	32	
3	Equilibrist	60	12'	5'	6'	12'	34	
4	Funambulist	63	13'	6'	6'	13'	36	2d6
5	Athlete	66	14'	6'	7'	14'	38	
6	Trapezist	69	15'	6'	7'	15'	40	
7	Aerialist	72	16'	7'	8'	16'	42	
8	Stuntman	75	17'	7'	8'	17'	44	3d6
9	Gymnast	78	18'	7'	9'	18'	46	
10		81	19'	7'	9'	19'	48	
11		84	20'	8'	10'	20'	50	
12		87	20'	8'	10'	21'	52	4d6
13		90	21'	8'	11'	22'	54	
14		93	21'	8'	11'	23'	56	
15		96	22'	8'	12'	24'	58	
16		99	22'	9'	12'	25'	60	5d6
17		102	23'	9'	13'	26'	62	
18		105	23'	9'	13'	27'	64	
19		108	24'	9'	14'	28'	66	
20		111	24'	9'	14'	29'	68	6d6
21		114	25'	10'	15'	30'	70	
22		117	25'	10'	15'	31'	72	
23		120	26'	10'	16'	32'	74	
24		123	26'	10'	16'	33'	76	7d6
25		126	27'	10'	17'	34'	78	
26		129	27'	11'	17'	35'	80	
27		132	28'	11'	18'	36'	82	
28		135	28'	11'	18'	37'	84	8d6
29		138	28'	11'	19'	38'	86	
30		141	29'	11'	19'	39'	88	
31		144	29'	12'	20'	40'	90	
32		147	29'	12'	20'	41'	92	9d6
33		150	30'	12'	21'	42'	94	
34		153	30'	12'	21'	43'	96	
35		156	30'	12'	22'	44'	98	
36		159	30'	13'	22'	45'	100	10d6

Level Title: An acrobat may add their acrobatic level title to their primary class level title. For example, an eighth level magic-user acrobat is a necromancer stuntman, a fifth level mystic acrobat may call themselves an immaculate athlete, etc.

Tightrope Walking: Tightrope walking refers to balancing on ledges, ropes, beams, etc., that the character can use to cross from one place to another. The skill allows ascent or descent of a rope or beam of about a 45°

angle. Use of this skill further assumes that the character will be travelling no more than half of their movement rate (or half of their encounter speed if they also wish to make an attack in the same round). If distance is greater than 60' then additional checks must be made. Moderate wind decreases the chance of success by 10%, strong wind by 20%. In strong, gusty wind conditions there is always a 5% chance of failure. In non-windy conditions, a balance pole increases the chance of success by 10%. Failure to

perform successfully means that the character falls to the area below, taking damage accordingly. Characters who are not acrobats can walk a tightrope if they possess the acrobatics skill, but must make a check every 30' and can, at most, move at a quarter of their normal speed.

Pole vaulting: This includes jumping which employs a pole to assist the individual in gaining height from momentum. This allows the acrobat to get

on top of or over obstacles or, at higher level, leap so far over an opponent that they cannot be attacked. A successful pole vault requires at least a 30' running start and a pole of at least 2' greater height than the vaulter. The pole is usually dropped when the vault occurs, but the vaulter may hold on to it if they make a successful dexterity check. The vaulter can land on his or her feet atop a surface of ½ or less than the maximum height of the pole vault if so desired, assuming such a surface exists. Otherwise, the vaulter lands, rolls, and is prone for the rest of the round. Non-acrobats cannot usually effectively pole vault. No character can pole vault and either attack, cast a spell, or activate a magical item during a single round.

Jumping: This includes unassisted leaps – high jumping and long jumps (both from a standing and a running start) being included. All jumps occur in the movement phase of a round, and if the acrobat has moved less than their combat speed (including running to make a jump but not the distance of the jump) they may still attack as normal in the same round.

High jumping: This requires at least a 20' running start. The high jumper clears the obstacle in a near horizontal position but lands on his or her feet. The jumper can opt to land atop a higher surface. This surface must be no more than 4' above the level from which the jump is made, or 2' under the maximum height for normal high jumping, whichever is the greater. The acrobat's movement phase ends when they land.

Long Jumping: A standing long jump is one where no long run-up is possible. A running long jump normally requires a run of at least 20'. In running or standing long jumps (where the acrobat wishes to land on their feet), the acrobat can leap forward up to the maximum distance shown. 2' of additional distance can be gained, but the

character will then land prone and remain prone for the rest of the round. A 3' extension can be attempted, but this has a 25% chance of failure and no further actions will be possible that round; a 4' extension has a 50% chance of failure, an extension of 5' has a 75% chance of failure. Non-acrobats can perform a standing long jump of up to 4' in distance and a running long jump of up to 8'. The character's movement phase ends when they land.



Tumbling: This includes leaps, somersaults, cartwheels, leaps from ropes, etc. This has multiple practical uses. Firstly, a tumbling acrobat can, upon making a check, cross rough or complex terrain (an empty bar littered with tables and chairs, a rocky mountainside, etc.) at either running or combat speed with no penalty to movement rate. Secondly, while moving at combat speed an acrobat may use this skill to roll through an enemy's legs, leap over opponents to attack from behind, etc. The chance to complete this manoeuvre during combat is modified according to the level or HD of the acrobat and any enemies present. Per level or HD that the acrobat is above their foe, add a 5%, and per level below subtract 5%, with each subsequent foe within 5' of the manoeuvre also penalising the attempt by 30%. A successful attempt

will (if there is room) allow the acrobat to disengage a foe with no penalty or risk of attack, or allow an acrobat to manoeuvre between locations within a melee without provoking an attack. In a round in which an acrobat tumbles to attempt to completely disengage foes they may make no attack, but gain a bonus to armour class of 1 per 5% they have made their disengage check. For example, an acrobat who has a 70% chance to tumble who rolls 20% gains a -10 bonus to armour class in that round, but cannot make any attacks, regardless of whether they have successfully tumbled out of the fight that round.

When subject to an area of effect damage spell (such as for example *fireball* or *lightning bolt*) or other effect (such as dragon breath) an acrobat who has yet to act in a round may choose to evade instead of taking any offensive action. To do so, they leap or tumble to the edge of the area where damage is suffered, and a successful check will reduce damage by half (or a quarter if an applicable saving throw is made). Note that while this can be an effective means of reducing damage taken it is not without risk. For example, an acrobat on a ledge might leap out of the area of a dragon's breath but may still have to deal with falling from the ledge.

Falling/Damage Reduction: Acrobats are able to reduce the damage incurred due to falling; this ability improves with experience. Whenever an acrobat takes falling damage, roll the number of d6 indicated by their level, and remove that amount from the damage taken. It is possible to reduce the amount of damage suffered in a fall to zero using this ability. Note that a mystic acrobat may use this in addition to the mystic ability to reduce falling damage.

Alien Races

While not usually permitted, in the event of needing to swap to a new PC while on a deep space or extraplanar adventure it is possible to play any of the core races of the Galactic Federation. Many humans from federation planets look identical to humans of Mystara, but there are also populations who are coloured blue or green. Dralasite, Vrusk and Yazarians are considered civilised peoples and are fully capable of taking on any of the standard character classes (with XP modifiers and changes to

attributes shown below). Humma, osakar and ifshnit are rare on Federation craft but they have been known to visit Mystara.

While within their own spacecraft and on their own worlds these races have many complex and powerful technological items at their disposal, when restricted to what is available on magical worlds they may take on any character classes (other than sathar, who cannot have a divine class) and use

magical items and equipment as usual. They may learn skills and weapon mastery as appropriate to their class.

All citizens of the Galactic Federation speak their own racial language and Pan-Galactic, a simplified language of words and hand gestures. Note that sathar are not considered a playable race except in the most exceptional circumstances.

Race	Str	Int	Wis	Dex	Con	Chr	HP	Base AC	Save As	XP
Dralasite	+1	-1	-1	0	+1	0	+1	7	Dwarf	+15%
Humma	+2	0	-2	0	+2	-2	+1	7	Lupin	+15%
Ifshnit	-1	+1	0	0	-1	+1	0	8	Gnome	0
Osakar	+1	0	0	+1	+1	-3	0	6	Rakasta	+10%
Vrusk	-1	+1	+1	0	-1	0	+1	5	Elf	+10%
Yazarian	-2	+1	+1	+1	-1	0	0	9	Human	+15%
Sathar	0	0	-1	-1	0	+2	0	9	Dwarf	+25%

Dralasite

Dralasites are a spacefaring race of invertebrates, one of the core races of the Galactic Federation. They are rubbery, elastic creatures able to change their shape at will, earning the nickname of ‘blobs’ around other races. They are short, rarely taller than 4’6”, and completely lacking in any hard body parts other than an outer skin which is somewhat rough and scratchy. A network of thin veins seems to cover their whole surface, and these come together to make two dark eye spots on the part of the body where their head may be assumed to be. Their internal structure is almost like a single sac in which there is a central brain, and other organs float within the liquid space. There are no identifiable lungs, dralasites breathe directly through their skins, and possess an excellent sense of smell (enabling them to identify creatures by scent alone).

Dralasites may form limbs based on their dexterity scores according to the following table.

Dexterity Score	Number of Limbs
3	3
4-5	4
6-15	5
16-17	6
18	7

They may freely choose as many or as few arms, legs, or flippers as they choose, and may use items in arms as they see fit, with no modifiers. With a single leg they may only move at a speed of 30’ per turn, with two they may move at 90’ per turn, and with 4 or more they can move at 120’. They may use arms to handle weapons as they see fit, and suffer no ‘off hand’ penalties, so for example a dralasite with three arms can handle a two-handed weapon and a one handed weapon with no penalties to either.

Dralasites are renowned for having an abiding interest in philosophy, and care little for treasures or trinkets, judging themselves by the quality of their thoughts and ideas rather than the value of their goods. They

often carry many strange and exotic tools that can have value to others but have little intrinsic worth as such. They are also well known for having a terrible sense of humour, loving puns and word games. Their enjoyment of philosophical argument makes them excellent at detecting whether they are being lied to (thus all possess the detect deception skill in addition to any other general skills).

Dralasites are hermaphrodites, passing through male and female periods in their lives. The males exude spores, and when the females choose to become mothers they accept spore and bud off a new young dralasite in around 4 months.

Dralasites may be of any character class, but most often choose to be thieves. On some worlds, they are known as plasmoids.

Humma

Humma have roughly pear shaped bodies with long and powerful tails, short arms, and snouted heads that have qualities that seem both canine and feline at the same time. They have fine, usually matted hair in dull brown, with hairless hands and large, powerful feet. They roughly resemble 8’ tall humanoid kangaroos, walking rather more upright. They can handle missile weapons like crossbows and tech weapons, but their short arms make the manual use of melee weapons impractical, although they can wield a weapon with their tail.

They have an unusual life cycle, starting out as females but becoming male after around 60-100 years, after which they become male. Around 160 they become essentially genderless and live to an age of around 210.

The tail of a humma is 6’ long and has a grip equivalent in strength to a human hand. They can stand on the tail alone for up to 10 rounds before tiring and do so to get a better view of the world around them. When wielding a melee weapon with their tail they can not do complex tasks (such as loading a missile weapon) with their hands, but they can instead use their tail as a club

for 1d4 damage per round without losing concentration on objects in their hands.



Humma are boorish, aggressive, violent and rarely welcomed by other civilised peoples, but their presence in the Frontier is tolerated because they can also be inventive and fearsome enemies of the sathar (who they colloquially refer to as ‘meat’). Societally, they expect to live short and violent lives, being willing to throw themselves into battles against dangerous foes for the honour of their people. And in their free time they act with a devil-may-care attitude that might be thus expected, denying themselves no pleasure.

Humma may leap up to 60’ to attack a foe in melee, every round and for up to 10 rounds in a single combat before tiring and being unable to do so again without 3 turns of rest. Unless a foe is expecting this (and has gained initiative and stated that they are waiting for this attack) then they cannot return the blow, and if the humma gain initiative in the next round they may leap out again, up to 60’, out of combat or to attack another target. The ‘battle wheel’ is a method of attack used by groups of humma who use this tactic to surprise and separate foes.

They have sight and hearing roughly equivalent to humans and speak a crude sounding but complex language of their own. Their senses of smell and taste are muted, but they are able to digest nearly anything, being effectively immune to all non-magical poisons.

Humma may pursue any character class, but even on magical worlds few have the patience to become magic users.

Ifshnit

Being roughly the size of gnomes, ifshnit are small, pinkish humanoids around 3' tall, covered in braided body hair (each clan having their own braided style). Men have long beards, usually a different shade to that of the hair on the rest of their body (which can be of nearly any colour), females have bald faces. Both sexes have bald heads. They have hairy 4 fingered feet and hands, with which they are only able to handle small weapons. They live around 150 years.

The ifshnit are strict vegetarians, finding the thought of eating flesh disgusting. They tend to carry small sticks of vegetable matter with them wherever they go, from which (of necessity) they are constantly snacking.

Osakar

Standing on four long, spindly legs that spread evenly from their barrel shaped bodies (and making up 65% of their height), osakar are 9' tall (although they can fold their legs downward and stand at 6'), with two similarly long arms ending in 5 digits, each with 5 knuckles, on each hand (the outer two digits forming a pair of opposable thumbs). Their legs have two opposing knees, allowing them to effectively fold to bend down.

The head is held on a powerful, muscular neck that can turn 180 degrees, meaning an osakar can as easily look backwards as forwards. Their large eyes are pure black, beneath which is a nose made of complex, baffled vertical openings. With this and their deceptively simple mouth containing two opposing tongues, otherwise constructed of hard, ridged plates for chewing, the osakar can make almost any sound, and thus they are regarded as great linguists (starting from level 1 they may choose any 3 extra languages, and learn another language every 3 levels of experience). Their complex nose also gives

Vrusk

Vrusk are a large (5' tall, around 5' long), spacefaring insect-like race. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen and vaguely humanoid, with two arms connected at the shoulders, and a head at the top of the abdomen. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily.

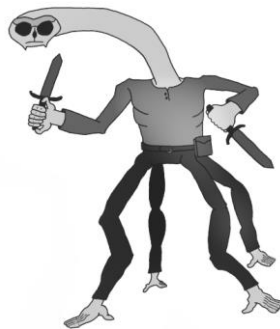
A vrusk body is covered by a carapace (hard shell). This shell is jointed at the elbows,

Ifshnit have no sense of smell, but their sight, hearing, touch and taste are equivalent to those of humans. Their eyes have an extra eyelid, which reflexively closes if challenged by bright light, venom, *etc.* allowing them to be immune to most forms of blindness.

Ifshnit are usually mild mannered and friendly, with a language that is to others light and lilting. Most other races find them pleasant to be around, but they themselves tend to prefer their own company.

They are usually a peaceful and highly mercantile people, but they hate the sathar and will usually attack them on sight. Their mercantile background allows any ifshnit to

them a tremendous sense of smell, and they can identify individuals by scent and gain a +3 bonus to any scent-based skills (such as tracking, food tasting, *etc.*). Other than taste and smell, which are exceptional, their other senses are roughly equivalent to those of humans.



The skin of an osakar is covered with hard, white, overlapping cells or scales, rather resembling clean white scale male armour.

hips, knees, *etc.* The carapace protects the vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, vrusk have an internal skeleton to support their bodies. Young vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints. Their broad spread legs and strong exoskeletons allow them to carry greater burdens than mere humanoids, allowing them twice the carrying capacity of humans and demi-humans. Vrusk have large, compound eyes that are protected by a hard, clear covering. Their mouths are surrounded by four eating mandibles. The two larger mandibles hold

start with the appraisal and bargaining skills for free, in addition to any other skills, at character generation.

Philosophically ifshnit believe that they are living their final corporeal existence before becoming part of a continuum of pure energy in an afterlife. This leads to a reflective and generally peaceful way of seeing things, which can often be found in their favourite activities (trading, playing games, and storytelling).

Ifshnit may pursue any class, but no clerics (or paladins, avengers, or adherents of any other divine class) have been encountered

Osakar have only a single sex, each laying eggs that require no fertilisation. Strangely, to all other species, osakar appear to be functionally identical. This carries through to much osakar philosophy, and in their society they are truly equal, having identical rights and responsibilities. They do however have a greater desire to assert their individuality than other species, each developing unique modes of speech and intonation (which are identifiable to any creatures living) and seeking to adorn themselves in the most individual clothing styles. Frequently they incorporate concepts from other species and cultures in this personal styling. They also freely embrace religions of other species, and in magic rich worlds many become clerics, devoted to any of a huge range of immortals. They may pursue any character class.

Few like osakar. At an almost intuitive level, most find them to be creepy and strange. They tend to get on reasonably well with vrusk, and they have better relations with humma than most (both being generally disliked, they find some common cause).

food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim (effectively having to hold their breath when immersed or trying to swim).

Vrusk are diligent and hard-working. It is customary for a young Vrusk to take employment at a business, conglomerate or trading house and devote their life thereto, their loyalty being akin to a form of patriotism.

Vrusk are, at heart, lovers of order, law, and organisation. The laws drafted to govern the rules of business between corporations are so labyrinthine that no other species comes close to understanding them, and their tastes tend towards higher arts, music, and theatre. All vrusk are lawful, whether they are good or not.

Yazarian

Yazarians are a spacefaring race of roughly man-sized creatures resembling short-furred simians, with tan to brown fur across most of the body and a thicker mane of fur around the shoulders and head. A flap of skin stretches between their arms and legs, allowing them to glide, at an angle of 30° downwards or less, at a rate of 180' (60'). They are the most intelligent of the core races of the Galactic Federation, a fact often masked by their tendency to be pushy, aggressive and on occasion simply hostile. They train themselves to enter a rage in melee combat, giving them a bonus of +4 to hit and damage.

Yazarians have excellent infravision (90') having evolved in near dark primal forests, and can suffer in bright light – they invariably wear darkened goggles in such

conditions (if deprived of such goggles, in sunlight they gain no bonus to hit or damage in melee combat). They favour light, open, loose clothing and rarely wear shoes (their feet being almost as dextrous as their hands). An interesting aspect of yazarian culture is the concept of 'life enemy', chosen at any time in a yazarians life. This may be a competing clan, an enemy race, or even a specific disease (if the yazarian is a doctor) or company (if the yazarian is in business). The more potent the selected enemy, the more honour there is in that choice, and it is seen as fitting and noble to try to defeat that enemy. If that enemy is defeated (a cure is found for the disease, the company folds, the enemy killed, *etc.*) that is considered a worthy achievement in yazarian society, and the yazarian might or might not choose a subsequent foe. Yazarians may progress in

any character class, frequently preferring to be fighters or mystics. On some primitive worlds they are known as hadozee.



Sathar

The Sathar are a strange extra-terrestrial race rather resembling limbed, segmented worms with reptilian features. Their long, tapering, glistening bodies taper to heads with huge eyes containing twin pupils and thin mouths/snouts with round, toothed mouths. Their lower body tapers to a powerful, muscular tail. They have four limbs, capable of bending at any point, the rear two being thick and ending in larger pads, the forelimbs being thinner and ending in a cluster of tentacles useful for manipulating tools. In motion, they use their tails and rear limbs to propel themselves. Their motion is distinctly alien, possessing no kind of skeleton their musculature works purely on hydrostatic pressure, giving them an eerie jerkiness in motion. Sathar skin is yellow to tan, with pinkish underbellies and green tones on their tentacles.

Assassin

Assassins are known variously as Headsmen (if lawful), Thugs (if neutral) or Pragmati (if chaotic). The assassin is a special subclass of the thief, more specialised in the quick kill but gaining a less broad knowledge than other thieves. While a higher level thief will learn to decipher languages and will eventually be able to cast spells from scrolls, an assassin never learns

to do this. And while a thief is somewhat proficient in causing more damage when unobserved using the backstab skill, the assassin also has the option to attempt to assassinate another creature with a single blow.

Headsmen (lawful assassins) typically operate within the laws of the lands in

the result, they will fight until they or, more likely, their foes are dead.

They are immune to electrical attacks, paralysis, and charms, and while unarmoured they are relatively easy to hit (AC8) they also frequently don collapsium armour that confers an AC of 0. But perhaps their most deadly weapon is their capacity to charm – once per round a sathar can stare at any foe within 30', and if that creature is not actively looking away they must make a saving throw vs. spells at -2 or become charmed.

Sathar may pursue any non-divine character class (there are no sathar clerics or avengers, for example) and fighters, magic users and thieves have been observed.

which they live, acting as executioners or, on occasion, bounty hunters. Thugs (neutral assassins) may also take up such work, but are also often found working with Thieves Guilds and criminal or merchant houses, gathering information and only rarely being called upon to kill. Whereas the



Pragmati often fulfil the role of hired killers (for those who can find them and who can afford their services).

Class Details

Assassins progress as if thieves with regard to hit dice, combat and saving throws, can

wear only leather armour and cannot use a shield. An assassin can, like a thief, use any missile fire or one handed melee weapon. Assassins advance in normal thief abilities as if a thief of equal level, however they do not gain the ability to decipher scripts and codes, and cannot cast magic user spells from scrolls.

(a) From first level an assassin can attempt to assassinate an opponent. An assassination requires either surprising a target (at normal chances) or attacking unknown from behind (as a backstab). A bladed weapon must be used. The basic chance for success is 50%, +5% per level of the assassin -5% per level or HD of the victim. A successful assassination sees the target killed, immediately, whereas a failed assassination inflicts no damage. To attempt an assassination the target must have identifiable anatomy (oozes, slimes *etc.* cannot be assassinated), be alive (constructs and undead cannot be assassinated) and the

assassin must be able to hit the target (e.g. an assassin cannot assassinate a lycanthrope without a silver or magical weapon).

(b) From third level assassins can, instead of attempting to assassinate a victim, try to backstab, like a thief. Unlike thieves, who gain increased damage in backstabs at higher levels, assassins never caused more than double damage with a successful backstab.

Lvl	Headsmen	Thug	Pragmati
5(c)	Law and Justice	Signalling (choose type)	Mimicry
8(d)	Lip Reading	Blending	Disguise
11(e)	Detect Deception	Persuasion	Deception

(c, d, e) Regardless of whether the campaign uses General Skills, assassins gain the above listed skills at the stated level. If the assassin possesses that skill, or chooses to learn the skill upon reaching a level where they can study a new skill, the assassin gains a +2 bonus to that skill.

Experience Points	Level	Headsmen Title	Thug Title	Pragmati Title
0	1 (a)	Apprentice	Apprentice	Apprentice
1200	2	Axeman	Associate	Poisoner
2400	3 (b)	Verdugo	Made Man	Murderer
4800	4	Bounty Hunter	Enforcer	Slayer
9600	5 (c)	Hangman	Goombah	Cut-throat
20000	6	Decapitator	Caporegime	Killer
40000	7	Deathman	Boss	Hit-Man
80000	8 (d)	Executioner	Consigliere	Manslayer
160000	9	Headsmen	Godfather	Pragmatist
280000	10			
400000	11 (e)			
520000	12			
640000	13			
760000	14			
880000	15			
1000000	16			
1120000	17			
1240000	18			
1360000	19			
1480000	20			
1600000	21			
1720000	22			
1840000	23			
1960000	24			
2080000	25			
2200000	26			
2320000	27			
2440000	28			
2560000	29			
2680000	30			
2800000	31			
2920000	32			
3040000	33			
3160000	34			
3280000	35			
3400000	36			

Higher Experience Levels

Land Owning Assassins

Name level Assassins may construct bases. A Headsmen may construct a Guildhouse

in any large town or city, with the consent of the landowner, or may lay claim to an area without a guild. Typically it is wisest to contact any existing Headsmen's organisation or guild in the area. A Thug may construct a base referred to as a Casa,

for business and operations that may or may not be viewed as legitimate within the campaign setting. It is typically wise to consult other Thug organisations (or 'families') in the region to scope out free areas and activities in which operations will

not cause conflict. A Pragmatist is unlikely to seek (or be given) consent from other Pragmati to establish a base, which is called a Lair, and may find himself in conflict both with the legal rulers of an area and indeed other Pragmati lairs.

All assassins will attract 2d6 first level apprentices. These will typically be loyal to the assassin (up to a point for Pragmati), and will not automatically be replaced if killed or if they leave, and the character will have to recruit any more themselves.

As they advance in level, a higher level Headsman may seek to become guild master of a larger guild. Typically this may be at level 18 or above, and may eventually become a powerful official in the wider guild body. Rulers and other powerful

NPCs often approach larger branches of the Guild with work suited to the Headsmen, and it is always up to the local Guild Master to decide to take these jobs or pass them on.

A higher-level Thug may expand his Family and seek to exert control over other Families, through competition, direct conflict or by buying their interests. Thugs typically gain respect of local businesses and rulers, and Godfathers will often be approached with opportunities from such people, and from other Godfathers running their own Casas.

Pragmatists rarely gain the gratitude of rulers or citizens but may gain their respect. There is no wider Pragmatist organisation, and to gain a larger and more influential lair

a Pragmatist must either seize it from a rival or take territory therefrom and expand. While Pragmatists are feared by most, powerful chaotic NPCs and creatures may frequently require their services, and will (usually cautiously) approach members of the Lair with tasks.

Travelling Assassins

A travelling Headsman is known as a Reaper, a travelling Thug is referred to as a Bravo, and a travelling Pragmatist is called a Terminator. Travelling assassins do not need to visit a guild branch once a year, but are otherwise subject to the same conditions and advantages as travelling thieves.

Bard

Many cultures seek guidance in the words of the great and the wise. For other societies it is the priesthood who preach credo and provide succour through hard times. In certain nations the Wizard in his High Tower has a legal and moral authority close to the word of God. And there are tribes that acknowledge no rule other than that of their warlord. But there are also communities that turn to the spoken word and lyrical recollection of the deeds of years past for guidance. Tales of not only the great and the good, but moral tales shared through the ages to protect the ethics and culture of a whole people. In those cultures that is the role of the bard, a priestly storyteller and entertainer.

Prime Requisite: Charisma

Hit Dice: 1d6 per level, plus or minus any constitution modifier, up to level 9. +1hp per level thereafter

Alignment: Bards may be of any alignment, but as speakers of truth and law few are chaotic.

Attacks, Combat, Saving Throws: Bards may wear leather, scale or chain armour. Heavier armour interferes with movement and expression. Bards can use shields. They may use any single handed or missile weapon, and attack as thieves.

Abilities

Spellings: Bards can channel divine power using story and song. This is similar to clerical magic, but rather more limited in scope. This is essentially a specialist form of spellcasting, but it does not necessitate a daily ritual of memorisation or meditation. Instead, a bard merely learns a series of spellsongs, typically from more experienced

bards but they also gain knowledge of a new spell of their choice, of a level they can cast, each time they gain a level. All bards begin at first level with knowledge of two spellsongs. They may use a number of spellsongs, each triggered by singing, storytelling or playing an instrument, according to their level of experience as shown in their advancement table.

From 9th level a bard may create new spellsongs. This process is identical to that of creating new magical spells. Spellsongs can also be recorded as magical musical notation, and a bard finding such a treasure may either use it to create the spellsong once or can learn it for future use (akin to how a magic user spell can be transcribed or used).



Bardic Inspiration: Bards may, via the use of prose, song or music, inspire others or even themselves to greater feats than would otherwise be attainable. By spending 3 rounds encouraging either themselves or another character with words or song, and expending a spellsong slot, they may improve the chance of success of a skill or ability check according to the table below.

Note that while this ability cannot be used in melee combat, owing to the time needed to inspire a target, a single missile attack or the use of an artillery piece may be inspired by a bard if time permits.

The bonus given depends on the nature of the roll made. Checks to find secret doors, sloping passages and open doors are rolled on 1d6 and checked on the right-hand column. Thief abilities and similar based on percentages uses the centre column, while skills and ability checks use the left column.

Spellsong Level	D20	% Check	d6 Check
1	+2	+10%	+1
2	+3	+15%	+2
3	+4	+20%	+2
4	+5	+25%	+3
5	+6	+30%	+3

Undead Turning: A bard may turn undead as a cleric of equal level, by use of a few musical chords. This necessitates expending two spellsong levels (two first level, one second level or above) to do so.

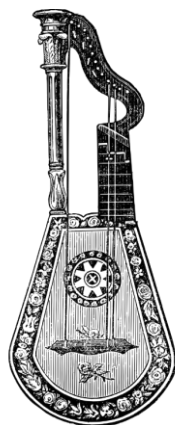
The Knack: Few magic items are made specifically for bards, but they find a way around this by learning to use items made for other classes. If an item replicates spell effects of other classes (magic user, cleric, druid or merchant) they may expend a spellsong slot of that level or higher for a single use of the item. This does not give them knowledge of any command words to use the item, or to identify the item, and such information must be gained as normal.

Skills: Bards gain, for free at first level, the general skills singing, storytelling, and music (a single instrument appropriate to their

culture) in addition to any other skills chosen.

High Level Bards

A manteis (name level bard) may choose to settle down and build a College. A College may be any form of building, from a simple farmhouse to a pantheistic temple alongside a magnificent stone circle, but the status of a bardic college will depend in part upon the fame and skill of the manteis and also the location and impressiveness of the structure. A manteis who settles down is referred to as a fáidh and takes on the role both of historian and curator of traditional oral history, and of spiritual guide. A number of initiate bards will seek tutorship (2d8), and while they will be nominally loyal to the fáidh they will most often be in search of their own adventures and epic stories to tell.



A fáidh gains numerous other advantages. Firstly, with time the site of a bardic college becomes a focus of power, and upon reaching 15th level a fáidhs college becomes a site on ley lines. At 25th level multiple ley lines adjust to align with the college. Secondly, the college becomes a place where people congregate to hear the tales of old and to share information, and the fáidh has a chance, determined by the DM once a month, of learning of new or ongoing deeds of heroism or villainy, locally or far away.

Lastly, in societies that maintain oral traditions of knowledge or faith the bardic college can become the prime source of knowledge and teaching, and rulers of such lands understand that it is wise to treat the bards well if they may desire their services or blessings.

A travelling manteis is called a skald. Skalds attract a number of followers, NPC's seeking to travel with the skald, of higher level than typical retainers (at least 5th level). They also have a chance of encountering ancient tales of great deeds or of those most in need of help or inspiration, determined by the DM once per month. A skalds reputation is based not only upon their deeds but upon the quality of their storytelling and musical performances, such that a skald very much creates his own mythology. Skalds are typically welcome in the lands of their own peoples and in foreign lands, where a competent skalds reputation should have preceded them. Skalds can expect to be given lodgings in any bardic college, although they rarely find that they are unwelcome in any of the homes of the great and good.

Level	XP	Title	Spells/day				
			1	2	3	4	5
1	0	Accompanist	1				
2	1800	Rhapsodist	2				
3	3600	Journeyman	2	1			
4	7200	Minstrel	2	2			
5	14000	Songster	2	2	1		
6	28000	Jongleur	3	3	1		
7	56000	Troubador	3	3	2		
8	110000	Balladeer	3	3	2	1	
9	220000	Manteis	3	3	2	2	
10	330000		4	3	3	2	
11	440000		4	4	3	2	
12	550000		4	4	3	2	1
13	660000		4	4	3	3	2
14	770000		5	4	4	3	2
15	880000		5	4	4	3	3
16	990000		5	5	4	4	3
17	1100000		5	5	4	4	3

18	1210000	6	5	5	4	4
19	1320000	6	5	5	4	4
20	1430000	6	6	5	5	4
21	1540000	6	6	5	5	5
22	1650000	7	6	6	5	5
23	1760000	7	6	6	5	5
24	1870000	7	7	6	6	5
25	1980000	7	7	6	6	6
26	2090000	8	7	7	6	6
27	2200000	8	7	7	6	6
28	2310000	8	8	7	7	6
29	2420000	8	8	7	7	7
30	2530000	9	8	8	7	7
31	2640000	9	8	8	7	7
32	2750000	9	9	8	8	7
33	2860000	9	9	8	8	8
34	2970000	9	9	9	8	8
35	3080000	9	9	9	9	8
36	3190000	9	9	9	9	9

Level 1

Charm Person (RC 44)
 Cure light wounds*
 Eternal Wanderer
 Faerie Lights
 Flattery
 Moonlight Shadow
 Protection from Evil (RC 45)
 Purify Food and water (RC 35)
 Remove Fear* (RC 35)
 Resist Cold (RC 35)
 Rock Music
 Rhyme of the Horse
 Whisperer
 Seeker of Magic
 What Ails Thee?

Level 2

Bellow
 Cure Moderate Wounds*
 Discordant Note
 Find Traps (RC 35)
 Flight be True
 Guardian Angels
 Needles and Pins
 Hero's Chant
 Resist Fire (RC 35)
 Sahar Alqahira
 Savoir Faire
 Sound of Silence
 Speak With Animal (RC 35)
 Tireless Hero

Level 3

Batsight
 Cure Blindness* (RC 36)
 Cure Disease* (RC 36)
 Cure Serious Wounds*
 Epic Battle
 Flim-Flam
 Growth of Animal* (RC 36)
 Light Flight
 Remove Curse* (RC 36)
 Requiem Melody
 Tune of the Land
 Song of Binding
 Song of Freedom
 View from Afar

Level 4

Abjure
 Breathstealer
 Charm Monster (RC 49)
 Create Water (RC 36)
 Cure Critical Wounds*
 Languages*
 Magic's End
 Mindrender
 Protection from Evil 10'
 Radius (RC 37)
 Scatterbrain
 Summon Animals (RC 42)
 Speak With Plants (RC 37)
 Tempest
 Truthtell

Level 5

Animate Objects (RC 38)
Dance With Me
Fantasy

Forgotten Thoughts
Hymn of the Ages
Into the Gap
Ley Step

Lore (RC 55)
Quest* (RC 38)
Resurrection Shuffle
Rolls of Thunder

Satire
Shadow on the Wall
Speak With Monsters (RC 39)

Brock

Brock are badger folk. They are around 7' to 8' tall, with black and white striped faces coming to a black nose at the tip, small eyes, and thick grey fur covering their bodies. They have powerful, muscled arms and legs, with claws at the tips of each, and sharp teeth lining long mouths. They are lovers of good food and conversation, being entirely and broadly omnivorous and willing to eat nearly anything. They make their homes in woodlands and pastures, digging warm, comfortable burrows in which they live in small family groups, often with friendly relations with demi-humans and humanoid clans (although their great enthusiasm for scavenging the dead of other races can create conflict).

Class and Experience: Brock may pursue any class, but require 20% more experience points at each level. Brock make excellent fighters and thieves, but there are few brock magic users or clerics. Brock druids are known but rare.

Centaur

While most centaurs are peaceful creatures, only rarely being roused to leave their woodland and mountainside retreats, a few choose the adventuring path. While there are obvious disadvantages to being part horse, such as finding accommodation or even fitting down dungeon corridors, their phenomenal strength and resilience makes them invaluable members of adventuring parties in some circumstances.

Centaurians may take up any class available to humans, with a 30% increase in experience required, but there are some practical concerns. If they choose to be clerics or theists, the only immortal known to have a clergy among them is their patron and creator, Ixion. They make poor thieves or assassins, finding few shadows big enough or ground surfaces quiet enough (-30% to move silently, -20% to hide in shadows), and climbing sheer surfaces is quite impossible for them. Centaur acrobats and mystics are implausible, and in theory while they may be magic users or druids, they are slow to advance in such classes (note the higher experience cost per level, and the +30% XP required).

Hit Dice: Centaurs use the next higher dice to determine hit points. So for example, a Centaur magic user gains 1d6HP (plus

Hit Dice: Brock use the next higher dice at each experience level, e.g., a fighter rolls 1d10 hp (and adds constitution bonus) per level, whereas a cleric rolls 1d8 hp.



Languages: Brock speak their own peculiar language of grunts and growls, and

constitution bonus) per level, a fighter 1d10HP, etc. They gain an extra hit dice at first level of experience



Movement and Encumbrance: An unencumbered Centaur can move at 180' (60'), and can carry twice the encumbrance (4800cn) of a normal human or demi-human. Normal saddle bags are useable by centaurs for carrying larger loads.

Languages: Centaurs can speak their own language, treant, pixie and faun. They may also speak with horses.

Combat and Weapons: There are few armoureders who are skilled in the specialist production of centaur armour, which is a combination of horse barding and human

they also speak halfling, gnome and bugbear.

Combat, Armour and Weapons: Brock can (class permitting) use a shield they can wear armour. They are able to use any weapon permitted by their class, but their poor eyesight means that all thrown weapons and missile fire attacks are made with a -2 penalty to the roll. Human armour almost fits a brock, and can usually be modified for the brock to get into it. Brock have a natural armour class of 6, which may be further modified with dexterity, magic items, etc. A brock choosing to attack using their natural weapons may claw twice each round for 1d4 damage per attack, and bite for 1d6 damage.

Senses and Smell: Brock have an excellent sense of smell and hearing, and can only be surprised on a 1 on a 1d6. They also have infravision, but due to their poor eyesight only to a distance of 30'.

armour. It must always be made to fit, at twice the cost of equivalent horse barding. Magical centaur armour is possible but almost unheard of.

Centaurians may use any weapon favoured by their class, including the lance, with which they are able to perform charge attacks. They can also attack with their front hooves, for 1d6/1d6 per round.

Centaurians struggle to fight in tight spaces. In areas less than 10' across they suffer -2 to all hit and damage rolls. If facing two or more attackers, one on either side or one behind, an attacker (chosen by the attacking group) gains a +2 bonus to hit.

As a Mount: Centaurs can carry man sized creatures as if normal horses, but their speed is reduced to 120' (40'). This counts towards their normal encumbrance limit. The centaur, and the rider, may both fight, but unless the rider carries a longer weapon (e.g. the rider has a lance or spear, and the centaur a short sword) then the riders attacks are at -2 to hit and damage. Note that if the centaur charges into combat and the rider has a lance, *both* may make charge attacks in the same round.

Cleric

Clerics are similar to the Rules Cyclopedia, other than for three changes. Firstly, an extended spell list is shown below, with the added spells being variously replicated from the magic user spell list, novel spells (enclosed herein), and healing spell progression has been modified. Secondly, from name level and increasing with level, clerics that are in favour with their patron immortals can freely cast spells of certain levels of experience, i.e., they can choose which of the common cleric spells of stated levels to cast at time of casting (as shown in the table). And, thirdly, from name level a land-owning cleric is referred to as an Archbishop, whereas a travelling cleric is an Itinerant.

Weapon Mastery and Skills: At first level, clerics begin with 4 weapons at Basic mastery, and gain the skill "Honour Immortal" for their patron.

Caster Level	Spells free cast to level
9	1
14	2
18	3
23	4
27	5
32	6
36	7



Cucarachan

The insectoid Cucarachans of Skothar are among the most resilient intelligent creatures of Mystara. A rare race for most of their long history, they have rarely thrived but always survived. They are entirely unsuitable for play with a human and demi-human party but may be possible as PC's in humanoid or monstrous parties.

They are from 4' to 6' tall, and about half as broad, resembling gigantic cockroaches

Level 1

Clear Sight
Cure light wounds*
Detect Evil
Detect Magic
Diagnose
Light*
Magical Stone
Protection from Evil
Purify Food and water
Remove Fear*
Resist Cold
Sanctuary

Level 2

Bless*
Cure Moderate Wounds
Dust Devil
Find Traps
Hold Person*
Know Alignment
Resist Fire
Silence 15' Radius
Snake Charm
Speak With Animal
Trip
Withdraw

Level 3

Continual Light*
Chardastes Breath*
Cure Blindness*
Cure Disease*
Cure Serious Wounds*
Growth of Animal*
Locate Object
Remove Curse*
Speak with the Dead
Striking
Stoneshape
Water Walk

Level 4

Abjure
Animate Dead
Create Water
Cure Critical Wounds*
Dispel Magic
Holy Crusader

Languages*
Neutralise Poison*
Protection from Evil 10' Radius
Speak With Plants
Sticks to Snakes
Water Breathing

Level 5

Commune
Create Food
Dispel Evil
Geyser
Insect Plague
Magic Font
Moonbeam
Quest*
Raise Dead*
Sacrifice*
Stone to Flesh*
Truesight

Level 6

Aerial Servant
Animate Objects
Barrier*
Blessed Sanctum
Create Normal Animals
Cureall
Find the Path
Flame Strike
Lore
Speak With Monsters*
Statue
Word of Recall

Level 7

Earthquake
Gate*
Holy Word
Mass Heal*
Raise Dead Fully*
Regenerate*
Restore*
Summon Elemental
Survival
Travel
Wish
Wizardry

walking upon their back 4 legs, using their front 2 to grasp and manipulate tools. They have little talent for making such tools and weapons, but they can master the use of most devices. They are not the fastest, smartest, wisest or most nimble of creatures, and they are certainly not the most inventive. They are poor farmers, average hunters and mediocre at best when trying to gain treasures or wealth through brains or diplomacy. But there is something

in the spirit of a Cucarachan that sets them apart from all other sentient life forms on Mystara. They are, simply, ineradicable. And it is this that gives the Cucarachans their occasional moment in the spotlight. Theirs was the first civilisation to rebuild in the ruins of the Hallucigenia war, they were the first to thrive after the extinction of the dinosaurs, and after the destruction of Blackmoor their population rose to a ridiculous decree, allowing them to create a

distinct nation and culture in the cruel mountains of Skothar.

Ability Scores: Cucarachans receive the following modifiers to their ability scores (generated using Iron Man or Infinite Man methods – there are no Chosen Man cucarachans). Strength: -2, Intelligence: -4, Wisdom: -4, Dexterity: -1, Constitution: +2, Charisma: -3.

Character Class and Experience: In theory cucarachans can pursue any character class available to humans, but they are slow learners at best, always requiring *double* the experience points per level of experience. Note that while they may theoretically pursue any class, Cucarachans adventuring as anything other than Fighters or Thieves are thus far unknown.

Combat: Cucarachans gain the next dice up for hit dice, e.g. a Cucarachan thief gains 1d6hp per level as opposed to 1d4 (plus constitution bonus, if any), and a fighter gains 1d10. There are few examples of armour made to fit the unique body form of Cucarachans, but they often wield shields, and have a base armour class of 3 (due to essentially being made out of chitinous armour).

They are not a clever people and struggle to learn complex concepts. No Cucarachan can ever be better than expert in any weapon.

Special Abilities: Cucarachans possess no obvious special powers. They have no special tricks, do not have any skill at hiding

Druid

The Druid is an evangelist for disappearing wildernesses, the means by which a complex pantheon of immortals hold the worlds expanding populations in check, a warrior for wild spaces, the last line of defence against destruction of the worlds natural places. Empowered by immortal and divine magic not only from a single source or sphere but from all four positive spheres, the druid can call upon a greater range and number of spells than any other class. But this power comes at a price; druids have little direct combat prowess, they cannot wear armour, they are reliant on persuading others to aid them when such is required.

Druids make their homes in natural places, they cannot reside for more than a week in any settlement of more than 200 souls without losing all magical abilities. They cannot utilise any metallic tools except for those crafted from bog iron or naturally occurring precious metals - heat tempering of metals changes their nature, meaning that

themselves or gift of seeing in the dark. But there is one ability they have that perhaps defines them. Cucarachans cannot fail saving throws. In fact, Cucarachans never make saving throws (except if attacks come from an immortal or exalted level source, in which case they save as dwarves of equal level) and are always assumed to have made them. This does not make them immune to attacks – they can be struck normally, and making a save often only reduces breath weapon or spell damage by half. But they cannot fail to save, even when saving to deflect melee attacks.



Cucarachans are hard to drown (they suffer no ill effects even if completely submerged for up to 2 hours), they can survive in the void of space for up to 1 hour, and can't easily be killed by falling – they take a quarter damage from all falls. They also have a curious ability to move on walls or ceilings at up to half of their normal (ground) movement rate. Radiance does no damage to Cucarachans, and environmental

metallic armour or weapons cannot be constructed for the use of a druid.

The role of a druid in an adventuring party is complex; a druid does not have the healing powers of a cleric, nor are they as destructive in combat as a magic user. However, they have access to a broader range of spells than any other class, and as they progress in levels they are able to cast more spells than others; their role is to power the other party members, to elucidate what is happening around them and to control the environment for the advantage of their comrades, as well as to act as support for the magic user and cleric characters. Ultimately they become the undisputed masters of diverse magic.

Prime Requisite: Constitution

Alignment: All druids must be neutral, although their acts may be variously viewed as good or evil.

conditions other than perhaps the most crushing pressures of the abyss or the fires of volcanoes cannot impair them.

Society and Culture: Cucarachan males and females are similar in most respects. There are no differences in ability and little in appearance, and their society makes no distinction between the two. Cucarachans have no concept or understanding of family, typically laying hundreds of eggs near a food source and letting the young sort things out for themselves. Around 10 years later the few survivors will return to settlements to learn the ways of their people, and from the age of around 15 they begin to breed. And... Breed. Clutches of fertilised eggs (6d10+40) are deposited by females up to four times per year, soon hatching out into tiny (1hp) bipedal semi-upright cockroaches, and both males and females remain fertile until they die, typically at around 30-40 years old.

Cucarachans have no regard for their young or the young of other races, no love or permanent relationships, and no interest or innate understanding of these things in other races. They have no specific concept of good or evil, existing to eat, rest, mate and sleep. A few choose to adventure to gain treasures to buy more food, territory, or better surroundings for better rest, but to think of them as being in any way mercenary misses the point. They have no morality, they have 'useful' and 'not useful'. They have no pleasure, no joy, they have 'sated' and 'needs to be sated'. They are more alien in outlook than most actual aliens. This makes them both confusing and, often, useful partners in trade or adventure.

Hit Dice: 1d4 plus constitution bonus per level, up to level 9, and 1hp per level thereafter.

Armour: Druids may wear no armour

Weapons, combat, weapon mastery: Druids may only use weapons crafted from natural materials - wood and stone, for the most part. Practically, that restricts melee weapon choice to the staff, sling, club and throwing hammer (war hammers are invariably constructed using metal), and the only permissible missile fire weapon is the sling. In some primitive societies arrows are constructed using flint or obsidian arrow heads, and a druid who can source such items may use them. Note that such primitive arrows cannot be enchanted. At first level Druids gain three weapon mastery slots.

Druids attack as magic users of the same level, and gain weapon mastery slots at the same rate.

Skills: In addition to normal skill choices based on the character level and intelligence, Druids gain the skills Forest Survival and Nature Law at first level.

Magic: Druids meditate to gain spells every morning, as clerics do. From level 4 they may cast spells in reverse. Because they draw their magical powers from a diverse range of sources, they may only memorise each spell a maximum of three times; for example, if they can memorise 5 first level spells, they may still only memorise sleep three times, as the balance in nature (between the positive spheres) that they represent cannot be thus broken.

Their spells are drawn from among the Rules Cyclopedia cleric, magic user, druid, and fey (see Creature Crucible PC1) spell lists.

Magic Items: Druids may use magic items permitted to druids and to clerics, providing they do not affect good or evil. They may

Druid Spell List

Level 1

Analyse (RC 44)
 Charm Person (RC 44)
 Detect Magic (RC 45)
 Detect Danger (RC 41)
 Faerie Fire (RC 41)
 Light* (RC 45)
 Locate (RC 41)
 Purify Food and Water (RC 35)
 Precipitation (Gaz 18)
 Predict Weather (RC 41)
 Read Language (RC 46)
 Remove Fear* (RC 35)
 Resist Cold (RC 35)
 Shield (RC 46)
 Sleep (RC 45)
 Speak With Animals (RC, 35)
 Ventriloquism (RC 46)
 Watcher (PC1 43)

Level 2

Bless* (RC 35)
 Cure Light Wounds*(RC 34)
 Detect Invisible (RC 46)
 ESP* (RC 46)
 Find Traps (RC 35)
 Heat Metal (RC 41)
 Invisibility (RC 46)
 Know Alignment* (RC 35)
 Knock (RC 46)
 Levitate (RC 46)
 Mirror Image (RC 47)
 Obscure (RC 41)
 Resist Fire (RC 35)
 Produce Fire (RC 41)
 Silence 15' Radius (RC 35)
 Snake Charm (RC 35)
 Warp Wood (RC 41)
 Web (RC 47)

Level 3

Call Lightning (RC 41)
 Continual Light* (RC 46)
 Cure Blindness (RC 36)
 Cure Disease* (RC 36)
 Dispel Magic (RC 48)
 Fly (RC 48)
 Growth of Animal (RC 36)
 Hold Animal* (RC 42)
 Hold Person* (RC. 48)
 Horse Rush (PC1 44)
 Infravision (RC 48)
 Prot. From normal Missiles (RC 49)
 Prot. From Poison (RC 42)
 Remove Curse* (RC 36)
 Speak With Plants (RC 37)
 Speak With the Dead(RC 36)
 Striking (RC 36)
 Water Breathing (RC 49)

Level 4

Charm Monster (RC 49)
 Confusion (RC 49)
 Control Temperature 10' (RC 42)
 Create Air (RC. 48)
 Create Water (RC 36)
 Dimension Door (RC 49)
 Dispel Fog (Gaz 20)
 Enchanted Weapon (PC1 44)
 Growth of Plants (RC 49)
 Insect Plague (RC 37)
 Neutralise Poison* (RC 37)
 Plant Door (RC 42)
 Polymorph Other (RC 50)
 Polymorph Self (RC 50)
 Prot. from Lightning(RC 42)
 Sticks to Snakes (RC 37)
 Summon Animals (RC 42)
 Wall of Fire (RC 51)

Level 5

Anti Plant Shell (RC 42)
 Commune (RC 37)
 Create Food (RC 37)
 Create Normal Animals (RC 38)
 Control Winds (RC 42)
 Cure Moderate Wounds*
 Dissolve (RC 42)
 Hold Monster* (RC 52)
 Magic Jar (RC 52)
 Passwall (RC 52)
 Pass Plant (RC 42)
 Quest* (RC 38)
 Raise Dead* (RC 38)
 Rock (PC1 45)
 Speak With Monsters (RC 39)
 Telekinesis (RC 52)
 Truesight (RC 38)
 Woodform (RC 52)

Level 6

Aerial Servant (RC 38)
 Anti Magic Shell (RC 53)
 Animate Objects (RC 38)
 Anti Animal Shell (RC 43)
 Barrier* (RC 38)
 Charm Plant (RC 54)
 Create Magical Monsters (RC 57)
 Cure Serious Wounds*
 Find the Path (RC 39)
 Lore (RC 55)
 Lower Water (RC 53)
 Mass Charm (RC 57)
 Move Earth (RC 53)
 Stoneform (RC 54)
 Summon Weather (RC 43)
 Teleport (RC 52)
 Transport Through Plants (RC 43)
 Turn Wood (RC 43)

Level 7

Create Any Monsters (RC 59)
 Creeping Doom (RC 43)
 Cureall (RC 38)
 Dance (RC 57)
 Earthquake (RC 38)
 Gate (RC 59)
 Immunity (RC 59)
 Maze (RC 59)
 Metal to Wood (RC 43)
 Regenerate*
 Restore* (RC 39)
 Shapechange (RC 60)
 Summon Elemental (RC 43)
 Survival (RC 39)
 Travel (RC 40)
 Weather Control (RC 43)
 Wish (RC 40)
 Wizardry (RC 40)

also use magic user items that replicate spells available to druids; for example, they can use a *wand of polymorphing*, but not a *wand of fireballs*.



Higher Experience Level: Name level druids who choose to settle in a location are known as Hierophants. They rarely build permanent structures to live in, their woodland homes being known as Glades. After establishing a glade, 2d6 low level druids and Druidic Knights will seek the

Hierophant out to learn from him, and will become at least nominally loyal to the Hierophant. Animals and plants within a 2 mile radius of the Glade will know of and soon learn to care for the welfare of the Hierophant, alerting him to any dangers to the environment in a wider range. The Hierophant also has a chance (determined per month of game time by the DM) of being alerted to any wider dangers to the balance of nature within the campaign world.

A name level Druid who instead chooses to travel is known as an Earthwalker. An Earthwalker will be welcomed by most rulers in civilised and uncivilised lands, as well as by settled Hierophants. An Earthwalker typically travels to seek out great damage inflicted on balance in the world, and will often attract powerful hirelings (over 5th level) who will seek both to follow and learn from their teachings.

Level	Level Title	XP	1	2	3	4	5	6	7
1	Aspirant	0	1						
2	Ovate	2500	2						
3	Soothsayer	5000	2	1					
4	Sylvan	10000	3	2					
5	Animist	20000	3	2	1				
6	Augurer	40000	4	2	2				
7	Thaumaturge	80000	4	2	2	1			
8	Channeler	150000	4	3	2	2			
9	Arch Druid	300000	4	4	2	2	1		
10		450000	4	4	3	2	2		
11		600000	5	4	3	2	2	1	
12		750000	5	4	4	2	2	2	
13		900000	5	5	4	3	2	2	
14		1050000	5	5	5	3	2	2	1
15		1200000	6	5	5	4	3	2	2
16		1350000	6	6	5	5	4	3	2
17		1500000	6	6	6	5	5	4	3
18		1650000	7	6	6	6	5	4	3
19		1800000	7	7	6	6	6	5	4
20		1950000	8	7	7	6	6	5	4
21		2100000	8	8	7	7	6	6	5
22		2250000	8	8	8	7	7	6	5
23		2400000	8	8	8	8	7	7	6
24		2550000	8	8	8	8	8	7	6
25		2700000	9	8	8	8	8	8	7
26		2850000	9	9	9	8	8	8	7
27		3000000	9	9	9	9	9	8	7
28		3150000	10	9	9	9	9	9	8
29		3300000	10	10	10	9	9	9	9
30		3450000	10	10	10	10	10	9	9
31		3600000	11	10	10	10	10	10	9
32		3750000	11	11	11	10	10	10	10
33		3900000	11	11	11	11	11	10	10
34		4050000	12	11	11	11	11	11	10
35		4200000	12	12	12	12	11	11	11
36		4350000	12	12	12	12	12	12	12

Dwarf

The Dwarf race-class is replaced by Dwarven fighters. Racial abilities (new construction detection, finding sloping passages, infravision and languages) are as described in the Rules Cyclopedia. From level 17, all dwarves take half damage from spells and spell like effects.

While dwarves can in theory pursue any character class, Dwarven wizards are rare and mistrusted by both dwarves and other wizards, Dwarven thieves are shunned by other Dwarves, and Dwarven druids are completely unheard of.



Dwarven crafting rules, including special rules for creation of magic items as described in GAZ6, are applicable. Dwarves may, if they choose, select as one of their general skills to learn a clan speciality. Dwarves in areas such as the Northern Reaches are, even if outcast, typically part of the same clan structures as are found in Rockhome. Major clans are listed below, although further clans e.g. in on the Savage Coast are not listed. Any dwarf who chooses to learn their clan skill, they obtain that skill with a +1 bonus.

Clan/Location	Skill/Bonus
Rockhome	
Buhrodar	Honour Kagyar +1
Everast	Diplomacy +1
Hurwarf	Mining +1
Skarrad	Engineering +1
Skyrklit	Craft +1

Torkrest	Military Tactics +1
Wyrwarf	Farming +1
Minrothad	
Stronghold	Smithing +1
Thyatis	
Buhrohur	Signalling (Dwarf) +1
Karameikos	

Stronghollow	Law and Justice +1
Alphatia	
Stoutfellow	Building +1
Norwold	
Stormhaven	Survival (mountain) +1

Dwarf Giant

Standing from 9' to 11' tall, and with greyish pallor to their skin, black hair and typically benign, friendly expressions the dwarf mountain giant is rare outside of its homeland of Norwold, where isolated communities are found farming and herding in the deep valleys of the Final Range and Icereach Mountains. Occasionally they travel to the lowlands, taking jobs as guards, mercenaries or just as hired manual labour, this bringing in much needed gold to buy finished goods valued and needed in their communities. Many have now made their home in cities such as Magan and Oceansend, where their physique and stature is greatly valued.

Elf

Elves may be of any character class or may be played as the race class, presented in the Rules Cyclopeda. Elves who pursue classes other than the race-class Elf retain the racial abilities of infravision, detection, languages and immunity to ghoul paralysis. Elven magic users and fighters are most common, but elven clerics, thieves, druids and theists are not rare. Perhaps the class where they most stand out is the merchant, where a small majority of Minrothaddan merchants are Sea Elves.

Above level 10 race-class Elves may choose, each level, to gain an attack rank (with corresponding progression towards multiple attacks and half damage taken from Dragon Breath) or a level of spellcasting ability, up to a maximum of Attack Rank M and level 20 as a spellcaster according to the Elf experience table below. For example, an elf who is attack rank L and level 15 as a spellcaster may at their next level of experience choose to become attack rank M or level 16 as a spellcaster.

From level 10, Elves gain one hit point per level, and gain weapon mastery and skill slots based on their total character level rather than attack rank. So for example, an elf with attack rank G who is level 13 will have a number of skill and weapon mastery slots appropriate for a 16th level character. Once an Elf has attained attack rank M and level 20 as a spellcaster, further character levels (up to 36) only provide additional hit points, skills and weapon mastery slots.

First level elves begin with 6 weapons at basic level, and 4+ intelligence bonus skills.

Elves may, if they choose, select as one of their general skills to learn a clan speciality. While these may be many and varied, with dozens or even hundreds of smaller clans across Mystara, the major outer-world clans

Class and experience: Theoretically a dwarf giant may pursue any class, but most commonly they are fighters, with a few becoming clerics. There are dwarf giant thieves, but they are extremely rare, and no druids, mystics, theists or magic users are known. Dwarf giants need 30% more experience points for each level of experience.

Hit Dice: Dwarf giants use two sizes higher dice for hit points, e.g. instead of 1d6 a cleric rolls 1d10, instead of 1d8 a fighter rolls 1d12, etc. At first level they gain one extra hit dice.

Saving Throws: As humans of equal level.

are listed below. If an elf chooses to learn their clan skill, they obtain that skill with a +1 bonus.



- From first level, all elves have infravision 60' (shadow elves 90') radius, can detect secret doors on a 1-2 on 1d6, and are immune to ghoul paralysis. Elves can use fighter combat options as a fighter of 1st level. All Elves speak Elven as well as the local Human language. Sylvan elves (e.g. Alfheim. Wendar, Shiye Lawr) are able to speak Gnoll, Hobgoblin and Orc. Sea Elves speak Triton, Merrow, Shark Kin and Kna, and can sense direction in any outdoor location 75% of the time. Shadow Elves speak Orc, Gnoll and Hobgoblin.
- At attack rank D elves gain smash, parry and disarm combat options, and gain an extra attack per round.
- Upon attaining Attack Rank G, Elves take half damage from any breath weapon.
- From attack rank K, Elves gain a third attack per round.

Clan	Skill bonus
Alfheim	
Chossum	Bargaining +1

Languages: Giantish, in their own very slow dialect, and the local human language (variously Heldann or Caltic).

Combat, Armour and Weapons: Any weapons permitted to their class, but their size is such that if using human weapons they suffer a -2 penalty to hit. Wilding appropriately made very large weapons, they inflict +4 damage. Armour must always be made specially to fit a dwarf giant, and typically costs twice the price of human sized armour.

Dwarf giants cannot throw boulders in the same way as larger giants, but can throw rocks with a range of 20/40/60 for 1d6 damage.

Erendyl	Craftsman (any type) +1
Feadil	Knowledge of the Tree of Life +1
Grunalf	Hiding +1
Long Runner	Alternate Magics +1
Mealidil	Singing +1
Red Arrow	Military Tactics +1
Glantri	
Belcadiz (Alhambra)	Etiquette +1
Erewan (Ellerovyn)	Bowyer/Fletcher +1
Traldara/Thyatis	
Callarii	Dancing +1
Vyalia	Hunting +1
Alphatia	
Shiye	Magical Engineering +1
Minrothad	
Alfasser	Ship Piloting +1
Verdier	Ship Building +1
Wendar/Denagoth	
Gellereth	Fey Lore +1
Geffronell	Nature Lore +1
Norwold	
Duneshiye	Survival (Forest) +1
Grakhalia	
Sheyallia	Survival (Caves) +1
Savage Coast	
Destreza	Bravery +1
Alhamil	Music +1
Yezchamenid Empire	
Yezachil	Beaurocracy +1
Shadow Elf Lands	
Celebryl	Leadership +1
Porador	Cave farming +1
Felestyr	Mining +1

Level	Attack Rank	XP	Level Title	Gelbalf						Weaving +1				
				Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9		
1	(a)	0	Veteran Medium	1										
2		4000	Warrior Seer	2										
3		8000	Swordmaster Conjurer	2	1									
4		16000	Hero Magician	2	2									
5		32000	Swashbuckler Enchanter	2	2	1								
6		64000	Myrmidon Warlock	3	2	2								
7		120000	Champion Sorcerer	3	3	2	1							
8		250000	Superhero Necromancer	4	3	2	2							
9		400000	Lord Wizard	4	4	3	2							
10	C	600000		5	4	3	2	1						
11	D (b)	850000		6	5	3	3	2						
12	E	1100000		6	5	4	3	2	1					
13	F	1350000		7	6	4	4	3	2					
14	G (c)	1600000		7	6	5	4	3	2	1				
15	H	1850000		8	7	5	5	4	3	2				
16	I	2100000		8	7	6	5	4	3	2	1			
17	J	2350000		8	8	6	6	5	4	3	2			
18	K (d)	2600000		8	8	7	6	5	4	3	2	1		
19	L	2850000		8	8	7	7	6	5	4	3	2		
20	M	3100000		8	8	8	7	6	5	4	4	3		
21		3350000												
22		3600000												
23		3850000												
24		4100000												
25		4350000												
26		4600000												
27		4850000												
28		5100000												
29		5350000												
30		5600000												
31		5850000												
32		6100000												
33		6350000												
34		6600000												
35		6850000												
36		7100000												

Fighters

Fighters are mostly unchanged from the Rules Cyclopedia, the Fighter class gaining the same abilities at the same level. However, Paladins and Avengers can be played from first level, rather than level 9, and the Druidic Knight (a neutral fighter owing allegiance to a powerful druid or council of druids) and Barbarian (robust but unarmoured fighters from uncivilised tribes) are available.

Fighter

First level fighters have knowledge of 6 weapons at basic mastery and receive up to 6+ intelligence modifier general skills, as long as 4 of the 6 are linked to the characters background. For example, a fighter from a cavalry background might have the skills riding, veterinary healing, animal handling and cavalry tactics, whereas a fighter from a piracy background might know boat piloting, rigging combat, naval tactics and profession (sailor). This is not

mandatory, and a player may opt for four unlinked skills instead.



Paladin

From first level abilities (detect evil, turn undead and cast spells as a cleric of 1/3 level, *etc.*), as well as obligations described in the Rules Cyclopedia, apply to all Paladins.

In additions, Paladins gain the special clerical powers of their order, and the relevant Honour Immortal skill, 4 (plus any intelligence bonus) general skills, and 6 weapons at Basic mastery.

Avenger

Like Paladins, Avengers gain the abilities and drawbacks as described in the Rules Cyclopedia and gain the relevant abilities of their clerical order and appropriate Honour Immortal skill Avengers begin with 6 weapons at basic mastery, and an additional 4 + intelligence bonus skill slots.

Druidic Knight

Druidic Knights can cast spells as druids of 1/3 of their level (rounded down), this ability learned from the druidic circle to which they must swear fealty. Like druids, Druidic Knights cannot wear metal armour, they simply cannot have crafted metal so close to their skin, but they can wear leather

armour and use any melee or missile weapons as any other fighter. Druidic knights suffer no restrictions on hirelings other than that imposed by their charisma scores, and in addition to 4+ intelligence bonus skills also gain tracking, survival (forest) and nature lore skills. They are welcomed in all civilised and most uncivilised lands. Like druids, druidic knights have no ability over undead.

Barbarian

Barbarians are from cultures that do not have written language and cannot begin as literate. In addition to 4+ intelligence bonus general skills, a first level barbarian may pick any 3 skills from Survival (choose terrain), tracking, cleave, hunting, danger sense, berserker, battle charge, fighting frenzy, delchiss, foraging, spear brawling, warrior scream, muscle, wrestling, fire-building, alertness, bravery and endurance.

Barbarians cannot wear armour but may use a shield. They may make one extra melee attack per round (i.e. from level 1 they can attack twice, from level 12 they can attack 3 times, *etc.*). A barbarian uses the next larger dice for hit points, e.g. a human barbarian uses d10 for hp per level, rather than d8. Barbarians are instinctive warriors and begin at first level with basic weapon mastery with all melee weapons but cannot begin with weapon mastery in any missile fire device.

Level	Experience	Fighter	Paladin	Avenger	Druidic Knight	Barbarian
1	0	Veteran (a)	Gallant (a)	Reprobate (a)	Runner (a)	Brute(a)
2	2000	Warrior	Keeper	Bellicose	Strider	Tribesman
3	4000	Swordmaster	Protector	Scoundrel	Scout	Brave
4	8000	Hero	Defender	Antihero	Courser	Savage
5	16000	Swashbuckler	Warden	Villain	Tracker	Beast
6	32000	Myrmidon	Guardian	Blackguard	Guide	Huntsman
7	64000	Champion	Chevalier	Malefactor	Pathfinder	Heathen
8	120000	Superhero	Justicar	Warduke	Warden	Vandal
9	240000	Lord (b)	Lord of Light (b)	Dark Lord (b)	Ranger (b)	Chieftain (b)
10	360000					
11	480000					
12	600000	(c)	(c)	(c)	(c)	(c)
13	720000					
14	840000					
15	960000					
16	1080000					
17	1200000					
18	1320000					
19	1440000					
20	1560000					
21	1680000					
22	1800000					
23	1920000					
24	2040000	(d)	(d)	(d)	(d)	(d)
25	2160000					
26	2280000					
27	2400000					
28	2520000					
29	2640000					
30	2760000					
31	2880000					
32	3000000					
33	3120000					
34	3240000					
35	3360000					
36	3480000	(e)	(e)	(e)	(e)	(e)

(a) From first level all fighters, paladins, avengers, druidic knights and barbarians gain the first level fighter combat option set vs. charge and charge.

(b) From level 9 the extended fighter combat manoeuvres are available (including smash, parry and disarm).

(c) From level 12, an extra attack per round is gained. If the character is fighting with two weapons, only one

attack is gained, but the character may decide with which weapon.

(d) From level 24, a second extra attack per round is gained.

(e) At level 36, a third extra attack per round is gained.

High Level Options

Fighters

Higher level fighters may swear fealty to a church and become paladins or avengers, or may instead choose to pledge allegiance to

a landed noble and become a knight. Alternatively they may build a stronghold, as described in the Rules Cyclopedia, seeking to found or be granted a dominion.

Paladins, Avengers and Druidic Knights

These characters cannot claim dominions, already owing allegiance to a higher authority. They may, if they choose, still own property and even construct

fortifications, with the consent of local rulers and their religious leaders, but they cannot claim rulership over the surrounding areas.

Barbarians

If a barbarian could claim rulership over his peoples in an organised way, those people would not be of barbarian blood. A name level barbarian may however, in their homelands, summon a horde for a specific purpose. The horde must be assembled for a specific purpose (“We will storm the tower of the high necromancer!” “We will

rescue the Princess from the Grand Armeed’s Orcs!”), and will arrive from all around the tribelands over around 3 weeks. The horde will consist of $1d100 + 50$ warriors per level of the characters experience (along with wicca, shamen, witch doctors or other characters appropriate to local culture), with at least 1 warrior of half of the characters level of experience and other ancillary higher level tribesmen acting as officers. The horde will remain assembled long enough to accomplish the required job but will rapidly evaporate unless there is hope for action or, at least, copious booty.

While in theory a barbarian may summon the horde as often as they choose, if the task is not considered worthy of their reputation (i.e., level) then the call will not be answered.

A barbarian may choose to accept dominion in civilised lands, or they can try to establish a dominion in uncivilised lands, by the normal rules available to fighters. If they do so, they can no longer summon a horde.

Gnome

The Gnome race-class as presented in the appendix of the Rules Cyclopedia and later in more detail in PC2: Top Ballista is replaced by the fighter class. Gnomes may be of any class and progress to level 36, and retain racial characteristics as described below. Gnomish fighters are quite common, but they often excel as magic users or thieves. Gnomes are restricted to the same weapon choices as halflings.



Sky gnomes are only found on the flying city of Serraine, on Oostdock in the Hollow World, Floating Ar in Alphatia, and in some scattered communities on the Arm of the Immortals. Infernids are found only in Mystaras most volcanic locations and in the deepest, hottest caves near to the magma layer between the outer and hollow world, and Ice Gnomes are native to the mountains in Southern Davania. Rock gnomes are found across Brun, Alphatia, and in and around the mountains and hills of Davania (including Snarta).

Level	Rock Gnome	Sky Gnome	Ice Gnome	Infernid
1	(a)(b)(c)(d)(e)(f)	(a)(b)(c)(g)(h)(i)	(a)(b)(c)(j)(k)(l)	(a)(b)(c)(m)(n)(o)
2				
3				
4	(p)	(p)	(p)	(p)
5				
6				
7				
8				
9	(q)(u)	(r)(u)	(s)(u)	(t)(u)
10				
11				
12	(v)	(v)	(v)	(v)

- (a) Gnomes have excellent infravision, with a range of 90’.
- (b) Gnomes gain a -1 bonus to armour class when fighting against creatures larger than man sized.
- (c) Gnomes gain a bonus of 1 to all skill or ability checks involving machinery.
- (d) Rock gnomes gain the same detection chances as dwarves.
- (e) Rock gnomes receive a +1 bonus to saving throws vs. earth based attacks (including acid and petrification).
- (f) Rock gnomes can speak with burrowing animals, e.g. moles, rabbits, badgers. It is worth

- noting that such animals may be neither very intelligent nor interested.
- (g) When aboard a flying machine, flying island, on a flying mount *etc.* skygnomes have a 50% chance to know their altitude, speed, safety of any manoeuvres and whether weather patterns are natural or not .This chance increases by 3% per level of experience.
- (h) Skygnomes contain a +1 bonus to saving throws vs. all air based attacks (e.g. lightning, electrical attacks, whirlwind, *etc.*)

- (i) Skygnomes gain the skill Right Stuff at first level, in addition to any other general skills.
- (j) Ice gnomes can travel on ice, snow, and in any cold terrain without any hindrance or being in any way slowed.
- (k) Ice gnomes gain a +1 save vs. all ice, cold and water based attacks.
- (l) Ice gnomes take no damage from natural cold.
- (m) Infernids can innately sense whether fires, volcanic or seismic activity is natural. They have a 50% chance at first level, increasing by 3% per level of experience.

- (n) Infernids gain a +1 save vs. fire and heat based attacks
- (o) Infernids are immune to any penalties due to excess heat and fatigue due to high temperatures. This is not an immunity to fire, merely the effect of temperature below the point of combustion.
- (p) The saving throw bonus obtained at level 1 is now +1
- (q) A rock gnome of this level can cast Wall of Stone, once per week, in addition to any other spellcasting abilities they may possess. This can only be done underground or indoors, and if in defence of the gnomes own burrow it may be up to twice the normal volume (thickness or size)
- (r) A skygnome of this level can cast Aerial Servant, one per week, in addition to any other spellcasting ability they may have.
- (s) Once per week an ice gnome of this level can cast ice storm/wall in addition to any other spellcasting ability they may have. Note that this can only be cast either outdoors or within the gnomes own burrow.
- (t) Once per week, an infernid can cast either wall of fire or fireball, in addition to any other spellcasting ability possessed. Note that this can only be achieved outdoors or within the infernids own burrow.
- (u) At this level Gnomes can choose to take meddling as a skill. From this point they are able to employ fantasy physics to create machines as described in PC2.
- (v) From this level Gnomes gain a bonus of 2 to all fantasy physics and meddling rolls relating to the construction of their own inventions.

Gremlin

Gremlins are skinny, wiry, 3' tall humanoids ranging from battleship grey to bright green in colour, possessing large, pointed ears and chins, with wide, saucer like eyes. They are almost universally reviled, having no purpose other than the self-gratification of meddling in the affairs of others for their own amusement. In the presence of a gremlin anything that can go wrong will go wrong, and as they (somehow) progress in power both the intensity and the range of this effect increases.

They have no known social structure, and although they hold no malice towards other gremlins they have little care for each other either. Occasionally some force calls many gremlins together, and scores or even hundreds may assemble in what is known as a discord, but more frequently they are attracted in small numbers to any complex or technological project, with such events (and interfering with them) being their main source of entertainment. They are omnivorous, being able to subsist on stale bread and water, but invariably if there is better food to be had a gremlin will gorge on it, being able to pack away more food than a whole family of hobbits.

For the most part they are creatures of limited attention span and huge imagination, but occasionally a gremlin will obsess over a particular piece of technology,

spending months or even years testing it to destruction.

Gremlins are rarely welcome. Anywhere. The natural lifespan of a gremlin is unknown – none is known to have died a natural death. They have infravision to a range of 60'.



Attributes: Gremlins are generated with the following modifiers to their attributes. Str -2, Int 0, Wis -2, Dex +2, Con +2, Cha 0.

Class and Experience: Perhaps gremlins may be able to learn classes other than their own unique race class, but there are no known examples. They progress as shown in their own experience table.

Hit Dice: Tougher than they look, gremlins roll 1d6 hp plus or minus

constitution modifier per level up until level 9, and gain 1 hp per level thereafter.

Movement and Encumbrance: They are able to move at a standard speed of 120' per round if unencumbered and can carry a normal encumbrance load. They are stronger than they look. They do not typically choose to carry much or, even, adorn themselves with clothing, having little interest in planning for any unknown eventualities on a journey.

Languages: They are natural linguists and are able to speak their own language of snorts, giggles and rude gestures, as well as elven, gnomish, dwarvish, orcish and one human language appropriate to where they live. Note that while they understand such languages, their vocabulary is limited. But even the least intelligent gremlin knows profanities in each of those tongues.

Combat and Weapons: Gremlins attack as magic users of their own level and save as elves. They are rarely interested in melee combat, and none has shown the capacity for weapon mastery. They usually carry small knives or daggers, inflicting only 1d3 damage. They cannot wear armour – it always falls off them. A Gremlins natural armour class is 7, and they cannot seem to get the hang of shields.

Level	Level Title	XP	Chaos save	Fumble	Aura radius	Hide in Crannies (%)	Hide In Shadows	Save Bonus	Special Abilities
1	Fomenter	0	+4	-4	10'	25	10	0	(a) (b) (c)
2	Nuisance	1750	+3	-3	10'	30	15	0	
3	Peever	3500	+3	-3	10'	35	20	+1	(d)
4	Glitcher	7000	+2	-2	10'	40	24	+2	(e)
5	Prankster	14000	+2	-2	15'	45	28	+2	(f)
6	Aggravation	28000	+1	-1	15'	50	32	+3	
7	Exasperation	56000	+1	-1	15'	55	35	+3	(g)
8	Hindrance	112000	0	0	20'	60	38	+3	

9	Meddler	224000	0	0	20'	65	41	+4	(h)
10		336000	-1	+1	20'	70	44	+4	
11		448000	-1	+1	25'	75	47	+4	
12		560000	-2	+2	25'	80	50	+4	(i)
13		672000	-2	+2	25'	85	53	+5	
14		784000	-3	+3	25'	90	56	+5	
15		896000	-3	+3	30'	95	58	+5	(j)
16		1008000	-3	+3	30'	96	60	+5	
17		1120000	-4	+4	30'	97	62	+5	
18		1232000	-4	+4	30'	98	64	+6	(k)
19		1344000	-4	+4	35'	99	66	+6	
20		1456000	-5	+5	35'	100	68	+6	
21		1568000	-5	+5	35'	100	70	+6	(l)
22		1680000	-5	+5	35'	100	72	+6	
23		1792000	-5	+5	40'	100	74	+6	
24		1904000	-6	+6	40'	100	76	+7	(m)
25		2016000	-6	+6	40'	100	78	+7	
26		2128000	-6	+6	40'	100	80	+7	
27		2240000	-6	+6	45'	100	82	+7	(n)
28		2352000	-7	+7	45'	100	84	+7	
29		2464000	-7	+7	45'	100	86	+7	
30		2576000	-7	+7	45'	100	88	+7	(o)
31		2688000	-7	+7	50'	100	90	+8	
32		2800000	-7	+7	50'	100	92	+8	
33		2912000	-8	+8	50'	100	94	+8	(p)
34		3024000	-8	+8	50'	100	96	+8	
35		3136000	-8	+8	55'	100	98	+8	
36		3248000	-8	+8	55'	100	100	+8	(q)

Explanation of table

Chaos save: Modifier to saving throw vs. spells to resist the chaotic aura of the gremlin. A save must also be made when attacking the gremlin, to avoid fumbling (see below).

Fumble: When attacking a gremlin, if a save vs. the gremlins chaotic aura is failed, then the attack roll is then used against a target of the gremlins choice within range of the melee. The hit roll is modified according to the figure in this column. For example, a fighter tries to hit a 17th level gremlin must make a saving throw vs. spells with a -4 modifier to the roll. If the saving throw is failed, their attack is applied to the target of the gremlins choosing with a +4 bonus to hit.

Aura radius: The spherical radius of a gremlins chaos aura. All creatures within this must make a saving throw vs. spells once a round, or misfortune will result.

Hide in crannies: Gremlins are rubbery, and can squeeze into the most unlikely spaces and remain unseen. Their percentage chance of remaining unseen is shown in this column.

Hide in shadows: Gremlins can hide in shadows as a thief of equal level.

Save bonus: The workings of gremlin minds are different to those of any other creature. They gain a bonus to saving throws vs. all

mental attacks (*charm, magic jar, confusion, etc.*) and illusions as shown.

Abilities

- (a) **Chaotic Aura.** Anything that can go wrong will go wrong to any character within range of a gremlins chaotic aura. Mechanical items (machines, crossbows, *etc.*) are affected first. If a saving throw vs. spells as modified according to the chaos save column, something unfortunate will happen to any creature within range that round. A gremlin may also use their aura to affect something not held or worn by another creature. The chance of this working varies from 1%+1% per level of the gremlin (to make a whole timber frame fall down or subtly alter a piece of machinery) though to 90%+1% per level (turn a tap off, tap a hammer on a table). Simple feats such as making a plank rise might be achieved with a 70% probability, hitting a gnomes backside with the plank (achieving annoyance but no damage) may only be 20% possible.
- (b) **Tumbling.** Gremlins seem to bounce if they fall and ignore the first 10' of falling when calculating damage.
- (c) **Bouncing.** A gremlin can leap up to 8' vertically or 12' horizontally with only a 10' running start, or 6' up and 10' forward without a running start.
- (d) The gremlin may now ignore the first 20' of falling damage.

- (e) A gremlin of this level or above may leap 12' vertically and 16' horizontally with a running start of 10', or 8' up and 12' forward with no running start.
- (f) At this level a gremlin may use the *leg whip* spell twice per day.
- (g) From this level a gremlin may use the *side splitting* spell twice per day
- (h) A gremlin of name level or above can cast *confusion* once per day
- (i) From level 12 a gremlin may ignore the first 40' of falling damage
- (j) From level 15 a gremlin may leap 16' vertically and 20' horizontally with a running start of 10', or 10' up and 14' forward without a running start.
- (k) From level 18 a gremlin may cast *leg whip* four times per day
- (l) From level 21 a gremlin may cast *side splitting* four times per day
- (m) From level 24 a gremlin may cast *confusion* twice per day.
- (n) From level 27 a gremlin takes no damage from falling, from any distance.
- (o) Once per month, a gremlin of this level may cast *chaos wish*.
- (p) Once per week, a gremlin of this level may cast *chaos wish*.
- (q) Once per day, a gremlin of this level may cast *chaos wish*.

Gremlin Spells

Leg Whip

Range: Twice the gremlins aura radius
Duration: 2d4 rounds
Effect: Immobilises one target

This spell affects a single creature that the gremlin can see, and which requires its legs for movement. The gremlin points at the legs of the creature and a shimmering green strand of force wraps around their legs. If a save vs. spells is made then this immediately dissipates, otherwise it wraps around and binds the legs. Creatures larger than ogres gain a bonus of +2 to the save.

If caught, the victim can only move by hopping, at a 5th of their normal speed (unless they usually move by hopping). If the creature was moving at faster than walking speed when they are caught then they will fall to the ground if they do not make a successful dexterity check.

Side Splitter

Range: Aura radius

Duration: Special

Effect: Makes a creature helpless with laughter

The gremlin targets a single victim, which must have the capacity for a sense of humour (i.e. an intelligence above 1 – zombies and wood golems cannot be

amused). The gremlin leaps out, makes a rude or humorous gesture (e.g. a teapot impression, sticks their tongue out while farting loudly, *etc.*). The target may save vs. spells at -2 to avoid the effects. If the saving throw is failed the victim is helpless with laughter, and will stop whatever they are doing, drop any items held in their hands, and laugh at the gremlin. A fresh saving throw is allowed each round, with a success indicating that the victim has spent the round pulling themselves together.

The victim cannot move, cast spells or attack until they recover, and they suffer a -4 penalty to armour class.

Chaos Wish

Range: Special

Duration: Special

Effect: Goodness knows...

In terms of sheer magical power, this is almost certainly the single most potent spell created by any mortal on Mystara. It is, however, utterly without any control; the caster MAY try to word a wish associated with it, but it doesn't help.

Upon casting, the DM rolls 1d20, and compares the result to this table.

1- The caster dies, instantly, permanently, and irrecoverably

2- The caster dies, instantly, but can be raised

3-8 Bad effect, the power of the spell is unleashed in an appalling way

9-12 Neutral effect, the power of the spell is immense but does something neither beneficial nor of hindrance to the caster

13-18 Good effect, and whatever the hell the spell does it helps the caster

19- Excellent effect

20- Massive effect

The DM should be creative and unrestrained; if for example a caster is faced by an army of undead he cannot defeat, casts this spell and the DM rolls a 15, then perhaps a group of wandering archons will turn up and help, pledging loyalty to the caster for an extended period of time. If he rolls a 5, then a nightwalker may be attracted to join the army of undead, bringing its own legion of minions.

Halfling

The Halfling race-class is as depicted in the Rules Cyclopedia, but halflings may otherwise pursue any character class. Only race-class halflings can become Halfling Masters, but all Halflings may use the denial ability if of a suitable level in any halfling homeland (including The Shires, the Clanholdings of Leeha in Norwold, *etc.*).

Hodmedod

Hodmedod are hedgehog folk. They are around 4' tall, with huge black feet and hands, long snouts with sensitive noses, and heavily spined backs. They are, by nature, scavenging creatures of the night, enjoying nothing better than sitting under a hedgerow crunching on nuts, birds eggs, fruits, bugs, worms, indeed anything they can find, and willy happily wile away the moonlit hours among other friendly hodmedods, gossiping in their own rather snuffling language and feasting upon nature's bounty.

Class: Hodmedods may theoretically pursue any character class, but there are few fighters among them. Most often they are thieves, but hodmedods of every class are known.

Hit Dice: Hodmedods use the standard hit dice of the class they pursue.

Rules for Halfling Masters, use of blackflame and production of magic items as described in the Five Shires Gazetteer are available. Racial abilities are applicable to all halfling characters. From 15th level, non-race-class halflings take half damage from breath weapons. At 30th level halflings take half damage from spells and spell like effects.

Languages: Hodmedods speak their own peculiar language of sniffs and grunts, and they also speak elven, treant and fey



Combat, Armour and Weapons:

Hodmedods can (class permitting) use a shield but they cannot wear armour. They can use any small or medium (but not large) weapon, again, class allowing. Hodmedods have a natural armour class of 7, which may

Halfling fighters and thieves are common, their small size and ability with missile weapons making them dangerous foes. Halfling magic users and clerics are rare, druids being a more common spellcasting choice.

be further modified with dexterity, magic items, *etc.*

Any creature not immune to normal weapons engaging a hodmedod in melee combat using a weapon shorter than a spear must make a saving throw vs. Dragon Breath each round or be struck with 1d4 of the hodmedods spines for 1d2 damage each. The spines of a hodmedod also render them immune to backstabs (but not assassinations).

Senses and Smell: Hodmedods have an excellent sense of smell and can track by scent (as per the general skill 'tracking') by making a wisdom check. They also have infravision to a distance of 60'.

Hodmedod's are highly aromatic creatures, and produce a strong, musky aroma. Many civilised creatures find this smell most unpleasant. Daily bathing (anathema to hodmedods) is required if a hodmedod is to remain welcome in polite society.

Humanoids

For the most part, kobold, orcs, hobgoblins and their ilk make poor companions for more civilised adventurers. Almost without exception they are chaotic and, if not thoroughly evil, at least callous, mean spirited, vicious, brutal and incapable of the typical interactions that keep groups composed of other races together. In principle, they may pursue any character class, but in practice most classes are unheard of among most of the humanoid races. It is not rare of for cabals of kobold thieves or assassins to operate in uncivilised areas, and the goblinoids frequently produce clerics (referred to as shamens). But mages are rare among the savage races (other than ogres, but the ogre-magi are

almost a race apart), and stories of orders of entropic mystic orcs are hopefully nothing more than rumour.



Humanoids are generated by any of the standard methods, their statistics modified as shown in the table below. Note that to convert a humanoids charisma to human/demi human standards, divide their charisma score by 3 (rounding down) and subtract the result from 9. What is considered 'charisma' among the monstrous humanoids is antithetical to what civilised creatures see as charismatic.

The normal skill list is available (rather than the list in GAZ10), but otherwise rules for creating hordes, partial armour, humanoid weapons *etc.* all apply.

Race	Str	Int	Wis	Dex	Con	Cha	Base AC	Infravision	XP Mod	HD	Starting HD	Save As
Kobold	-4	-	-	+3	-	-2	7	90'	-20%	-2	1	Gnome
Goblin	-3	-1	-1	+2	+1	-	8	90'	-10%	-1	1	Halfling
Orc	+1	-2	-	-1	+1	-	8	90'	0	0	1	Elf
Hobgoblin	+1	-1	-1	-	+1	-	8	60'	0	0	1	Human
Gnoll	+2	-1	-2	-1	+1	-1	8	60'	+10%	+1	1	Lupin
Bugbear	+2	-1	-2	-	+2	-	8	60'	+15%	+1	2	Dwarf
Ogre	+3	-2	-2	-1	+3	-	9	30'	+25%	+2	2	Human
Troll	+3	-3	-3	0	+3	-2	9	60'	+40%	+3	3	Dwarf

Lupin

This is abridged from Bruce Heard's article in Dragon magazine issue 237. Lupin's can play any character class humans can, although they may struggle to be accepted in some professions. They all possess keen senses, broadly defined into high, medium and low categories as described below. Breeds are summarised in the table below, and further described in detail beneath.

Weapon and armour limitations

In addition to normal restrictions character classes impose on weapon proficiencies, lupin sizes also have an impact. Up to 40" tall, a lupin is limited to Medium or Small

weapons. Between 41" and 50" tall, a lupin suffers no limitation on weapon weights but still cannot use a large weapon of any sort (including bastard swords).

Howling

If outdoors, lupins may use their baying to communicate simple messages to others of their kind (1d4+1 words per round). Their ability to do so depends on their physical sizes (assuming the larger the lupin, the more powerful the voice), weather conditions, terrain, and the hearing ability of the receiving lupin. A lupin must succeed a Hear Noise check to comprehend the

message. If the attempt misses by 30% or more, the lupin doesn't even hear or notice the howling at all. For each inch in size above 40" of the howling lupin, add a bonus of +1%. If the howler is a beagle, add another +20% bonus. For each full mile of distance between the two lupins, apply a 10% penalty (under half a mile, add a +30% bonus instead). If there are trees, hills, winds, loud noises (a river for example) near the listening Lupin, or other relevant obstacles, further penalties or applied or it may be impossible to communicate this way. If the listener is sleeping at the time, allow a 10% chance waking up.

Breed	Stats						Height (inches)	Move	Bite	Senses
	Str	Int	Wis	Dex	Con	Cha				
Guardians										
Doggerman	+1	-1	0	0	0	0	57+str	120'	d6+1	M
Maremma	+1	-1	0	-1	0	+1	57+str	120'	d6+1	M
Mastif	+2	-1	-1	-1	+1	0	62+str	120'	d6+2	L
Pit-Bull	+1	0	-2	+1	+1	-2	52+str	120'	d8	L
Shar-Pei	+1	0	0	0	+1	-2	54+str	120'	d6+1	L
Wolvenfolk	+1	-1	-1	0	+2	-1	58+str	120'	d6+2	M
Ye Great Dogge	+2	0	0	-1	-1	+1	66+str	150'	2d4	M
Hunters										
Basset Hound	-1	0	0	0	+1	0	46+str	90'	d4+1	H
Beagle	+1	+1	0	0	0	0	47+str	90'	d4+1	H
Bloodhound	0	0	0	-2	+2	0	55+str	90'	d6+1	H
Chow-Chow	0	0	0	-1	+1	0	51+str	120'	d6	H
Foxfolk	-1	0	+1	+2	-2	+1	47+str	120'	d4+1	H
Golden Retriever	0	0	-2	+1	0	+1	56+str	120'	d6	H

Ispan Retriever	0	+1	0	0	-1	0	48+str	90'	d4+1	H
Nithian Rambler	-2	+1	+2	+1	-2	0	56+str	150'	d4+1	H
Renardois Folk	0	0	-1	+2	0	0	55+str	120'	d6	H
Shepherds										
Heldann Shepherd	0	0	0	0	0	0	57+str	120'	d6	M
Shag Head	0	0	+1	-1	0	0	54+str	120'	d6	M
Slagovich Herder	+1	-2	0	+1	0	0	58+str	120'	d6	M
Workers										
Eusdrian Bulldog	+1	0	0	0	0	-1	55+str	90'	d4+1	L
Glantri Mountaineer	+2	0	0	-1	0	0	57+str	90'	d6+1	H
Gnomish Snoutzer	-2	0	+1	+1	0	0	50+str	120'	d4+1	H
Norwold Malamute	0	-1	-1	0	+2	0	56+str	120'	d6+1	M
Zvornikian Sentinel	-1	-1	+1	0	0	+1	55+str	150'	d6	M
Vermin Hunters										
Blue Bandit	0	0	-2	0	0	+2	56+str	120'	d4+1	M
Burrow Bandit	0	0	-2	+1	+1	0	53+str	60'	d6+1	M
Das Hund	0	0	0	+2	-2	0	47+str	60'	d4+1	M
Fennec	-2	0	0	+2	0	0	31+str	60'	d6+1	M
Hound of Klantyre	0	0	+1	0	-1	0	45+str	60'	d6	M
Wee Folk										
Bouchon	0	0	0	-1	-0	+1	47+str	90'	d2	L
Carrasquiti	0	0	0	+2	-2	0	31+str	60'	1	L
Cimmaron Hairless	0	+2	0	0	-1	-1	50+str	90'	d2+1	L
Ochalean Houndling	0	0	+2	0	0	-2	37+str	60'	d2	L
Ochalean Crested	0	+2	0	0	-1	-1	47+str	90'	d2	L
Papillon	0	0	-1	+2	-1	0	47+str	90'	d2	L
Nomads										
Long Runner, Borzoi	0	-1	0	+1	0	0	59+str	180'	d4	M
Mongrels										
Basic Lupin	+1	-1	-1	0	+1	0	64+str	120'	d6	H
Random Breed	*	*	*	*	*	*	64+str	120'	d6	M

Lupin Skills Table

Characteristic	High Senses	Medium Senses	Low Senses
Infravision:	60'	60'	30'
Skills	Blindfighting, Tracking+3	Blindfighting -3, Tracking	Blindfighting -6, Tracking -3
Recognise	Race automatic, intelligence	Race at intelligence +2, person	Intelligence check for race,
Smell	check for individual	at intelligence -2	intelligence -4 for person
Hear Noise	35%+2% per level	30%+1% per level	25%+1% per 2 levels
Penalties	-2 save vs. smells or sound	-1 save vs. smells or sound	No penalties

Varieties of Lupin

Lupins are broadly divided into **Guardians** (mostly warrior types, big, strong, but not geniuses), **Hunters** (derived from hunting stock, an important activity), **Shepherds** (quieter types on whom everyone relies), the **Workers** (who do the jobs that tend to get forgotten but are so valuable), **Vermin Hunters** (adroit fellows who once made a life of scouring rats and other rodents), the **Wee Folk** (frail but diverse; these are gifted ones), the **Nomads** (now only a small group of lanky, efficient, speedsters), and finally the **Mongrels**, listed last, but by no means the tail end of lupinkind.

Basset Hound, Royal: An ancient breed once specialized in hunting close to the ground, mainly for rabbits. Some of the more imposing lupin breeds tend to look down on the royal bassets, as humans do halflings. They are, however, quite capable as hunters. They mastered the ability to hide in high grass or heavy vegetation when motionless (90% chance), and developed keen sight comparable to infravision, allowing them to see through vegetation as

if it were mere darkness. Royal bassets gain survival (forest or plains) and hunting skills

Beagle, Greater: One of the most adventuresome lupin breeds. Like the royal basset hound, the greater beagle originated from rabbit-hunting clans. Many wandered away for years to discover the world. One actually joined up as a pilot on the gnomish flying city of Serraine. Talented for howling, called “singing” among lupins, beagles make fine bards if the audience is to be more lupins. Beagles also have a free mapmaking skill specific to Beagles. This Intelligence-based skill allows the greater beagle accurately to map and record discoveries, to communicate through sign-language, and to interact with natives naturally (+2 bonus to encounter reaction checks). Greater beagles also have an uncanny talent for stumbling onto interesting places (forgotten tombs or lost temples) or to witness unusual events (religious and other taboo ceremonies) often likely to get the greater beagle into some trouble.

Bloodhound, Grand: Considered to be the finest trackers, they make up for their

generally placid temperament with an unusual tenacity. Grand bloodhounds proved very successful investigators for the King’s Gendarmes in Renardy. People say bloodhounds never give up on a fugitive of any sort. Twice a day, bloodhound characters may reroll a failed attempt to track or recognize a scent. Once per adventure or investigation, they also may follow a hunch with a successful Intelligence check. This allows them to come up with a new course of action when a party runs out of ideas to solve a problem. The solution may not necessarily make sense at the time. For example, a bloodhound may suddenly think that investigating a particular place or person overlooked earlier could help solve a problem. Although this may not be true, it could bring the party to witness useful events or discover other leads putting the party back on track

Blue Bandit: The blue bandit gained its Mystaran name from its short and curly dark blue fur. Contrary to the connotation of its Vermin Hunter classification, the blue

bandit remains an elegant lupin, often a gambler or a speculator. The breed's most notorious individual, Arsâne Lupin, is a debonair thief with charm and flair, and a weakness for rich ladies. Arsâne, wanted by the Renardie Kings Gendarmes for years, has consistently managed to outfox the King's bloodhounds, a remarkable feat. The blue bandit can mask his scent to send pursuers after the wrong lupin (automatic against any lupin tracker except bloodhounds, who suffer a 50% penalty instead). A blue bandit may have one of the following skills free: gambling, forgery, or finances. The latter is an Intelligence-based skill for dealing with investments, banking, and business transactions.

Borzoi, Nova-Svogan: This lupin, a shaggier long-runner, originated from a clan devoted to hunting werewolves in the great northern wastelands. To lupins in general, lycanthropy remains an aberration, one that they perceive as an insult to their own natural origins, and which must be scoured from the world. The borzoi is the best suited for this task, since its saliva is harmful to all lycanthropes. As a result, Nova-Svogan borzoi fangs are equivalent to silver weapons when fighting lycanthropes. In addition, lycanthropes must succeed a saving throw vs. poison or temporarily lose a point of Constitution when bitten by a borzoi. When reaching a Constitution of zero, a lycanthrope reverts to its normal shape and passes out. Borzoi are immune to lycanthropy.

Bouchon: This small lupin breed gained its notoriety on the Savage Coast as prestigious wine makers, thus the nickname bouchon (cork). A happy folk, this white powder-puff of a lupin easily gets along with anyone. Bouchon have developed a special resistance to liquor (treat as 19 Constitution), which they often use to fool others, and over the years the ability to resist poison as well (save vs poison at +2). Bouchon PCs gain a free wine-making skill (similar to the brewing skill).

Bulldog Eusdrian: This is a rather large and heavy lupin version of the common bulldog. The Eusdrian bulldog is a burly worker, often with some degree of authority over common people (an innkeeper, a foreman on a construction site, a city official, the captain of a merchant ship, etc.). Usually strong and downright intimidating to many, it isn't as tough or mean as it wants others to believe. The bulldog has a free intimidation skill (see the doggerman).

Burrow Bandit: Clans of burrow bandits excel at vermin hunting (foxes in particular, but also rabbits, moles, rats and the like). They have unequalled talent among lupins at finding their way through burrows, tunnels and underground lairs. They can sense depth and direction underground (on a roll of 1-2 on 1d6). Melee combat within close confines confers no penalties to the Burrow Bandit, even when other creatures

suffer penalties to hit and damage due to lack of space.



Carrasquito: This lupin breed gained its name from its native land, El Grande Carrascal, a cactus wasteland near the Ispan Baronies. The tiny carrasquito developed the natural ability to move easily through overgrown areas. The carrasquito also causes gnolls and humanoids of equal or greater size to attack it with a -4 penalty to hit, due to the lupin's small size. Despite its relatively high intelligence, however, the carrasquito sometimes shows excessive bravery for its physical size and requires a Wisdom check to break away from a fight willingly.

Chow-chow, Ogrish: Ochalean ogre-magi had originally bred the chow-chow lupins as slave hunters, but also for their thick, red fur and their flesh. With help from foo-dogs and clans of friendly lupins (shar-pei mercenaries and Ochalean crested) ogrish chow-chow rebelled and gained their freedom. As a result, chow-chow do not take kindly to slavers, especially ogres and ogre-magi. Chow-chow have a 50% chance (plus their level) of recognizing *polymorphed* creatures, or 90% for ogre-magi. Furthermore, they benefit from a +1 bonus to initiative in combat due to their ferocity.

Cimarron Hairless: Also known by shadow elves as Xoloitcuintli, this ancient, dark-skinned breed relates to the original followers of Atzanteotl. They were notorious for being sacred guardians of Atzanteotl's inner temples. After the Immortal had betrayed and abandoned them and their shadow elven masters, most of these lupins resettled northwest of the Broken Lands. Some however did remain with the shadow elves since. Because of their inherent vulnerability to sunrays, they often wear garments covering their faces and entire body. Like shadow elves, they have 90' infravision and they are immune to paralysis from ghouls and other undead. They can also spot secret doors and other details with a 1-2 score on 1d6.

Das Hund: This short-legged but long-bodied critter has become an adroit rogue, excelling as a thief or spy. Several have gained enough notoriety within noble circles of the Savage Coast that several different rulers actually compete to acquire

their services, including the Heldannic Order. Das Hund can, with a successful Wisdom check, can guess someone's next immediate course of action provided it can stare into the other person's eyes for at least a round. The DM must limit such information to six words or less.

Doggerman: This black-and-rust Hattian breed originally specialized in guarding palaces and military barracks. It can often be found working as a career soldier, an officer, a professional bodyguard, or in a secret police caste. Many found permanent employment with Hattian legions and the Heldannic Order. Its natural senses are not as keen as those of hunting breeds but it has a sharp memory, observation, and deduction skills (+2 bonus to Intelligence checks in this regard). The doggerman also benefits from a free intimidation skill. This Strength-based talent allows the doggerman to force NPCs into submission.

Fennec, Fighting: This tiny, sand colour critter is about the size of the carrasquito. It looks like a miniature fox with very large ears. A native of Ylaruam, the fighting-fennec relates to nocturnal hunting clans living from small desert prey and furtive raids on human caravans. Nomadic Alaysians know the fennec is a follower of Al-Kalim and respect it for that. Most importantly, a fennec joining a party is believed to be a good omen, a sign of goodwill from Al-Kalim. This is because the fennec is a lucky fellow with the ability, once per day, to reroll anyone's single die, including a foe's or a friend's. Very keen of hearing, it can Hear Noise with a 40% base chance + 2% per experience level.

Foxfolk: This reddish lupin, as can be expected, is perfectly at ease among woodland beings. While able to adventure with any class, foxfolk are trusted by few of the immortals and are rarely clerics. A Norworld cousin exists, with white fur, but otherwise no game difference. A foxfolk benefits from an innate ability to smell a trap this is a danger sense alerting it of an impending danger (the DM must score a 1-2 on 1d6 for the ability to be activated). The foxfolk, however, knows neither where the trap lies nor its nature, just that danger lurks nearby (a mechanical trap, a hidden pit, a magical snare, or even a foe waiting in ambush).

Glantri Mountaineer: Where else but in the Glantrian Alps could this placid lupin feel best at home? Sturdy, slobbery, but loveable, this benevolent character knows every corner of its native mountain, even in the worst blizzard. This lupin has free mountaineering, orienteering, and yodelling skills. It also has the ability to lay on hands and heal its level in experience in hit points to one creature, once per day.

Gnomish Snoutzer: Just as gnomes pride their nasal appendages, so do the schnauzers their snouts. Their sense of

smell is so good they can accurately predict natural weather for up to 6 hours in advance (wind speed & direction, temperature, and precipitation). These workers became good friends with forest and rock gnomes. In exchange for benefitting from the snoutzers' natural abilities, these gnomes taught them how to pass through wooden terrain without leaving a visible trace and how to become invisible in woods when motionless (80% chance of succeeding either attempts).

Golden Retriever, Greater: This lupin relates to an ancient hunting breed that became very skilful with archery and, as the name implies, at retrieving its quarry from whence it fell. As a result, the golden retriever benefits from a +1 bonus to hit with bows and slings (non-mechanical weapons). Its peculiar background gave the retriever an unusual trait, however. Any time a hand-held object is thrown at or away from the retriever, it must succeed a Wisdom check to avoid running after the object (unless consequences involve obvious death). The DM may assign bonuses to the Wisdom check, as dictated by the situation. When failing a Wisdom check, the retriever can temporarily increase its Dexterity for the next two rounds. It does so in the following way: subtract half the retriever's present Dexterity score from 10; add the result rounded up to the retriever's Dexterity score. Despite this unusual trait, some retrievers have been able to become paladins because of their benevolent demeanour.



Heldann Shepherd: The original clans of this proud and versatile lupin breed relied on their talent as sheep and goat herders. Over the centuries, this lupin has expanded its fields of knowledge commonly to include the duties of constable, soldier, guide, and guard. Because of its versatility, the Heldann shepherd starts with an additional two non-weapon skills. Furthermore, the Heldann shepherd gains a +1 bonus to its individual initiative rolls

Hound of Klantyre: This small lupin is an archetypical vermin hunter. When launched against rat-sized creatures with no particular defences or magic except their great numbers, the "scottie" can make an additional attack per experience level (short sword or smaller hand-held weapon only). Furthermore, because of its origins, the hound of Klantyre has a particular understanding of undeath. When confronted with undead creatures, this lupin has either an innate protection from evil or, if a cleric, the ability to turn undead as if two experience levels higher. Klantyre and Boldavian nobility, notorious Glantrian undead, generally treat hounds of Klantyre with suspicion at best, unless the latter unequivocally demonstrate their will to serve them. Some have become powerful minions of these undead, others skilful undead hunters. Hounds of Klantyre can recognize the smell of undeath (i.e., its type) as they would a common race.

Ispan Pistolero: This small, drooping eared lupin relates especially to Ispan woodcock-hunting clans. Most of their clans migrated to the Ispan lands where they managed to acquire unusual respect for their kind from the human population. In so doing they developed a singular attraction to mechanical weapons of the Savage Coast, which earned them their present name Ispan gundogs. They can use all crossbows and ballista's with a +1 bonus to their individual initiative and attack rolls. They also have a free bowyer skill.

Long-Runner: This tall and skinny lupin draws its notoriety from the ability to run fast and far. Its origins go back to nomadic clans that roamed the vast steppes, peddling their goods from one settlement to another. As a result, the long-runner gains free endurance and appraisal skills. As far as the long-runner's ability to run or move quickly over long distances are concerned, its Constitution score should be modified in the same way the golden retriever's Dexterity is altered (see earlier entry). The long-runner has the natural propensity to run after small prey suddenly darting away (unless consequences involve obvious death). A successful Wisdom check can prevent this from happening. The chase lasts 1d6+2 rounds or until the prey is captured.

Maremma, Narvaezan: Dubbed the Serene Master of All He Surveys, this tall snow-white lupin is as brave as it is amiable. It draws its origins from sheep-raising clans whose members were praised for their guarding and fighting skills. The maremma can be surprised only on a roll of 1 on a d6. Furthermore, this lupin's visual senses allow it to notice details that could give-away the presence of hidden foes with a successful Wisdom check (footprints on the ground, grass and shrubs disturbed, a branch bending unnaturally, an abnormal rustle of leaves, an odd shadow, a sudden movement in a crowd, someone staring, *etc.*).

Mastiff, King-: Generally of great strength and dignity, this lupin can be a most formidable guardian. The king mastiff generally devotes its life to a master or to a cause. As a result, the mastiff's determination in combat remains unequalled among lupins. Any time it suffers damage of any type that is a third or more of its current hit point total, half of this damage (rounded down) counts as stun damage only. The mastiff passes out when it reaches zero hit points due to combined stun and physical damage, and dies if it reaches -constitution score hit points. If not slain, the mastiff wakes up 1d6+4 rounds later (minus its Constitution bonus to hit points), shrugging off all accumulated stun damage. Furthermore, the mastiff gains a +2 to saving throws vs. fear.

Nithian Rambler: One could be tempted to think that Pflarr's blood flows through the hearts of these Pharaoh hounds than in any other lupin breed, but in truth they only preserved through the centuries a spiritual and cultural affinity with ancient Nithia. Nithian rambles desperately cling to shreds of their ancient ways and to a devotion to Pflarr (or Thanatos), as if to atone for (or avenge) the loss of their true bloodlines. Nithian rambles either do not reveal their background or remain in secluded communities, away from other lupins. Clerics of Pflarr are sometimes involved in breeding schemes planned out over centuries, to try to purify their bloodlines and bring back a true Hutaaka whom they would revere as some sort of envoy from Pflarr, possibly a prophet. Clerics of Thanatos would instead try to eliminate such a creature. When succeeding a Wisdom check with a -2 penalty, a Nithian rambler can smell whether another lupin has any trace of Hutaakan blood.

Norwold Malamute: This northerner is accustomed to roam the icy reaches of Norwold. It has free running and orienteering skills, the latter of which it developed to an unparalleled degree. The Norwold malamute naturally knows its way through the dark, polar rim leading to Mystara's Hollow World. Early on, malamute clans learned to follow migratory paths across the frozen Nentsun Channel and the Hyborean Ice Pack. Fast and tireless, an unencumbered malamute can move across snow at a normal speed; it also saves against all coldbased attacks with a +2 bonus.

Ochalean Crested: Almost entirely hairless, this small lupin has a dark brown to black skin, with a long tuft of white hair flowing from the top of its head to its shoulders. Long white hair also grows on its feet, the back of its hands, and the end of its tail. It often occupies positions of authority (mandarins, magistrates, governors, or Ochalean nobility) or those found associated with folk knowledge (sages, wizards, scribes, *etc.*). Magic generally

fascinates Ochalean crested lupins, much like it does with elves. They developed a natural ability allowing them, once a day, to switch one memorized spell for another of a lower level, duplicated from among other memorized spells. In other words, the lupin can decide to forfeit its fireball spell, and duplicate another lesser spell already memorized, like a shield

Ochalean Houndling: Thanks to their wrinkled faces, pushed-in noses, and undershooting jaws, these Beitungese are thought truly ugly by human standards. Nevertheless these tiny lupins evolved to become the most common lupin breed in Ochalea's capital city. They are the workers, merchants, shopkeepers, servants, artists, and everyday folk one could expect to find in the streets, had Ochalea been a lupin setting. Numerous houndlings live at the palace in Beitung either as servants or as courtesans. The houndling has the unique talent of eluding trouble when adopting a meek and submissive countenance. Whenever two people face any kind of trouble (anger from an important person, a foe in combat, *etc.*) this Beitungese may beg and kowtow, prompting the source of the trouble to ignore the houndling and focus its attention on the other fellow instead. For this, the houndling need only succeed a Wisdom check and move away from the source of trouble at 30' per round until completely out of its sight. Houndlings have a free etiquette skill

Papillon, Neo: Despite its large, hairy ears, this lupin learned to use its small size to its own profit, namely that of being an escape artist. It can slip out of non-magical bonds with a successful Dexterity check (-5 penalty if magical). It can also squeeze through very small spaces to escape a prison, bending past tight corners in the process. The escape route can measure as little as a foot in diameter for a neo-papillon to crawl through at 30' per round. As a thief it also has a +15% modifier to its chances to Open Locks. The most famous of these lupins, a Renardois called Papillon, was wrongfully deported to the penitentiary in the Fortress of Boa Vista, far away at the tip of The Horn. It has escaped several times in the past 20 years, only to be recaptured in the swamps and deserts of this desolate peninsula.

Pit-Bull, Torreón: This breed early on made it a specialty to fight in Thyatian arenas as professional gladiators. A few individuals earned their modern breed name after becoming illustrious toreadors in the bull-fighting arenas of Torreón (+1 bonus to attack rolls against all bull-like creatures, including minotaur's). These pit-bulls are excessively aggressive, proud, impatient, and unpredictable by nature. Other than professional arena fighters, pit-bulls often end up as hired-hands, thugs, and other shady characters. These lupins are so ferocious that they behave as berserkers when involved in combat (either a +2 to hit

and damage, and immunity to fear). Furthermore, a pit-bull requires a successful Wisdom check to break from combat once it has started. Recent rumour has it that pit-bulls have strong gnollish bloodlines, but there is no proof of such.

Renardois Folk: Typical hunters, Renardois folk appear as medium sized lupins, with short brown, black, and white fur. The most common lupin breed in Renardy, they naturally gather in groups of 4-10 at any opportunity, a strange habit going back to the times they roamed the steppes in great hunting packs. They sit by, quipping about passers-by, whistling at ladies, and otherwise acting a tad obnoxious, if generally harmless. Renardois folk are renowned swashbucklers. They excel at causing others to enrage, which earned them a free skill in taunting. With a successful Wisdom check, this proficiency causes a victim to become outraged for 1d4+2 rounds. An outraged victim's Wisdom and Dexterity scores are temporarily halved (round up) and the victim must then make a saving throw vs. wands to avoid immediately charging into combat.

Shag-Head: This bob-tailed lupin earned this affectionate nickname because of its big and hairy appearance. If one could see its eyes, their gaze would betray unfathomable intensity and spiritual depth. The nickname also comes from this lupin's propensity to wander the trails of Mystara dishevelled and somewhat confused, in search of Immortal Truth. Shag-heads often perform the functions of sooth-sayers or mystics due to their ability to sense emanations from beyond. This ability is not under the shag-head's control (it is a DM's tool only). The shag-head can sense events happening elsewhere (the death of an important person or someone of significant relation to the party, the crowning of a monarch, a battle, a storm, a building collapsing, a sinking ship, the anger of an Immortal, the awakening or birth of a creature of great good or evil, an approaching peril, *etc.*) at least once per adventure. While uttering auguries, which takes 1d4+2 rounds, a shag-head enters into uncontrolled trances during which it levitates and an aura of light surrounds its body. The light renders the lupin totally immaterial albeit still visible (then existing partially in the ethereal plane) and cures any of its wounds. The shag-head can suppress the urge to enter into trances with a successful Wisdom check, which delays the prophecy as follows (roll 1d4): 1 - a round, 2 - a turn, 3 - an hour, 4 - a full day. Such omens, either specific to the adventure or totally unrelated, should remain fairly obscure but solvable with some clues. The shag-head can remember what was said with a successful Wisdom check. Shag-heads are a perfect outlet for

powerful entities to communicate with the rest of the party. Shagheads also have any two of the following proficiencies free and with a +1 bonus: mysticism, magical engineering, astrology, or an ancient language.

Shar-Pei, High: Another illustrious lupin from Ochalea, this one is most famous as a warrior and a mercenary, these professions being ancient tradition with high shar-pei clans. Some underemployed mercenary clans also gained notoriety by resorting to piracy on land and at sea. They excel with pole-arms, for which they have a natural +1 bonus to their attack rolls. Because of their superior combat techniques with pole-arms, Shar-Pei warriors can forfeit all their attacks in a given round to try to keep multiple foes at bay. For this effect compare the Shar-Pei's attack roll to its THAC0, the difference indicating the number of subsequent melee attack automatically missing. For example, if a Shar-Pei warrior with a THAC0 of 14 rolled an 18, the next 4 melee attacks would automatically miss, regardless of the attackers' scores. If an attacker's score was naturally insufficient to hit a Shar-Pei (for reasons other than the defensive pole-arm tactics), the attacker would also suffer a point of damage (plus Strength and magical adjustments).

Slagovichi Conic: Pronounced "Slagovitchi gonich," also known as the Slagovich Goat Herder, this large and powerful lupin cannot be mistaken for any other because of its very long white coat falling in thick, felt-like cords resembling a string mop. Several clans of these lupins live in the hills around Slagovich, mostly raising goats. Naturally suspicious of strangers, they also have an 80% chance of detecting evil intent toward them, their immediate party, or their flock; they cannot, however, pinpoint its location or its nature. These lupins have free appraisal, animal handling, and animal lore skills, although all three remain strictly limited to goats and sheep.

Wolvenfolk: These hardy creatures have an innate tie to Saimpt-Loup, the Immortal of death, mercy, and survival of the fittest. Contrary to natural lupin evolution, Saimpt-Loup created original wolvenfolk bloodlines. It gives them the ability to sometimes conjure death itself. Whenever they meet an untimely death (poison, magic, *etc.*) wolvenfolk can make a Constitution check. If they succeed, they lose two experience levels and a point of Constitution, but awaken 1d4+2 rounds later with one hit point left instead. Furthermore, the wolvenfolk's alignment moves one notch closer to Saimpt-Loup's (lawful evil). Once a wolvenfolk reaches this alignment future use of the ability is forever negate d. As a result of their special bond with Saimpt-Loup, wolvenfolk can neither

be raised from the dead ever, nor have any other bloodline. They can become mongrels after successive generations, at which point the magical bond with Saimpt-Loup is broken. Other breeds, however, could eventually gain wolverfolk bloodlines but would then fall under the powerful Immortal bond as well.

Ye Great Dogge: Locally known as the Ostland Stövare this huge lupin is an ancient and proud warrior among lupinkind. Its origins relate more to a hunter of large predators but it is a gentle giant. It often surfaced in lupin history as the breed

of local heroes. Once a day and for six rounds, the great dogge can radiate a 25' aura of inspiration comparable to a bless spell. The great dogge has a free leadership skill. This Wisdom-based skill allows the great dogge to remove fear (one attempt per person, singly or in a group).

Zvornikski Gonic: The Zvornikian sentinel is a short-hair and all-white lupin with black dots. A branch of this clan is famous for staffing the fire squad in Zvornik. They prevented a major disaster in the capital, directing a desperate effort to stop a raging fire from engulfing the entire

city. Of their clan of 20, four died in the disaster, but the city was saved. Their entire clan was knighted and earned the hereditary charge to control the Order of the Ember (a brotherhood of knights comparable to real-world Hospitaliers). They also have a permanent +2 bonus to saving throws against all fire-based attacks, natural or magical, +3 if a knight of the order. Sentinels can also smell fires larger than common campfires with a +2 bonus to the attempt (+5 bonus for a blaze; 1 penalty per mile away).

Magic User

Magic users are substantially unchanged from the Rules Cyclopedia, although see the chapters on Spells and Weapon Mastery for relevant information. Spells listed in the Rules Cyclopedia remain Common Spells for the purpose of spell research, whereas the spells listed in this document are Uncommon or Novel spells.



The only modification to the core class in the Rules Cyclopedia is that Magic Users begin at level 1 with 2 weapon mastery slots, and in addition to daggers they may also use staves (and if they can find appropriate tutors they can learn mastery of specialist magical items, as described in Chapter 5.)

Medicine Man

Various of the tribal peoples of Mystara that do not have organised churches that produce clerics instead have another class, the medicine man. They have various names in different cultures, with phanaton knowing them as mpisorona, chameleon-men know them as boyla, *etc.* Each variant has its own unique abilities in addition to a capacity to cast a diverse range of spells.

Prime Requisite: Constitution.

Hit Dice: 1d6 per level, plus or minus any constitution modifier, up to level 9. +1hp per level thereafter. The hit dice of medicine man characters are modified according to race in the same way as for other character classes.

Experience and Level: Medicine man characters progress according to the table below. Note that racial penalties still apply to this progression.

Attacks, Combat, Saving Throws: Medicine men may use any melee or missile weapon permissible to their race. They cannot wear armour, but if their racial

characteristics permit they may use a shield. Medicine men attack as a magic users of the same level, and gain weapon mastery slots at the same rate.



Special Abilities: Medicine men can cast spells, memorised in a trance like a cleric, being able to reverse memorised spells at

will in the same way once they attain 4th level. They are unable to turn undead, but they gain the special-order abilities as a cleric, paladin, or avenger of the same faith. Medicine men gain the skill *honour immortal*, specific to their patron, in addition other skills. Spells are gained once per day, in a ritual that may involve fire, a tribal dance, or various other cultural practices depending on the medicine man's race.

Types of Medicine Man: Each race that produces medicine man characters has a different name for the class, based on their own culture and customs, as shown in the table below. Each has a number of specific abilities, that are described in the footnotes beneath the medicine man experience table.

Race	Class Name
Cay man	Brujo
Chameleon man	Boyla
Neathar	Lithomancer
Phanaton	Mpisorona
Shaydaan	Saaxira

Level	XP	Abilities	Level Title	1	2	3	4	5	6	7
1	0		Hex	1						
2	2500		Foreseer	2						
3	5000	(a)	Mundunugu	2	1					
4	10000		Charmer	2	2					
5	20000		Soothsayer	2	2	1				
6	40000	(b)	Isangoma	2	2	2				
7	80000		Witcher	3	2	2	1			
8	150000		Pawang	3	3	2	1			
9	300000	(c)	Obeah Master	4	3	3	2			
10	450000			4	4	3	2	1		
11	600000			4	4	3	3	2		
12	750000	(d)		4	4	4	3	2	1	
13	900000			5	5	4	3	2	2	
14	1050000			5	5	5	3	3	2	
15	1200000	(e)		6	5	5	3	3	3	
16	1350000			6	5	5	4	4	3	
17	1500000			6	6	5	4	4	3	1
18	1650000	(f)		6	6	5	4	4	3	2
19	1800000			7	6	5	4	4	4	2
20	1950000			7	6	5	4	4	4	3
21	2100000			7	6	5	5	5	4	3
22	2250000			7	6	5	5	5	4	4
23	2400000			7	7	6	6	5	4	4
24	2550000			8	7	6	6	5	5	4
25	2700000			8	7	6	6	5	5	5
26	2850000			8	7	7	6	6	5	5
27	3000000			8	8	7	6	6	6	5
28	3150000			8	8	7	7	7	6	5
29	3300000			8	8	7	7	7	6	6
30	3450000			8	8	8	7	7	7	6
31	3600000			8	8	8	8	8	7	6
32	3750000			9	8	8	8	8	7	7
33	3900000			9	9	8	8	8	8	7
34	4050000			9	9	9	8	8	8	8
35	4200000			9	9	9	9	9	8	8
36	4350000			9	9	9	9	9	9	9

(a) At third level a medicine man or can identify any plant or plant like monster, with a 50% +3% per level of experience chance, up to a maximum of 95%

- (b) 6th level ability
(c) 9th level ability
(d) 12th level ability
(e) 15th level ability
(f) 18th level ability

Cay Man

From 6th level a brujo may instantly and faultlessly *teleport* from any pool or water sufficiently large enough for them to submerge in, to any other within 90', once per day. From level 9, a they may cast *lower water* or *raise water* once per day. From 12th level a brujo may cast *wall of ice* once per day. From 15th level a brujo may, once per day, cast *ice storm/wall*. And from 18th level a brujo may *teleport* from any pool of water to any other on the same the same world, once per day. These powers are all in addition to any other spells the brujo may cast.

Chameleon Man

From 6th level a boyla can, once per day, cast *phantasmal force* in addition to other spells. From 9th level they can cast *hallucinatory terrain* once per day. From 12th level a boyla can extend its natural colour changing ability to any 2 other willing creatures, for up to 4 turns, once per day. From 15th level they gain the ability to create a *projected image* spell, once per day. From

18th level a boyla can cast *reverse gravity* once per day. Note that their racial ability of holding on to the undersides of branches and walls with their feet may make them immune to the effect of this spell, they are not immune to any items flung into the air falling back upon them. These powers are all in addition to any spells the boyla may cast.

Neathar

From 6th level a lithomancer can choose a single animal native to their home terrain with which they have affinity. That animal type can be communicated with at will, and reaction rolls therewith are made at +2. From 9th level they can cast *move earth* once per day. From 12th level they can cast *woodform*, once per day. From 15th level they can cast *stoneform* once per day, in addition to any other spells they can cast. From 18th level a they can cast *statue* once per day. These powers are all in addition to any other spells a lithomancer may cast.

Phanaton

From 6th level, a mpisorona can hide in shadows and move silently as a thief of equal level. From 9th level a they can cast *levitate* upon themselves once per day. From 12th level they can once per day cast *fly* upon themselves. From 15th level a they can travel by *dimension door*, once per day.. From level 18 they may cast *teleport any object* upon themselves or any inanimate object held, once per day. These powers are all in addition to any other spells the mpisorona can cast.

Shaydaan

At 6th level a saaxira can, once per day, cast *animate pet* (see below). From 9th level they can cast *animate dead animals* (see below) once per day. From 12th level a they can *dominate lesser undead* (see below) once per day. At 15th level they gain the ability to cast *animate dead*, once per day, in addition to other spells known. From 18th level a saaxira can cast *dominate greater undead* (see below) once per day. These powers are all

in addition to any other spells the saaxira can cast.



High Level Options

A name level medicine man may settle down and construct a sanctum, and is referred to as a witch doctor. A sanctum may be located in a cave, a sacred glade, a clean pool of water, or any other location of spiritual significance to the culture of the medicine man. It is rarely a large or expensive building, and any buildings constructed to house the witch doctor or their followers must be sensitive to the location in question. Many (50-300) of the characters race will seek to live around the sanctum, perhaps creating a new settlement or encampment, of which 2d4 will be

medicine men of levels 1-3 seeking to learn from the master. Many will travel from far and wide to visit the holy place and will bring stories and rumours from near and far.

A travelling medicine man is called an animist. An animist will be welcomed by most tribes in lands of their own people, although rulers in civilised lands are often suspicious of them. An animist typically travels to seek out wrongs inflicted on their people and to aid them when they are most in need, and will often attract powerful followers (over 5th level) who will seek both to follow and learn from their teachings.

Level 1

Charm Person (RC 44)
 Detect Magic (RC 45)
 Detect Danger (RC 41)
 Faerie Fire (RC 41)
 Light* (RC 45))
 Locate (RC 41)
 Magical Stone
 Purify Food and Water (RC 35)
 Predict Weather (RC 41)
 Remove Fear* (RC 35)
 Resist Cold (RC 35)
 Shield (RC 46)
 Sleep (RC 45)
 Ventriloquism (RC 46)

Level 2

Bless* (RC 35)
 Cure Light Wounds*
 Find Traps (RC 35)
 Heat Metal (RC 41)
 Mirror Image (RC 47)
 Obscure (RC 41)
 Phantasmal Force (RC 47)
 Resist Fire (RC 35)
 Produce Fire (RC 41)
 Silence 15' Radius (RC 35)
 Snake Charm (RC 35)
 Speak With Animal (RC, 35)
 Warp Wood (RC 41)
 Web (RC 47)

Level 3

Call Lightning (RC 41)
 Continual Light* (RC 46)
 Cure Blindness (RC 36)
 Cure Disease* (RC 36)
 Cure Moderate Wounds*
 Dispel Magic (RC 48)
 Growth of Animal (RC 36)
 Hold Person* (RC. 48)
 Prot. From Poison (RC 42)
 Remove Curse* (RC 36)
 Speak With Plants (RC 37)
 Stoneshape
 Striking (RC 36)
 Water Breathing (RC 49)

Level 4

Charm Monster (RC 49)
 Control Temperature 10' (RC 42)
 Create Water (RC 36)
 Cure Serious Wounds*
 Growth of Plants (RC 49)
 Hallucinatory Terrain (RC 50)
 Insect Plague (RC 37)
 Neutralise Poison* (RC 37)
 Polymorph Other (RC 50)
 Polymorph Self (RC 50)
 Prot. from Lightning (RC 42)
 Sticks to Snakes (RC 37)
 Summon Animals (RC 42)
 Wall of Fire (RC 51)

Level 5

Anti Plant Shell (RC 42)
 Commune (RC 37)
 Create Food (RC 37)
 Create Normal Animals (RC 38)
 Control Winds (RC 42)
 Hold Monster* (RC 52)
 Insect Plague (RC 37)
 Languages*
 Pass Plant (RC 42)
 Quest* (RC 38)
 Raise Dead* (RC 38)
 Speak With Monsters (RC 39)
 Truesight (RC 38)
 Woodform (RC 52)

Level 6

Aerial Servant (RC 38)
 Animate Objects (RC 38)
 Anti Animal Shell (RC 43)
 Anti Magic Shell (RC 53)
 Barrier* (RC 38)
 Charm Plant (RC 54)
 Cure Critical Wounds*
 Find the Path (RC 39)
 Lower Water (RC 53)
 Mass Charm (RC 57)
 Speak With Monsters (RC 39)
 Summon Weather (RC 43)
 Transport Through Plants (RC 43)
 Turn Wood (RC 43)

Level 7

Create Any Monsters (RC 59)
 Creeping Doom (RC 43)
 Cureall (RC 38)
 Earthquake (RC 38)
 Gate (RC 59)
 Immunity (RC 59)
 Metal to Wood (RC 43)
 Shapechange (RC 60)
 Survival (RC 39)
 Regenerate*
 Restore* (RC 39)
 Summon Elemental (RC 43)
 Weather Control (RC 43)
 Wish (RC 40)

Merchant

Merchants exist everywhere there is trade, but Merchants as a distinct character class exist only in a few cultures. Thus far only 3 nations of Mystara are known to have successfully married the magical skillset of various spellcasting schools with the best (or worst) traditions of trade, namely Minrothad, Darokin and Ne'er Do Well. By combining the magic of Sea Elves and Wood Elves, as well as the spellcraft of both

Alphatian and Thyatian settlers, the merchant houses of these nations have demonstrated a distinct skillset that has allowed them to flourish as the masters of trade over land and sea, and to further explore the possibilities of gaining profit and power by other means

Merchants cannot match the greatest wizards in for versatility, nor are they as subtle and dangerous as the thieves or

assassins of their lands. But they offer a unique combination of skills and abilities, and increasingly they are found furthering their goals off the main trading routes, finding profit and fulfilment in adventuring.

While lacking the guile of thieves or the raw magical potential of magic users, Merchants bring both flair and charisma that complements the abilities of other adventurers. Their capacity to hire a greater

number of more loyal retainers, at a lower price, and to trade treasures for more gold, as well as the ability to pick up (at a push) nearly any weapon and to cast a range of spells make them versatile and valuable members of a party.

Prime Requisite: Charisma

Hit Dice: 1d6 per level, plus or minus any constitution modifier, up to level 9. +1hp per level thereafter



Experience and Level: Merchants gain no experience points from combat, they only gain experience from roleplaying, action bonuses, completing goals, and the value of any treasures or coins they gain by adventuring or trade.

Attacks, Combat, Saving Throws: Merchants may use any melee or missile weapon, but may cannot wear armour or

use a shield. Merchants attack and save as a thief of the same level, and gain weapon mastery slots at the same rate.

Spells

Merchants learn to cast spells as they advance in level. Their magic is essentially of the same source as that of Magic-Users, with many similarities but with some important differences. Merchants must memorise spells from a spell book every day, in the same way a Magic User does, but unlike a Magic User a Merchant does not have sufficient mastery of magic to create new magic spells. Any Magic User obtaining a Merchants spell book can (by use of *Read Magic*) read and cast Merchant spells, but a Merchant can only comprehend magic user spells that are on their own class list. Likewise, a Magic User can pick up and use any magic item that exploits Merchant magic spells (such as a staff or a wand), but a Merchant cannot use a Magic User spell containing item unless that spell is also known to Merchants. Simply, Merchant magic's are all compatible with the skillset of Magic Users, but all Magic User spells and items are not useable by Merchants.

While the Mercantile guilds have successfully translated many magical spells into forms that Merchants can use, and while work to translate more spells is ongoing, this imposes a limitation on the magic's available to a merchant.

Merchants of 4th level or above may cast spells in reverse, as Magic Users, meaning that the spell must first be memorised in reverse.



Skills

Merchants gain a range of bonus general skills and other abilities, depending on their experience level and background, as shown below the experience table. These are in addition to any other general skills known based on their level and intelligence, and these are gained whether or not general skills are otherwise used in the campaign. If the Merchant already has the general skill in question, they may either take another general skill in lieu or gain a +1 bonus to that skill.

Each school of Merchants also has two thief abilities, the abilities varying by school as also shown in the table below.

Level	XP	Level Title			Spells, per level									
		Darokin	Minrothad	Ne'er Do Well	1	2	3	4	5	6	7	8	9	
1	0	Hawker (a)(b)(c)	Docker (a)(b)(d)	Freebooter (a)(b)(c)	1									
2	2000	Peddler	Mariner	Rover	2									
3	4000	Vendor (f)	Purser(g)	Raider (g)	2	1								
4	8000	Bargainer	Handler	Corsair	2	2								
5	16000	Seller	Shipper	Renegade	2	2	1							
6	32000	Trader (h)	Consigner (h)	Marauder (i)	2	2	2							
7	64000	Dealer	Exporter	Picaroon	3	2	2	1						
8	120000	Magnate	Speculator	Buccaneer	3	3	2	2						
9	240000	Merchant Prince (j)	Merchant Commander (j)	Pirate Prince (j)	3	3	3	2	1					
10	360000				3	3	3	3	2					
11	480000				4	3	3	3	2	1				
12	600000	(k)	(k)	(k)	4	4	4	3	2	1				
13	720000				4	4	4	3	2	2				
14	840000				4	4	4	4	3	2				
15	960000	(l)	(l)	(l)	5	4	4	4	3	2	1			
16	1080000				5	5	5	4	3	2	2			
17	1200000				6	5	5	4	4	3	2			
18	1320000	(m)	(m)	(m)	6	5	5	4	4	3	2	1		
19	1440000				6	5	5	5	4	3	2	2		
20	1560000				6	5	5	5	4	4	3	2		
21	1680000	(n)	(n)	(n)	6	5	5	5	4	4	3	2	1	
22	1800000				6	6	5	5	5	4	3	2	2	
23	1920000				6	6	6	6	5	4	3	3	2	
24	2040000	(o)	(o)	(o)	7	7	6	6	5	5	4	3	2	
25	2160000				7	7	6	6	5	5	4	4	3	

26	2280000	7	7	7	6	6	5	5	4	3
27	2400000	7	7	7	6	6	5	5	5	4
28	2520000	8	8	7	6	6	6	6	5	4
29	2640000	8	8	7	7	7	6	6	5	5
30	2760000	8	8	8	7	7	7	6	6	5
31	2880000	8	8	8	7	7	7	7	6	6
32	3000000	9	8	8	8	8	7	7	7	6
33	3120000	9	9	9	8	8	8	7	7	7
34	3240000	9	9	9	9	8	8	8	8	7
35	3360000	9	9	9	9	9	9	8	8	8
36	3480000	9	9	9	9	9	9	9	9	9

Skills/Explanation

- (a) At level 1 all Merchants gain the general skills appraise and bargaining. Merchants may have twice the number of retainers normally permissible for their Charisma score, and all retainers gain a +1 to morale. Note that bargaining skill can be used to reduce the pay that retainers will expect to receive.
- (b) All Merchants have a chance of identifying common magic items. Any item in (or derived from) the magic items table in the Rules Cyclopedia is roughly identifiable by a Merchant, with a 3% cumulative chance per level of experience. A merchant needs to spend a few minutes with the item, studying it, to try to make this determination. Note that while a Merchant can use this ability to identify an item, passwords or other means of use are not revealed by this ability. This does not allow the Merchant to see through curses on items.
- (c) A Darokin Merchant can *Move Silently* and *Hide in Shadows* as a thief of the same level
- (d) A Minrothad Merchant can *Climb Walls* and *Find Traps* as a thief of the same level
- (e) A Ne'er do Well Merchant can *Open Locks* and *Pick Pockets* as a thief of the same level
- (f) At level 3 Darokinian Merchants gain the general skills Animal Handling and Coach Driving
- (g) At level 3 Minrothad and Ne'er do well Merchants gain the general skills Boat Piloting and Ship Piloting
- (h) At level 6 Darokin and Minrothad Merchants gain the skill Persuasion
- (i) At level 6 Ne'er do Well Merchants gain the skill Deception
- (j) At level 9 all Merchants gain an extra bonus Broker Point
- (k) At level 12 the usual limitation on the maximum value of a treasure that can be liquidated in a settlement (1gp per resident, for example to sell a gem of 10,000gp value a character must be in a city of at least 10,000 residents) is doubled (in that example, in a city of 10,000 people the Merchant can now sell individual items for up to 20,000gp)
- (l) At level 15 all Merchants gain a +1 bonus to both Bargaining and Appraisal (which also provides a bonus Broker Point)
- (m) At level 18, Merchants can learn and cast the magic user spell *Teleport Any Object*, but they lack the innate understanding of the spell that magic users of have. They can only teleport *via*. prepared teleport circles in their own or related base/ guildhouse/ havens. While they may teleport to those circles from anywhere, they cannot teleport to other locations.
- (o) At level 21 Merchants can sell items at a maximum value of up to 4x the population of the settlement they are in.
- (p) At level 24 all Merchants gain the ability to cast a single magic user spell that is not on their usual permitted list. This spell can be obtained from a magic user spell scroll or spell book.

High Level Options - Darokin Tradition

A name level Darokinian Merchant may choose to settle and construct or buy a Guildhall. A settled Darokinian Merchant assumes the title of Guildmaster, in addition to Merchant Prince. The building itself may be of any form, from fortified castle or coaching house to a simple shop, but the scale of the building governs the prestige that it is likely to attract. From 1 to 20 apprentice Merchants will seek tutorship and membership of the Guild, based on the reputation and wealth of the Merchant, and indeed on the scale of the dwelling. While it is not mandatory to do so, it may be prudent to contact other Guilds nearby to either delineate clear space for trading specialisation, or to at least announce to competitors and trading partners that there is a new player in the area. Within Darokin establishing a Guildhall doesn't confer rulership, but with it comes influence.

Having a permanent trading building in a town brings with it the advantage of constant contact with other merchants looking to offload or purchase, with checks for the number of traders contacting the Merchant made as if the Merchant had arrived afresh in that settlement each week.

A Darokinian Merchant may instead decide not to settle down. A high level Darokinian Merchant who chooses to travel is referred to as a Caravaneer. A Caravaneer will typically be made welcome in any Merchant guildhall, unless there is a specific reason that the guild in question is unfriendly to the Caravaneer. The Caravaneer will also attract a number of higher level adventurers to act as guards or hireling on their travels. These hirelings will be of much higher level than typical (minimum 5th level). These hirelings will expect to be given pay and board. A Caravaneer also has a chance (determined by the DM once per week) of discovering

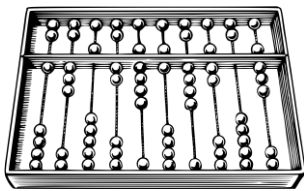
treasure maps or leads to high profit opportunities.

High Level Options - Minrothad Tradition

A high level Minrothaddan merchant may choose to settle and construct or buy a Port House in any port town or city. A settled Minrothaddan Merchant assumes the title of Port Captain, in addition to Merchant Commander. The building itself may be of any form, from fortified manse or palace to a simple warehouse, but the scale of the building governs the prestige that it is likely to attract. From 1 to 20 apprentice Merchants will seek tutorship and membership of the new concern, based on the reputation and wealth of the Merchant, the scale of the dwelling and the quality and reputation of any ships owned. While it is not mandatory to do so, it may be prudent

to contact other Port Houses nearby to either delineate clear space for trading specialisation, or to at least announce to competitors and trading partners that there is a new player in the area. Within Minrothad establishing a Port House doesn't imply starting a new Guild, but with it comes influence and responsibility within the existing guilds structure. Having a permanent trading building in a town brings with it the advantage of constant contact with other merchants looking to offload or purchase, with checks being made as if the Merchant had arrived afresh in that settlement each week.

A Minrothaddan Merchant may instead decide not to settle down. A high level Minrothaddan Merchant who chooses to travel is referred to as a Captain. A Captain will typically be made welcome in any Port House, unless there is a specific reason that the House in question is unfriendly to the Captain. The Captain will also attract a number of higher level adventurers to act as guards or ship hands on their travels. These hirelings will be of much higher level than typical (minimum 5th level), and will expect to be given pay and board. A Captain also has a chance (determined by the DM once per week) of discovering information about high value shipments or treasures lost at sea.



High Level Options Ne'er Do Well Tradition

A high level Ne'er Do Well merchant may choose to settle and construct or buy a Haven. A settled Ne'er Do Well Merchant assumes the title of Haven Master, in addition to Pirate Prince. The building itself may be of any form, from a ramshackle collection of captured ships run ashore to a palatial bordello, but the scale of the building governs the prestige that it is likely to attract. From 1 to 20 apprentice Merchants will seek tutorship and membership of the new concern, based on the reputation and wealth of the Merchant, the scale of the dwelling and the fear struck in the hearts of legitimate traders by the Haven Master. While it is not mandatory to do so, the new Haven Master would be well advised to come to terms with other Haven Masters before choosing where and how to settle. Within Ne'er Do Well there is no formal power structure above 'Might Makes Right', and the new Haven Master may struggle to establish his operation if he forgets that. Having a permanent Haven brings with it the advantage of constant contact with other merchants and pirates

looking to offload or purchases or ill-gotten gains, with checks being made as if the Merchant had arrived afresh in that settlement each week.

A Ne'er Do Well Merchant may instead decide not to settle down. A high level Ne'er Do Well Merchant who chooses to travel is referred to as a Pirate Captain. A Pirate Captain may or may not be made welcome at Havens, depending on whether there is a profit in it for the Master. The Pirate Captain will also attract a number of higher level rogues, scoundrels and miscreants to act as no-goods or ship hands on their travels. These hirelings will be of much higher level than typical (minimum 5th level) and will expect to be given pay and a share of booty. A Pirate Captain also has a chance (determined by the DM once per week) of discovering information about the shipping of high value booty or buried treasure.

Spells

Level 1

Analyze (RC, 44)
 Bummer
 Calm Animals (Gaz11, 15)
 Charm Person (RC, 44)
 Clear Sight (Gaz9, 15)
 Detect Magic (RC, 45)
 Dimensional Tool
 Faerie Fire (RC, 41)
 Flattery
 Fumble
 Guiding Light
 Ignore Road (Gaz11, 18)
 Light (RC, 45)
 Oilskin (Gaz9, 18)
 Orientation (Gaz11, 18)
 Precipitation (Gaz9, 19)
 Quench
 Remove Hangover*
 Read Magic (RC, 45)
 Sea Legs (Gaz9, 18)
 Shiny Kit*
 Tar (Gaz9, 19)
 Tattoo*
 Trust
 Trusty Steed
 Truth
 Warp Wood (RC, 41)
 Wideawake

Level 2

Barfight
 Careen (Gaz9, 19)
 Cleaner
 Crowd Summoning
 Delouse
 Dimensional Weapon
 Entangle (RC, 46)
 ESP* (RC, 46)
 Nightwatch (Gaz9, 19)
 Predict Weather (RC, 41)
 Purify Food and Water (RC, 35)
 Produce Fire (RC, 41)
 Resist Cold (RC, 35)

Rot (Gaz9, 20)
 Savoir Faire
 Web (RC, 47)

Level 3

Animate Dead Animals
 Batsight
 Call Lightning (RC, 41)
 Dispel Fog (Gaz9, 20)
 Fireball (RC, 48)
 Flim-Flam
 Infravision (RC, 48)
 Inventory
 Lightning Bolt (RC, 49)
 Pigeon
 Raise Merchants
 Smuggling (Gaz11, 19)
 Wall of Thorns
 Water Breathing (RC, 49)
 Watery Form (Gaz9, 20)

Level 4

Air Hose
 Ball Lighthing (Gaz9, 21)
 Charm Monster (RC, 49)
 Clothform (RC, 49)
 Dimensional Arsenal
 Dimension Door (RC, 49)
 Gaseous Form
 Lightning Sands
 Protection from Lightning (RC, 42)
 Speak with Animals (RC, 35)
 Transmute Water to Ice (Gaz9, 21)

Level 5

Chuck You
 Conjure Elemental (RC, 51)
 Control Winds (Gaz9, 21)
 Dissolve (RC, 51)
 Firetrap
 Scatterbrain
 Summon Animals (RC, 42)
 Summon Weather (RC, 43)
 Swaps
 Telekenesis (RC, 52)
 Woodform (RC, 52)

Level 6

All That Glisters
 Calm Water (Gaz9, 21)
 Calm Wind (Gaz9, 22)
 Contain
 Create Steeds
 Ethereality
 Fixer
 Lower Water (RC, 53)
 Move Earth (RC, 53)
 Stoneform (RC, 54)
 Weather Control (RC, 54)
 Wormhole

Level 7

Astral Leap
 Charm Plant (RC, 54)
 Delayed Blast Fireball (RC, 55)
 Ironform (RC, 55)

Lore (RC, 55)
 Magic Door (RC, 55)
 Planar Reckoning
 Summon Object (RC, 55)

Level 8

Dance (RC, 57)
 Dimensional Ally

Force Field (RC, 57)
 Mass Charm* (RC, 57)
 Mind Barrier* (RC, 57)
 Regeneration*
 Steelform (RC, 58)
 Summon Elemental (RC, 43)
 Symbol (RC, 58)

Level 9

Gate* (RC, 59)
 Maze (RC, 59)
 Meteor Swarm (RC, 59)
 Razzle Dazzle
 Survival (RC, 60)
 Timestop (RC, 61)

Metamorph

Metamorphs are among the closest relatives of humans, closer even than demi-humans. They may resemble humans of any ethnicity, and are built similarly, but cannot easily pass for human due to possessing somewhat pointed ears and pure white eyes. They have, through centuries of discipline and practice, attained a non-magical ability to shapechange, allowing them to take on the form of animals (and, when of sufficiently high level, monsters and even plants). This often causes them to be mistaken for lycanthropes.

Metamorph communities usually resemble those of demi-humans, with which they typically have good relations. Many metamorphs shy away from human contact, and they build their settlements far from the villages and towns of men.

While not tied to the mountains, hills or forests like dwarves, halflings and elves, they are linked to the natural world around them perhaps more tightly than any demi-humans. Their natural shapechanging abilities are, initially, tightly tied to the fauna of their homes. Metamorphs spend much of their time living with and studying the animals of their home lands, which they work tirelessly to protect. They understand that predators need prey, and do not interfere with such matters, but they will ensure that outside influences are stopped from causing significant harm.

Character Class, Class Abilities and Level Advancement

Metamorphs may pursue any character class available to humans, but most who adventure choose to be fighters, clerics or druids. They attack, cast spells, make saving throws and use all special abilities as per their class and level. Metamorphs are typically more resilient than humans, and use the next hit dice up at every level of experience (e.g. d6 instead of d4 if playing a thief, d10 instead of d8 if playing a fighter, *etc.*) and have a natural armour class of 6 (plus or minus any dexterity modifier). However, they cannot polymorph in armour, and whatever class they choose they cannot wear armour. They can, if their class allows, use a shield. They gain skills, weapon mastery and saving throws according to character class.

Metamorphs advance more slowly than humans in any class, and require 30% more experience per level gained. They gain additional special abilities according to their level, as shown below.

Metamorph Level	Forms/Day	Abilities
1	3	(a)
2	4	
3	5	
4	6	(b)
5	7	
6	8	
7	9	(c)
8	10	
9	11	(d)
10	11	
11	11	
12	11	(e)
13	11	
14	11	
15	12	(f)
16	12	
17	12	
18	13	(g)
19	13	
20	13	
21	14	(h)
22	14	
23	14	
24	15	(i)
25	15	
26	15	
27	16	(j)
28	16	
29	16	
30	16	(k)
31	16	
32	16	
33	17	(l)
34	17	
35	17	
36	18	(m)

Metamorphosis

A metamorph can change into a number of forms per day, determined by their level. This ability is natural and cannot be dispelled. Each transformation takes 1 round to complete. The total amount of time a metamorph can spend in changed forms is 6 turns + 1 turn per level of experience, per day, for all combined forms. All forms taken have the same hit point total as the metamorph, but attacks are made as if by a creature of the number of HD taken. The forms available to a metamorph depend upon level of experience as discussed below.

Abilities

- (a) A level 1 metamorph can shapeshift up to 3 times each day, but only into certain categories. The player must choose which 3 of the categories (listed below) are known at first level, and the character learns another category at each level until level 9. Unlike the *polymorph self* spell effect, this non-magical shapeshift gives the metamorph all the abilities of the new form, even special attacks (such as a skunk's spray) are gained. No giant-sized or fantastic forms can be taken, but any normal non-magical form can be used. The animal categories a metamorph can learn to use each day are: worm, mollusc, spider, centipede, insect, crustacean, mammal, bird, reptile, amphibian, and fish. (The DM should be familiar with the differences between all these types; for example, spiders, centipedes, and insects are all different.) Once a category has been used, the metamorph cannot change into that category again that day. The total number of Hit Dice of the creature must be equal to or lower than characters level of experience. The metamorph can reassume normal form at any time. At level 1-3, every animal form chosen must be found to the metamorphs home area. For example, a metamorph from an arctic region may be able to transform into a polar bear, seal, arctic fox, salmon, *etc.* Whereas a metamorph from a subtropical savanna may be able to transform into a giraffe, lion, meerkat, vulture, *etc.* At each level of experience up to ninth, metamorphs gain the ability to change in to one more of the listed categories, and can therefore change form once more per day. A metamorph cannot take any extra material into animal form at this level, any clothing and equipment is left behind.
- (b) At level 4 a metamorph can, as well as choosing forms native to their own home area, transform into any animal form native to the area they are currently in. For example a metamorph native to an arctic tundra may, if traversing a tropical jungle, choose to turn in to a monkey, sloth, snake, *etc.* The metamorph must have seen a species before taking that form.
- (c) From level 7 a metamorph no longer has to drop everything they carry when changing form. Ordinary clothes change with the metamorph, being absorbed into the new form, from this level.

- (d) From level 9 a metamorph may in turn in to any animal form chosen, from any habitat, as long as they have seen that species. Metamorphs who are name level or above also receive a +2 bonus to saving throws against any *polymorph* effects. An additional 200cn of material, in addition to the metamorphs ordinary clothing, can now be carried into polymorphed form.
- (e) From level 12 the metamorph gains the ability to communicate with other creatures of the type he has changed into. Only that specific type of creature can be communicated with. For example, a metamorph in the form of a tiger can communicate with other tigers, but not with other great cats. This applies to any of the metamorphs forms. While the metamorph can communicate with creatures of the same kind, those creatures are not necessarily friendly to the metamorph. An additional 800cn can be carried into any form by the metamorph from this level.
- (f) From level 15 a metamorph can, once per day, in addition to all other categories known, assume the form of any giant sized animal that exists in the campaign. For example, a giant rat, weasel, ferret, *etc.* Only established giant forms of animals can be chosen, for example if giant foxes do not exist in your campaign then the character may not transform into one, and gargantuan forms may not be assumed. The creature must still have fewer HD than levels of experience of the character.

A metamorph can carry up to their normal encumbrance load (2400cn) into any form from this level.

- (g) From level 18 a metamorph can, once per day turn in to any plant that they have seen. The form of a plant like monster cannot be chosen, and the plant should be able to survive in the location where the metamorph is. For example, a metamorph taking the form of seaweed in a desert may take damage from the terrain they are in.
- (h) From level 21 a metamorph can, in addition to other forms, once per day, take the form of any normal monster that they have seen of fewer hit dice than the characters level. The creature must not have any special abilities (as represented by asterisks following HD in their monster description). Note that any equipment or clothing associated with the creature is not produced – a metamorph becoming a bugbear will be unclothed and unarmed (except for items that the metamorph already possessed).
- (i) At level 24 and above metamorphs can, even if they fail a save vs. *polymorph* effects, simply turn back to their preferred (or native) form at will. Metamorphs of this level are also immune to lycanthropy, gain a +2 bonus to saving throws vs. *turn to stone*, and by changing form can cure themselves of any normal, non-magical disease.
- (j) At level 27 a metamorph can additionally transform into any creature with limited special abilities (with up to 2 asterisks after

the HD figure in their monster description). The form taken must be a living creature, have fewer HD than the metamorphs level of experience, and cannot be undead or a construct.

- (k) At level 30 a metamorph can attempt to control a single creature of the type they have transformed in to. That creature may make a saving throw versus wands to avoid the effect, if they fail they are charmed as per *charm monster* until the metamorph relinquishes their current form.
- (l) At level 33 a metamorph can additionally transform into any monster with 4 or fewer special abilities (denoted by asterisks after HD number in their description), for one hour per day. The form taken must be a living creature (not undead or a construct), have equal to or fewer HD than the metamorphs level of experience, and cannot be undead or a construct.
- (m) At level 36, a metamorph can, once per day, take on an additional form that combines abilities from creatures he can transform in to. For example 36th level metamorph may take the ability of red dragon to breathe fire and use it while in the body of a wolf. Only the abilities of two creatures can be combined, one of which must be the form assumed.

Mystic

Mystics are monastic characters who follow a distinct and strict code of conduct and discipline based on meditation, seclusion and understanding their relationship with the profound forces and balances of the multiverse. They typically reside in cloisters or monasteries but may also have brotherhoods in other settings such as catacombs, city slums or secluded woodlands. Their spiritual growth allows them to access special abilities and powers, including the capacity to cause immense damage in combat, and the desire to gain knowledge and insight to access such power drives many mystics to leave their monasteries for adventure.

Each order of mystics is associated with a specific sphere of power, either positive (Matter, Energy, Thought or Time) or negative (Entropy), although larger orders with adherents of multiple philosophies are known. Adherents of positive spheres must always be true to their word and can gain no experience from treasures gained adventuring unless they are donated to their orders or to the needy. Such a mystic who breaks their word or fails to help innocent people in need will be cast out of their

order. Members of Entropic orders are under no such compulsion, adventuring to gain both treasure and power at the expense of others. Entropic mystics are almost universally shunned in civilised lands.

Prime Requisite: Strength

Hit Dice: 1d8 per level, plus constitution bonus, until level 9. +2HP per level thereafter.

Attacks, combat options, saving throws:

As fighter. A mystic may set a spear vs. charge, use the lance attack manoeuvre, and from Name level may perform disarm, smash and parry manoeuvres, and they gain multiple attacks at the same levels as fighters. Mystics make saving throws as if fighters of the same level.

Mystics are all specialists in a single fighting style or weapon. Whether they choose unarmed combat or a weapon, they learn to hit targets with it as if using a silver or magical weapons. This does not confer any bonus to hit or damage, but it does allow

them to strike opponents usually immune to normal weapons. A mystic can pick a weapon as their primary fighting style, and mystics who are specialists with swords, staves, daggers, etc., are possible. A mystic starts with the same number of weapon mastery slots as a fighter, and gains weapon mastery slots at the same rate.

Unlike a fighter, a mystic cannot have a higher level of weapon mastery than the level of their primary weapon. While a mystic begins with chosen weapons/style at basic mastery, they cannot subsequently be as good with other styles as with their primary weapon, i.e. their first extra weapon mastery slot gained in their adventuring career must be used to improve their primary mastery style to skilled, and subsequently their primary style must always be at least 1 level of mastery above any other.

A mystic can learn multiple unarmed combat styles, and it is common for mystics in good standing in their own positive sphere to learn the styles of other spheres.

These styles may also be taught to non-mystics, but only a mystic may combine styles. For example an unarmed mystic whose primary style is Energy and who is expert therein but is skilled in Matter may attack and cause damage using Energy while also gaining the armour class bonus from Matter. An Entropic mystic can in theory learn the styles of other schools of mysticism, but no positive sphere mystic cloisters will teach them, and Entropic mystics do not teach their style to outsiders. Indeed, any mystic of a positive sphere is likely to be suspicious of and may even attack any character fighting using the Entropic style.

Mystics get to add extra damage in their primary fighting style, whether unarmed or using their designated weapon, as determined by their level. This is only added when fighting with the mystic's primary weapon or style, and no extra damage is inflicted using any other style or weapon.

Notes on Abilities

Thief Abilities: A mystic can find traps, remove traps, hide in shadows, move silently, and climb walls as a thief of the same level.

Awareness: The mystic is only surprised on a 1 on 1d6.

Falling: Mystics can ignore a certain amount of damage due to falling if within an appropriate distance of a wall, tree, or other solid surface to slow down.

Falling Resistance Level	Damage resisted/distance to wall
1	First 20' within 2' of a wall
2	First 30' within 3' of a wall
3	First 40' within 5' of a wall
4	First 50' within 6' of a wall
5	All falling damage within 8' of a wall

Heal Self: Once per day the mystic may, by concentration, heal themselves of 1 point of damage per level of experience. This process takes one round.

Speak with Animals: The mystic may, at will, speak with any normal or giant-sized animal, and will understand their responses. The animals are not compelled to be friendly or to communicate.

Feign Death: This allows the mystic to induce a state of catalepsy in which they appear dead, even to magical forms of

detection. This ability lasts for one turn per level of the mystic.

Speak with Anyone: The mystic may speak with and be understood by any living creature that has a language, as often as desired. The creature being spoken to does not have to respond.

Resistance: The mystic takes only half damage from all spells and breath weapons, or if a successful saving throw is made, a quarter damage. Any damage-causing attack will cause at least 1 point of damage, even if rounding reduces this to 0.

Blankout: By concentrating for 1 round the mystic causes their presence to "disappear". No living or undead creature can see the mystic, by any means, and the effect lasts for up to 1 round per level of the mystic. The effect is dispelled if the mystic makes any form of attack. This ability may be used once per day.

Mind Block: The mystic is immune to ESP, slow, and hold spells, magical charms, quests and geas spells.

Willpower: This ability is similar to the 9th-level magic-user spell survival. It allows the mystic to, through sheer force of will, ignore any damage due to natural environmental conditions around them. It lasts for one round per level of experience.

Gentle Touch: Once per day the mystic may use the Gentle Touch ability. This may require a hit roll. No saving throw is allowed, but any creature of a higher level or with more hit dice than the mystic's level is immune. The mystic must declare the Gentle Touch before rolling to hit, and which effect is chosen, but if the attack misses the mystic may make another attempt at another time. The touch can have any one of the following effects: charm, cureall, death (as per death spell), quest, or paralysis. All effects, except for death, last 24 hours, but can be dispelled as if cast by a spellcaster of the mystic's level.

Special Restrictions

Mystics may not use protective magical devices (such as rings, cloaks, bracers, *etc.*)

When fighting using their specialty style, they may not use a magical weapon. If they do, they will gain no experience from the encounter.

All the material goods (money, magical items, *etc.*) won, purchased, or acquired as treasure by the mystic are actually owned by the cloister, and not the mystic himself. Should the cloister have need of something "owned" by the mystic, the head of the cloister need only ask for it.

Higher Experience Levels

A mystic of Name (9th) level is addressed as Master (if male) or Mistress of the Spheres (if female), or a Master (or Mistress) of Entropy.

From each sphere, there are many mystics of 1st to 29th level, but only twelve each of 30th-32nd level, six each of 33rd-35th level, and one of 36th level.

When a mystic gains enough experience to reach 30th level, he must find and challenge one of the six 30th level mystics of their sphere; they will fight bare-handed (or with their designated weapon style). If the player character loses, he stays at 29th level, losing enough experience points that he is 1 experience point short of 30th level. Once he has regained 30th level, he may try again, but cannot issue another challenge until three months have passed since his first challenge. (Note: If a DM's campaign world is particularly large, he might declare that there are twelve 30th and so forth per continent in his world.)

At Name level, the mystic may desire to build a stronghold, or cloister. If his Grand Abbot (i.e., the mystic in charge of his current cloister) agrees that he is fit to manage one, the cloister will pay for construction of the new cloister. The new cloister remains a branch of the old one until the PC achieves 13th level, at which time the PC can declare his independence. At that point, he may wish to teach his mystics-in-training in techniques and philosophies different from those of the other cloister. That is, he may wish to establish his own "school" of the discipline.

Fighting Styles

While mystics are the most renowned specialists in unarmed combat, any character can train in any of the listed styles if they can persuade a mystic brotherhood to train them. Only chaotic and evil characters will ever be offered training in the Entropic style, and the order offering said training will charge a high price.

In different regions, the same style may have different names, and in a larger campaign setting there may be a bewildering range of names for essentially similar combat styles. What may be referred to as Traldaran Kickboxing in one nation and Ylari Sand Dancing in another may be the same fighting sphere, for example.

While any character may learn the unarmed fighting styles using normal weapon mastery rules, only mystics can combine known fighting styles while fighting, and only mystics can attack as if using silvered

or magical weapons or add level-based damage.

Special effects are explained in the Weapon Mastery section of the *Rules Cyclopaedia*,

except for **Individual Initiative Bonus**, which applies only to the combatant, and Strength -1, 2, 3, or 4, whereby any opponent struck must make a saving throw vs. wands or suffer a temporary (1–4 turns)

penalty to their Strength score. Any victim reduced to 0 strength by this will fall unconscious until at least 1 strength point has been recovered.

Level	XP	Level Title	AC	Damage Bonus	Attacks	Movement	Magic Equivalent	Abilities
1	0	Novice	9	+1d3	1	120'	-	Thief Abilities
2	2000	Initiate	8	+1d4	1	130'	Silver	Awareness
3	4000	Brother	7	+1d5	1	140'		
4	8000	Disciple	6		1	150'		Falling (1)
5	16000	Immaculate	5	+1d6	1	150'	+1 weapon	Heal Self
6	32000	Master	4		1	160'		
7	64000	Superior	3	+1d8	1	170'		
8	120000	Master of the Elements (or Master of the Void)	2		1	180'		Speak with animals
9	240000	Master of the Spheres (or Master of Entropy)	1	+2d4	1	190'		
10	360000		0		1	200'	+2 weapon	
11	480000		-1	+1d10	1	210'		Feign Death
12	600000		-2		2	220'		Falling (2), Second attack
13	720000		-3		2	230'		
14	840000		-3	+1d12	2	240'		Speak With Anyone
15	960000		-4		2	250'	+3 weapon	
16	1080000		-4		2	260'		
17	1200000		-4	+2d6	2	260'		Resistance
18	1320000		-5		2	270'		
19	1440000		-5		2	270'		
20	1560000		-5	+2d8	2	280'	+4 weapon	Mind Block Falling (3)
21	1680000		-5		2	280'		
22	1800000		-6		2	290'		
23	1920000		-6	+2d10	2	290'		Blankout
24	2040000		-6		3	300'		Third Attack
25	2160000		-6		3	300'		
26	2280000		-6	+2d12	3	310'	+5 weapon	Willpower
27	2400000		-7		3	310'		
28	2520000		-7		3	320'		Falling (4)
29	2640000		-7	+3d8	3	320'		
30	2760000		-7		3	330'		Gentle Touch
31	2880000		-7		3	330'		
32	3000000		-7	+3d10	3	340'		
33	3120000		-8		3	340'		
34	3240000		-8		3	350'		
35	3360000		-8	+3d12	3	350'		
36	3480000		-9		4	360'		Falling (5), Fourth Attack

Style	Level	Damage	Defence	Special
Matter	BS	1	A: - 1AC/1	Delay
P=M	SK	1d2	A: - 3AC/2	Delay (Save-1), Deflect (1)
	EX	P: 1d4 S: 1d3	A: - 4AC/3	Delay (Save-2), Deflect (2)
	MS	P: 1d4+1 S: 1d3+1	A: - 6AC/4	Delay (Save-2), Deflect (3)
	GM	P: 1d4+2 S: 1d3+2	A: - 8AC/5	Delay (Save -3), Deflect (4)
Thought	BS	1d2	H: - 1AC/1	Disarm
P=H	SK	1d4	H: - 2AC/1	Disarm (Save-1), Hook
	EX	P: 1d6 S: 1d5	H: - 3AC/2	Disarm (Save-2), Hook (Save -1)
	MS	P: 1d8+3 S: 1d6+3	H: - 4AC/3	Disarm (Save-3), Hook (Save -2)
	GM	P: 1d10+3 S: 1d8+3	H: - 4AC/4	Disarm (Save-4), Hook (Save -3)
Time	BS	1d2	M: - 1AC/1	Individual Initiative +1
P=M	SK	1d3	M: - 2AC/1	Individual Initiative +1, No Offhand Penalty
	EX	P: 1d5+1 S: 1d4+1	M: - 3AC/2	Individual Initiative +2, No Offhand Penalty
	MS	P: 1d6+3 S: 1d5+1	M: - 4AC/3	Individual Initiative +3, No Offhand Penalty
	GM	P: 1d6+6 S: 1d5+3	M: - 4AC/4	Individual Initiative +4, No Offhand Penalty
Energy	BS	1d3	H: -1AC/1	Stun
P=H	SK	1d5	H: -1AC/1	Stun (save -1), Double Damage (20)
	EX	1d8+2	P:1d8+2 S:1d6+2	Stun (save -1), Double Damage (19-20)
	MS	P:1d10+2 S:1d8+2	H: 2AC/3	Stun (save -3), Double Damage (17-20)
	GM	P:1d10+4 S: 1d8+4	H: -3AC/3	Stun (Save -4) Double Damage (16-20)

Entropy	BS	1d2	A: -1AC/1	KO
P=A	SK	1d5	A: -2AC/2	KO (save -1), -1 Strength
	EX	P:1d8 S:1d6	A: -2AC/2	KO (save -2), -2 Strength (save -1)
	MS	P:1d10 S:1d8	A: -3AC/3	KO (save -3), -3 Strength (save -2)
	GM	P:1d12 S:1d10	A: -4AC/4	KO (save -4), -4 Strength (save -3)



Acknowledgements: This work is based on mystics in my own campaign, and lends heavily from the original material in the Rules Cyclopedia and Masters Set, and from AD&D first edition, as well as the excellent version of the Mystic found at the Vaults of Pandius by Andrew Theisen.

Mystical Monasteries of Mystara

Few monasteries are listed in official Mystaran products. Largely this is because mystics sit outside of power structures and political interactions that define dominions and cultures, and historically most who catalogue Mystaran locations overlook these institutions. Indeed, it can be hard to define what such a monastery is – there is no uniform ground plan or even organisational structure. What follows is a short list of some of the more interesting mystical orders of Mystara, and I encourage brave explorers who find more to add to this list.

Barleycorn Monastery

Location: Broken Lands

Style: Entropy

Members: 80 (mostly hobgoblins and goblins)

Master: Heretic Zam Zammara (Hobgoblin Mystic 16)

Located high on an isolated plateau in the Broken Lands, the Barleycorn was founded by Ethengarian mystics seeking to reform the lost souls of their own errant ancestors reincarnated as humanoids. It is unknown precisely when or how the original Barleycorn Brotherhood fell, but it was replaced by a new entropic order of goblin and hobgoblin mystics who in typical humanoid fashion formed a grotesque

parody of the original group. Ranging far and wide across the broken lands and beyond, members hire themselves out as mercenaries to whichever humanoid warlord will pay them most. The most worthy applicants (being those who survive whatever new, brutal tests are dreamed up by the Grand Abbott) are inducted into the order during a dark ceremony on the night of the new moon.

See: HWA1

Blackrock

Location: Blackrock Island, Minrothad

Style: Time

Members: 12

Master: Darrin Posman (Mystic 12)

Possibly the smallest known order; Darrin Posman (a former port-master in Aasla whose perspective on wealth changed over many years of exposure to other philosophies) established the order some 20 years ago. Primarily teaching asceticism (austerity, self-discipline, and abstinence), it is only after mastering this discipline that members can leave, but even then they spend half of their time in meditation on the island. Thus of the 12 members, 6 will be found in quiet contemplation and prayerful dedication on the island at any time, assisted by a small clerical order that tends to the needs of the monastery.

See: GAZ9, *The Minrothad Guilds*

Chi

Location: Village of Chi, Ochalea

Style: Energy

Members: 70

Master: Mistress Yeoh (Mystic 16)

Resting among peaceful farmlands in the southwest of Ochalea, Chi is the most important of the Energy orders on the island. Mistress Yeoh has long since retired from adventuring to run her order, which is very much in the style of a mystic-training academy. Members travel across both the Thyatian and Alpathian empires seeking knowledge and righting wrongs, bringing not inconsiderable wealth back to the order, which is spent on maintaining irrigation systems and other improvements for agriculture across the grasslands in the region, leading to high productivity and a loyal peasantry.

Dracon

Location: Draco, Alpathia

Style: Energy, Matter, Time, and Thought

Members: 1,250

Master: Mistress Eradne of the Four Elements (Mystic 30)

It's hard to know exactly where the Dracon are located, except in that the name of the order is spoken of in hushed tones in all of the dark places of the city of Draco (perhaps the most populous city in Mystara, if not the most salubrious). In fact members of the order (believed to be the most numerous in the world, although spread across a vast area) will, if pushed, refer to the Dracon as an idea rather than a place. Drawing most of its members from the back streets of Draco, but also reaching out to the other great cities of the Alpathian empire to find the most talented individuals to join them, its members are found from Thothia to Esterhold, from Alpha to Spearpoint. Upholding the rights of the common people of the Empire, and being willing to stand up to the potent enemies including even the most powerful wizards in doing so, the Dracon form the last, best and only hope of justice for the downtrodden peasantry of Mystara's most powerful empire.

Eradne has led the order for the last 30 years and is among the wisest and most powerful mystics known. She is calm, playful even, in selecting new recruits for the order and sending members on missions to the furthest reaches of the world. But in her key missions of opposing organised crime in Draco (largely fronted by the Dopplegangster crime families) and holding back the tide of the Order of the Screaming Fist, she is resolute.

Five Monasteries of Furious Flying Fists

Location: Five mountain tops of Tangor

Styles: One each of Energy, Entropy, Matter, Time, and Thought

Members: Unknown (theorised to be up to 100 per monastery). Taer (in the Monastery of Death) and changyi (the other 4).

Masters: Unknown



The five monasteries are set in the heart of the mountains of Tangor, surrounded by deep, jungle-covered valleys, and remain somewhat enigmatic in the eyes of those from western nations (from Tangor, nearly everywhere is to the west). Little is known of their governance, and even their precise locations are unknown. What is known is that there are five, one devoted to studying the style of each of the five spheres. The Monastery of Death is devoted to the Sphere of Entropy and is populated entirely by taer (a variety of baboon detailed in *THRESHOLD Magazine* issue #32), and adherents thereof seek to dominate the lands below for some unknown dark purpose. They are opposed by the other four monasteries, which in turn are populated entirely by changyi (sentient golden-cheeked gibbons). It is known that those monasteries are referred to by their brethren as "The Eternal Rock" (Matter), "The Sacred Flame" (Energy), "Imponderable" (Thought), and "To Go Forward" (Time). A few members of each monastery are known to travel far and wide in search of spiritual enlightenment, and sages as far afield as Sind, Oceansend and the Vulture Peninsula have reported meeting them.

The exact nature of the ascendance to sentience of both changyi and taer seems to be in some way linked to the presence of the

monasteries, and whether their ascent could happen without them is a question yet to be resolved. Until explorers reach those locations and discover who built them and why, the fundamental nature of the locations will remain unknown.

See: *THRESHOLD Magazine* issue #32, "Primates of Mystara"

Jashpurdhana Monastery

Location: Sind, Kadesh Mountains

Members: 1,000

Style: Energy, Matter, Thought, and Time

Master: The Radiant Yogi (Mystic 30)

While well known to the natives of Sind, where members of the monastery wander seeking to maintain balance and bring justice to those who need it where others fear to tread, this otherwise peaceful order is little known to people further afield. Maintaining a large estate around a monastery complex carved into the living rock of the mountain, the order is led by a rarely encountered figure known only as the Radiant Yogi, who guides the organisation with a soft hand and a hard philosophy of work, dedication, and abstinence. Some members have been known to wander the Known World region, where they become involved in quests to right great wrongs and to oppose the most dangerous of evils.

See: "Champions of Mystara"

Kaikiang

Location: Kaikiang Li, Ochalea

Style: Matter

Members: 200

Master: Luóbinhàn (Mystic 25)

The largest individual order on Ochalea, Kaikiang is also the most politically difficult. Master Luóbinhàn is almost the ultimate pragmatist in his desire to see the poor of Ochalea and indeed the whole Thyatian empire well fed and taken care of. As many thieves are associated with the order as there are mystics, and they travel far and wide to promote their wider goal of wealth redistribution. This can lead to rich and powerful vested interests taking offence, but with excellent ties to the other major orders of Ochalea few are foolish enough to try to change the ways of the Kaikiang mystics. It is better to stay out of their way.

Lhamsa

Location: Glantri

Style: Energy

Members: 150 (human and lycanthrope)

Master: Henri G'Ascoyne Matzini (Wererat, Mystic 20)

At a location high in the Glantrian alps, the village of Lhamsa would be utterly unknown were it not for the presence of a renowned monastery, teaching a local style known as the Radiant Art. While most 'alternative' philosophies are not tolerated in Glantri, Lhamsa is both isolated enough

and their practice sufficiently useful that an exception is made, and their members are welcome in most principalities and other dominions across Glantri. While originally established by Ethengarian immigrants, the monastery now welcomes both Glantrian and Ethengarian members, but in recent years under the influence of Henri G'Ascoyne Matzini more Glantrian members have joined.

Henri himself, an illegitimate son of a noble family, has been welcoming many outcast lycanthropes (like himself) to the order, and when this becomes known his estranged family may be nervously looking over their shoulders. Whether or not this is necessary, *qui vivra verra*.

See: GAZ3: *"The Principalities of Glantri"*

Screaming Fist

Location: Shraek, Alphatia

Style: Entropy

Members: 190

Master: Volodymyr the Dark (Vampire, Mystic 19)

Few choose to travel to or trade with Blackheart. Fewer still willingly visit the twisted City of Screams, the capital, Shraek. It is not a place where an underclass can thrive; indeed few even survive without the patronage or protection of a wizardly master. And the Order of the Screaming Fist, located in dank, cramped conditions in catacombs beneath the city, does not stand against this darkness. Indeed it is key to their philosophy that only those who have faced most despair can become members, and their abbot is a perfect example of this.

The mystics of the Screaming Fist seem to be working to no particular plan or ideal, and seek only to inflict pain and harm for their own entertainment. Indeed in the truest sense their philosophy can be described as nihilism, and it is fair to say that they consider their own lives to be only trivially less meaningless than those of those who they torture and kill for their own sadistic entertainment.

Screaming Fist mystics are to be found across Alphatia, joining groups of terrorists or evil adventurers out of a desire to further their own skills, rather than for any greater ethical purpose. They are hated by the Dracon order. That feeling is mutual.

St. Kruskiev

Location: Karamaikos, Specularum

Members: 75

Necromancer

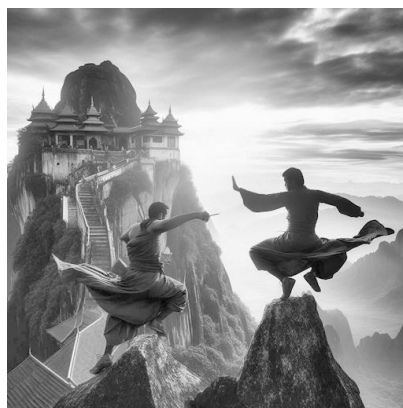
The twisted woods of Blackheart keep many secrets. Cults and cadres of mages intent on pursuing dark goals hidden from the prying eyes of wider Alphatian society, jealously guarding their secrets from other nefarious wizards, but hoping that those

Style: Matter

Master: Abbot Jodri (Mystic 15)

An institution of great age but little renown within Specularum, few are aware that the great church of St. Kruskiev is also home to a sect of mystics. While small, the order plays an important role within the church of Karamaikos, in protecting and guarding the clerics of Specularum and watching the rulers of the city. They have, subtly, affected the selection of officials within the clergy, the city watch, and even of lesser nobles within Karamaikos. In Thyatis, those interested in the philosophy of politics ask "Quis custodiet ipsos custodes?" (who watches the watchmen), in Karamaikos Abbot Jodri has been known to respond "Agitimus" (we do).

See: *"Dark Knight of Karamaikos"* novel



Tondera

Location: Norwold, close to Regent Pass

Members: 150 (mostly humans, some metamorphs)

Style: Time and Energy

Master: Abbot Gustaf ap Gustaf (Mystic 18)

Styled as the Monastery of Fire and Water, the Tondera order is an ancient and respected institution that has weathered the storms of raiding dragons from the Wyrmssteeth mountains, frost giants from Frosthaven, and invading forces from both great empires. It welcomes those who come to seek enlightenment amongst the cold stones of its isolated mountain top location, but the trial of reaching the mountain top alone keeps most would-be members away. Members of its order are found in adventuring parties across Norwold and further afield, and their pledge to seek justice for the most vulnerable is respected among those who know them. While most of the order are human, this is the chosen location that the few metamorphs from the

who do pry into their affairs learn to fear them for what they have seen. Perhaps the least surprising of the dark crafts to be found in Blackheart is necromancy. Scholars in other nations have noted that the magics of the dead are among the most

island of Metinsulae come to when they choose to become mystics.

The location of the monastery, close to the strategically vital Regent Pass that is the only safe over-land route to the capital city of Alpha, has meant that the kings of both Norwold and Oceansend know better than to mistreat the order's brethren. Just because the order has never meddled in Norwold politics, that does not mean that it never could.

Wu

Location: Wu Li, Ochalea

Members: 50

Style: Time

Master: Gram Heidelberg (Gnome, Mystic 20)

Open to the most enlightened members from across the world, the Wu monastery is found nestled between the hills and dense forests of northern Ochalea, commanding an impressive view over the main east-west road to Beitung. Headed by a wise old gnome of unknown origin (although rumoured to have originated in Snarta), they are a peaceful brotherhood seeking to bring enlightenment to those coming to learn from their master.

Wutang

Location: Wutang Dong Ha, Ochalea

Members: 60

Style: Thought

Master: Sihng Lühng (Mystic 30)

In the far northeast corner of Ochalea lies the small settlement of Wutang Dong Ha, which serves as a small Thyatian naval outpost and trading settlement, with some legitimate traders making the trip around the Isle of Dawn stopping for water, and far more less legitimate traders stopping there to sell goods landed at Ne'er-do-well. This is overseen by the brotherhood of Wutang, who weed out the less desirable, dangerous goods, and supervise the return of many more useful products back into Ochalea, making Wutang a vital part of the island's economy. Master Sihng Lühng also sends members of the brotherhood along with ships heading in all directions to keep an eye on pirate activity in the waters, and organises retributive strikes on dangerous pirate groups and rescue missions for hostages where necessary.

potent, and that somewhere in Alphatia there must be a school of wizards devoted to this craft. But the reality of Alphatian necromancy would surprise said scholars should the uncover the truth. This is not necromancy in the mode of the (still

secretive, but perhaps better known) Glantrian specialists, this is a school of magic with an entirely different premise. The Alphatian necromancers do not merely create and control the undead. Indeed while they seek to dominate undead the goal of this craft is to empower those creatures with greater force and to utilise them in creative and terrifying ways. Necromancy, when merged with the creativity and freedom that typifies Alphatian spellcraft, is lifted to new levels of abhorrent inventiveness.

Necromancer Class Details

Necromancers are a subclass of magic users, with most of the same limitations and abilities.

Prime Requisite: Intelligence.



Alignment: Many assume that the Necromancers of Alphatia are chaotic, but all are in fact lawful in that they obey, the strictures of a code. That code is however not one of light. Thus, Alphatian

necromancers are all lawful, but none are good.

Hit Dice: 1d4 per level up to 9th level. Starting with 10th level, +1 hit point per level, and Constitution adjustments no longer apply.

Maximum Level: 36.

Armor: None; no shield permitted.

Weapons: Dagger, staff, blowgun, flaming oil, holy water, net, thrown rock, sling, whip.

Special Abilities: Magical spells.

Level	Title	XP	1	2	3	4	5	6	7	8	9
1	Occultist	0	1								
2	Skeleton Master	2500	2								
3	Tenebrist	5000	2	1							
4	Zombie Master	10000	2	2							
5	Reaper	20000	2	2	1						
6	Ghoul Master	40000	2	2	2						
7	Soulbinder	80000	3	2	2	1					
8	Diabolist	150000	3	3	2	2					
9	Reanimator	300000	3	3	3	2	1				
10		450000	3	3	3	3	2				
11		600000	4	3	3	3	2	1			
12		750000	4	4	4	3	2	1			
13		900000	4	4	4	3	2	2			
14		1050000	4	4	4	4	3	2			
15		1200000	5	4	4	4	3	2	1		
16		1350000	5	5	5	4	3	2	2		
17		1500000	6	5	5	4	4	3	2		
18		1650000	6	5	5	4	4	3	2	1	
19		1800000	6	5	5	5	4	3	2	2	
20		1950000	6	5	5	5	4	4	3	2	
21		2100000	6	5	5	5	4	4	3	2	1
22		2250000	6	6	5	5	5	4	3	2	2
23		2400000	6	6	6	6	5	4	3	3	2
24		2550000	7	7	6	6	5	5	4	3	2
25		2700000	7	7	6	6	5	5	4	4	3
26		2850000	7	7	7	6	6	5	5	4	3
27		3000000	7	7	7	6	6	5	5	5	4
28		3150000	8	8	7	6	6	6	6	5	4
29		3300000	8	8	7	7	7	6	6	5	5
30		3450000	8	8	8	7	7	7	6	6	5
31		3600000	8	8	8	7	7	7	7	6	6
32		3750000	9	8	8	8	8	7	7	7	6
33		3900000	9	9	9	8	8	8	7	7	7
34		4050000	9	9	9	9	8	8	8	8	7
35		4200000	9	9	9	9	9	9	8	8	8
36		4350000	9	9	9	9	9	9	9	9	9

Necromancer Spells

In essence, necromancers are magic users, and mechanically their spells are the same as those of magic user characters but with an important difference. The spells that are common to necromancers, the common list of spells that are known as necromancer spells, is different. The spells that necromancers teach their apprentices are drawn from this list, and when a necromancer researches more spells those on this list are viewed as 'common', whereas magic user spells not otherwise on their own list are regarded as 'novel'.

Otherwise necromancers are functionally similar to magic users. They memorise spells from spell books, they can memorise and cast spells in reverse once they have reached fourth level, *etc.* A magic user capturing the spellbook of a necromancer can transcribe spells therefrom, and vice-versa. Likewise, magical items that embody necromantic spells are useable by magic users, and those embodying magic user spells are useable by necromancers.

Higher Experience Levels

Land Owning Necromancers

Independent Necromancers: An independent land owning necromancer is known as a High Necromancer. Their stronghold, typically a tower, is referred to as a Necropolis. Local land owners may react positively or negatively depending upon their own alignments, and may offer the Necromancer lands and servants, or they may instead raise armies of peasants wielding burning brands to drive the High Necromancer away. High Necromancers almost invariably construct dungeons under or near their necropolis, often integral thereto, to attract monsters to act as prey

for their undead wards and indeed as places to quarter their demised servants.

Several apprentices will approach the High Necromancer seeking to learn the secrets of undeath. Almost by definition, many of them will be untrustworthy and must be weeded out to leave up to 8 worthy candidates with the intelligence and strength of will to follow the necromancer's code.

Of necessity most High Necromancers choose to construct their necropolis in either remote or lawless places, such as Blackheart, but few actively spurn contact with other civilised folk, and many receive polite visitors so rarely that they provide quite lavish hospitality when this does occur.

Land Owning Necromancers:

Necrologists: Some powerful landowners find a need for magics that control or limit the power of the undead, and such roles may be taken on by high level necromancers. In such a position the character is known as a necrologist, and this may or may not be synonymous with the

role of magist in a dominion. Lower-level necrologists might charge up to 3,000gp per month for their services, with higher level characters being able to charge more (if indeed any landowner wishes to pay for their services).

The oath of a Necrologist is similar to that of a magist. The necrologist must swear fealty and take an oath not to work against the interests of the dominion or dominion ruler, and in return is housed and paid for their services. The necrologist may be required to conduct magical research (paid for by the dominion ruler) or take care of any undead problems that plague the wider dominion, as well as advise on magical matters and subjects relating to the dead, undead and other darker crafts. And like a magist, a necrologist is normally allowed to adventure to gain experience and power and, essentially, become a more potent necrologist.

Travelling Necromancers

A necromancer who chooses to travel is known as a deathwalker. If the deathwalker allows tales of their exploits to spread, they

will typically be sought out by 1-6 higher-level would-be accomplices, adventurers of at least 5th level, eager to learn the dark truth of the deathwalkers ways. Deathwalkers are rarely welcome guests of magic users or even other necromancers, but they may be offered hospitality in return for their unusual knowledge or services, and their idiosyncratic input into the magical research of others is often highly valuable.



Necromancer Spells

Level 1

Analyze
Animate Pet
Darkness*
Dead Man Walking
Detect Undead
Dominate Least Undead
Invisibility to Undead
Magic Missile
Pallor Mortis
Protection from Evil
Read Languages
Read Magic
Skull Soliloquy

Level 2

Continual Darkness*
Dead Bolt
Dead Ringers
Detect Evil
Detect Invisible
Ghoulish Touch
Invisibility
Levitate
Lifeglass
Phantasmal Force
Shadowbolt
Web
Zombie Valet

Level 3

Animate Dead Mounts
Cardiac Arrest
Dispel Magic
Dominate Lesser Undead
Ferrymans Coin
Fireball
Fly
Invisibility 10' radius
Lightning Bolt
Protection from Evil 10' Radius
Putrefaction
Rigor Mortis
Skeletonise

Level 4

Abandon Hope All Ye Who Enter Here
Clothform
Confusion
Curse
Dead Arm
Feign Death
Gaseous Form
Growth of Plants
Ice Storm/Wall
Hallucinatory Terrain
Mist of the Leech
Wall of Ectoplasm
Wizard Eye

Level 5

Animate Dead
Black Inferno
Black Strike
Cloudkill
Contact Outer Plane
Dead Leg
Dominate Greater Undead
Magic Jar
Telekenesis
Teleport
Unholy Crusader
Wall of the Dead
Woodform

Level 6

Anti Magic Shell
Create Lesser Undead
Dead Appendage
Death Spell
Disintegrate
Lower Water
Mort Rouge
Move Earth
Projected Image
Resist Turning
Stoneform
Wall of Iron
Weather Control

Level 7

Create Greater Undead
Dead Heart
Dead Spell
Dominate Greatest Undead
Gestalt Domination
Ironform
Lore
Magic Door
Mass Invisibility
Power Word Stun
Reverse Gravity
Summon Object
Teleport Any Object

Level 8

Clone
Create Spectres
Dead Head
Death Sentence
Death Trap
Dominate Any Undead
Explosive Cloud
Forcefield
Permanence
Power Word Blind
Steelform
Symbol
Travel

Level 9

Army of the Dead
Black Heart
Contingency
Create Vampires
Fleshcraft*
Fortress of the Dead
Gate*
Maze
Meteor Swarm
Prismatic Wall
Survival
Timestop
Wish

Pegataur

The Pegataur is a magical combination of elf and Pegasus, a relatively new race found primarily in Floating Ar. It is unknown whether they're the creation of immortals or Mystaran magic, and if the Pegataurs have an insight they are as yet reticent to share. They are highly magical creatures, all being spellcasters. They may advance in their race class (and only in their race class) as either druids or magic users, and can cast spells as shown in the table below. Above 10th level they advance either in spellcasting or attack rank, as elves, until reaching level 20 and attack rank M, beyond which they gain only hit points.

Prime Requisite: Intelligence (Magic User) or Wisdom (Cleric).

Hit Dice: 1d6 (Magic User), 1d8 (Cleric). Pegataurs gain an extra hit dice at first level. From level 10 onwards, pegataurs gain 2 hp per level.

Pixie

Pixies are small (up to 2' tall) fey humanoids, typically with red hair and fairly hairy bodies and insect like green, translucent wings on their backs. They have short, upturned noses and pointed elf-like ears.

Pixies are known to become fighters, thieves or rakes, but spellcasting pixies are unknown. They cannot pursue any divine related character class, the relationship between the fey and the immortals being such as it is. In theory there could be pixie mystics, but none are known.

Hit Dice: Pixies are astonishingly resilient for creatures of their size, and roll 2HD at first level. Their hit dice are not otherwise adjusted from those of their chosen character class.

Movement and Encumbrance: Pixies are robust, but tiny, and can carry at most 200cn of weight. On the ground, they can

Attacks, Combat Options: From levels 1-10, Pegataurs attack as fighters of equal level. Above level 10 Pegataurs advance either in attack ranks or spellcasting. Pegataurs gain fighter combat options as shown in the experience table. Pegataurs gain 5 weapons at basic mastery at first level.

While on the ground, Pegataurs can attack using their two hooves for 1d4/1d4.

Pegataurs struggle to fight in tight spaces. In areas less than 10' across they suffer -2 to all hit and damage rolls. If facing two or more attackers, one on either side or one behind, an attacker (chosen by the attacking group) gains a +2 bonus to hit.

Weapons and Armour: Pegataur magic users can use any weapon, favouring bows, swords and lances. Pegataur druids are

restricted to wooden, non-piercing weapons.

Armour is almost unheard of among Pegataurs, but they may wear specially constructed breast plates conferring an armour class of 4 vs. frontal attacks, and they may use shields.

Movement and Encumbrance, Special Abilities: The Elven lineage of Pegataurs allows them limited (40°) infravision. They can also fly (360°(120°) Manoeuvring Factor 3 (b)). On land they are as fast as Centaurs (180°(60°)). Pegataurs can carry a load of up to 4000cn, but cannot fly carrying more than 2000cn.

Languages: Pegataurs have their own dialect, which is a variant of Elven. They can also speak Elven, Faenare, Harpy and Hsiao, as well as the local Human tongue.

move at 90°(30°) but can fly at 180°(60°) for up to three turns, after which they must rest for several minutes before flying again.



Languages: Pixies speak their own tongue (which is shared with sprites), elven, and the local human language, in addition to any languages they gain from their intelligence bonus.

Combat, Weapons and Armour: Pixies cannot wear armour and be able to fly but may use a shield. They may use any weapon permitted to their class, but any weapon

inflicts damage of two lower dice down (to a minimum of 1 point of damage). For example, a pixie sword inflicts only 1d4 damage whereas a normal sword usually inflicts 1d8 damage. A pixie spear inflicts only 1d2 rather than 1d6 damage. The range of missile weapons is reduced by half. The cost of miniature weapons is also higher, typically twice that of normal weapons.

Pixies make saving throws as elves.

Item Use: Pixies can use any items permitted to their class (if they are of a size that they can handle), but they may also try to use other items restricted to other classes, with a percentage chance of success as shown on the chart below. Note that this ability doesn't give them access activation words for those items, but it allows them to try to use the item if they have that word.

Level	Attack Rank	XP	Level Title (MU)	Level Title (Druid)	Spells (Magic User Path)									Spells (Druid Path)							
					1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	
1		0	Veteran Medium	Veteran Aspirant	1										1						
2		7000	Warrior Seer	Warrior Ovate	2										2						
3		15000	Swordmaster Conjurer	Arms Soothsayer	2	1									2	1					
4		30000	Hero Magician	Hero Animist	2	2									3	2					
5		45000	Swashbuckler Enchanter	Swashbuckler Auger	2	2	1								3	2	1				
6		90000	Myrmidon Warlock	Myrmidon Thaumaturge	3	2	2								4	2	2				
7		175000	Champion Sorcerer	Champion Channeler	3	3	2	1							4	2	2	1			
8		350000	Superhero Necromancer	Superhero Sylvan	4	3	2	2							4	3	2	2			
9		700000	Lord Wizard	Lord Arch-Druid	4	4	3	2							4	4	2	2	1		
10	C	1050000			5	4	3	2	1						4	4	3	2	2		
11	D (a)	1400000			6	5	3	3	2						5	5	4	3	2	1	
12	R	1750000			6	5	4	3	2	1					7	6	5	4	3	2	1
13	G	2100000			7	6	4	4	3	2					8	7	6	4	4	2	1
14	G (b)	2450000			7	6	5	4	3	2	1				9	8	7	5	4	2	2
15	H	2800000			8	7	5	5	4	3	2				10	9	7	6	4	3	2
16	I	3150000			8	7	6	5	4	3	2	1			10	9	8	7	5	4	3
17	J	3500000			8	8	6	6	5	4	3	2			11	10	9	7	6	4	3
18	K (c)	3850000			8	8	7	6	5	4	3	2	1		11	10	9	8	6	5	4
19	L	4200000			8	8	7	7	6	5	4	3	2		12	11	10	8	7	5	5
20	M	4550000			8	8	8	7	6	5	4	4	3		12	11	10	9	8	7	6
21		4900000																			
22		5250000																			
23		5600000																			
24		5950000																			
25		6300000																			
26		6650000																			
27		7000000																			
28		7350000																			
29		7700000																			
30		8050000																			
31		8400000																			
32		8750000																			
33		9100000																			
34		9450000																			
35		9800000																			
36		10150000																			

(a) From first level, pegataurs have 40' infravision, can detect secret doors on a 1-2 on 1d6, and are immune to ghoul paralysis. Pegataurs can use all fighter combat options as a fighter of 1st level. Pegataurs speak their own dialect, Elven,

Faenare, Harpy and Hsiao, and can communicate with harpies and pegataurs.
 (b) At this level pegataurs gain smash, parry and disarm combat options, and gain an extra attack per round.

(c) Upon attaining Attack Rank D, pegataurs take half damage from any breath weapon.
 (d) From attack rank K, pegataurs gain a third attack per round, and take half damage from all air based attacks (including lightning)

Level	S	F	B	U
1	-	01-00	-	-
2	01-05	06-84	85-00	-
3	01-08	09-84	85-00	-
4	01-11	12-84	85-99	00
5	01-14	15-84	85-99	00
6	01-17	18-84	85-98	99-00
7	01-20	21-84	85-98	99-00
8	01-23	24-84	85-97	98-00
9	01-25	26-84	85-97	98-00
10	01-27	28-84	85-96	97-00
11	01-29	30-84	85-96	97-00
12	01-31	32-84	85-95	96-00
13	01-33	34-84	85-95	96-00
14	01-35	36-84	85-94	95-00
15	01-37	38-84	85-94	95-00
16	01-39	40-84	85-93	94-00
17	01-41	42-84	85-93	94-00
18	01-43	44-84	85-92	93-00
19	01-45	46-84	85-92	93-00
20	01-47	48-84	85-91	92-00
21	01-49	50-84	85-91	92-00
22	01-51	52-84	85-90	91-00
23	01-53	54-84	85-90	91-00
24	01-54	55-84	85-90	91-00
25	01-55	56-84	85-89	90-00
26	01-56	57-84	85-89	90-00
27	01-57	58-84	85-89	90-00
28	01-58	59-84	85-88	89-00
29	01-59	60-84	85-88	89-00
30	01-60	61-84	85-88	89-00
31	01-61	62-84	85-87	88-00
32	01-62	63-84	85-87	88-00
33	01-63	64-84	85-87	88-00
34	01-64	65-84	85-86	87-00
35	01-65	66-84	85-86	87-00
36	01-66	67-84	85	86-00

Explanation of Results:

S – *Success*: The item works as intended.

F – *Failure*: The item does not function at all.

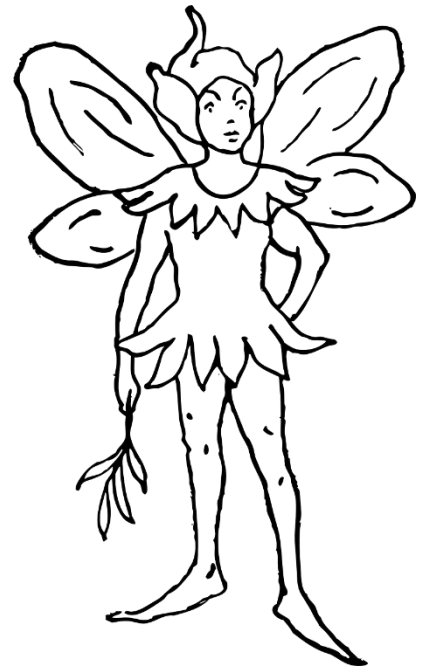
B – *Backfire*: The item misfires (e.g. centres a fireball on the user, targets a shield on an enemy, etc.).

U – *Unexpected!*: The item does something odd. There is an equal chance of the result being good, bad or indifferent, but the magical effect, whatever it is, is randomly determined by the DM.

Immunities and Vulnerabilities: Pixies are immune to all non-magical diseases, as indeed are most fey. They are also immune to all ageing. They are unable to approach within 5' of a firmly presented holy symbol, but they can enter hallowed ground if invited by a believer.

Invisibility to Mortals and Second Sight: Like other fey, pixies may become *invisible to mortals* at will. Uniquely however, pixies do not become visible when they attack an enemy and can remain invisible while fighting. The normal -4 penalty to hit applies to any creatures who are unable to see the pixie.

Like other fey races, pixies possess *second sight*, thus they can see other creatures that are *invisible to mortals*, as well as being able to identify polymorphed or shapechanged creatures, and those touched by fey



Primates

While they may not be suitable for every adventuring party, it is possible to play characters of any of the races described above.

Changyi

Borne by mountain tops of Tangor, above the dense jungles of the valleys, are the Four Monasteries of the Changyi. Unlike the other simian races, changyi are of the same blood as the animals swinging in the trees below. Perhaps 1 in 50 adolescent golden cheeked gibbons, upon hearing the distant songs of the changyi, become awakened to the possibilities of becoming more than they could otherwise be.

The bodies of changyi are small, rarely even reaching 2' long, but their legs and in particular their powerful arms are far

longer. Those who hear and understand the calling begin their mountain climbs swinging upwards from branch to branch, until there are no trees any longer, and then they continue their walks to be welcomed by their brethren, to begin their studies and join the spiritual quest.

When born, they have golden hair, fading to dark brown through childhood. They reach maturity around the age of 7 or 8, when the males develop blonde cheeks and a tuft of fair hair on their heads, and the females become golden haired all over their bodies except for a dark head tuft. Wild golden cheeked gibbons live for perhaps up to 35 years, whereas changyi may live for over 200.

Much of the work of the changyi is in opposing the terrifying taer and preventing

their incursions into the forests below. But they also search for something else, something that may not even exist. Their oldest scriptures tell them of something they must quest for, something important, something in the West. The boldest among them travel that way, through Skothar and towards other nations of Mystara, searching to discover what it is that the changyi must ultimately seek.

Advancement and physical attributes: Characters require 15% more experience points per level of experience. They are generated with the following stat modifiers: Str: +1, Int: -3, Wis: 0, Dex: +3, Con: -1. Cha: 0

Special Abilities: Changyi are more adept in the trees than on the ground, and can both brachiate and treewalk with

consummate ease. They can hang from one arm or leg, wielding items equally well with hands or feet. They may, for example, with no penalty use a bow with their feet while hanging from a tree with one arm. All changyi can climb walls equal to a thief of their own level with a 25% bonus, and can move up, down or through trees with absolute ease. They may also leap from tree to tree, being able to cross gaps of up to 30'.

Changyi can use their extremely long limbs to great effect if they choose to wrestle, gaining a +3 bonus to their wrestling rating.

Changyi are able to communicate with each other over great distances by means of song. Their howling, whopping chant sounds similar to that of other gibbons, but they may communicate with others of their species up 1 mile away.

They are superb natural acrobats, and gain the acrobatics general skill (in addition to any other skills they may know) for free.



Character Class: The calling to one of the monasteries of the changyi brings with it a single goal – that of training to become a mystic devoted to one of the four elements – earth, air, fire or water. Thus, all adventuring changyi are mystics.

Hit Dice: Changyi gain hit dice as human characters do.

Movement and Encumbrance: By far the most accomplished of all arboreal races, they can race through trees at a tremendous pace, at 180' (60'). While they appear ungainly on the ground, they are far more mobile than it appears, having a movement rate of 120'(40').

Changyi are terrible swimmers, being able to stay afloat and only travel at 10' per round.

Of smaller and lighter build than most other primates, with most of their mass being in the limbs, changyi can carry far less than most other characters, having half of the carrying capacity of humans and demihumans.

Languages: Changyi have their own language, made up of howls and whoops. They may also communicate with other gibbons, and most know the language of whichever human culture is closest (usually Tanogoro).

Weapons and Armour: Changyi can use any items allowable to mystics but can only wield small and medium sized weapons.

Gorira

The mysterious and mountainous island of Zyxl is home to a species of intelligent primate, the Gorira. They are a spiritual, devout race devoted to (what they believe to be) balance in all things.

Gorira are dark furred, greying with age, standing up to 5'9" tall and weighting anything up to 550lb. While capable of walking on two legs they prefer to also spread their bulk on to their knuckles, being as well muscled on their arms as their legs. They inhabit the seemingly endless forests on the lower slopes of the mountains that dominate Zyxl, and they are the most numerous sentient race living there. They tend the woodlands to maximise the production of edible leaves, roots, fruit and shoots, which makes up almost all of their diet, with some seaweed and shellfish being gathered around the coasts. Trading vessels from Tangor, Minea and far distant Bellisaria call in to the sheltered bays of Zyxl and trade for fine woods, spices, and particularly for the high-quality pottery that goriras patiently produce. In return, the gorira import metals and other worked goods.

The gorira believe in balance between the four positive spheres and each other, and collectively the four positive spheres and entropy. As such, their morality seems calm but strange. Gorira revere their ancestors, the land, the air, the ocean and the elemental force of fire, but they also revere the process of death, essentially engendering a largely pacifistic philosophy among them.

They are however not defenceless. Their great bulk makes them dangerous, and they acknowledge that part of a balanced world view is to be prepared to strike, with force, to maintain that balance where it is threatened. Thus they maintain an armed force of noble, independent minded warriors who are afforded certain rights and privileges over other gorira, enacting the moral will of the immortals as they and the druids see it to be.

Advancement and physical attributes: Characters require 25% more experience points per level of experience. They are generated with the following stat modifiers:

Str: +4, Int: -2, Wis: -2, Dex: 0, Con: +2.
Cha: -2

Special Abilities: Gorira can attack using their natural attacks, inflicting 1d6 with each fist, and 1d8 with their bight attack. They may also wrestle a foe while making first attacks – if both fists hit they may make an (opposed) wrestling check with their foe, if they choose, allowing them to simultaneously punch and grapple a foe in this round, and they may subsequently decide whether to release their foe and strike again or to instead continue wrestling. If attacking an armed foe, that foe may make a wrestling check to avoid this effect, but they do not gain any initiative or hit bonus to attack the gorira with a weapon that round.

While gorira are usually a model of serene calmness, they can be utterly terrifying if they choose to be. They gain the intimidation general skill, in addition to any others known, for free.

Character Class: They may be of any class available to humans, but there are no known gorira merchants. Clerics tend towards following Ka, Valerias, Nyx, Kootiku, Djaea and Protius, but through a lens of ancestor and spirit worship many other immortals are known and followed.

Hit Dice: Characters use two higher higher hit dice than their class typically does, and gain an extra hit dice at first level. For example, a first level thief used d8 for hit points, and begins with 2d8hp at first level, whereas a fighter uses d12 for hit points and begins with 2d12.

Movement and Encumbrance: Gorira are not arboreal, and while they may climb they typically do so slowly and carefully, barely any better than humans do. Their great size and weight also means that they must be very selective in their choice of what to climb. On the ground, they move at a standard speed of 120'(40'). While they typically have little need to, they are also to carry huge burdens, having double the available encumbrance that humans have for each speed category.

Languages: Their own language has both a spoken form, rather similar to whispers interspersed with sounds of fists beaten on their chest, and a sign language form. They have a written language in the form of pictograms, each of which symbolises a hand sign. They can usually speak the local human language, most often Tanogoro.

Weapons and Armour: While gorira may use any armour or weapon permitted to their class, the possession of armour is only known among the warrior caste in their society, and little is produced domestically. Owing to their size, the cost and

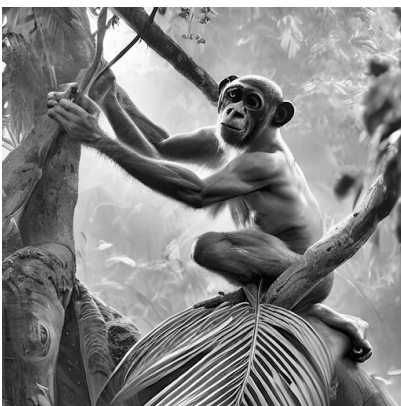
encumbrance of armour made to fit them is double that of normal armour.

Nobubele

One could easily mistake the nobubele for chimpanzees, being dark haired, smallish (4' to 5' tall), dark haired simian creatures with similar facial features and builds to chimps. Few really notice any differences, and the secretive nobubele are quite happy with that. They are more slender, gracile creatures, who are slightly less muscled than chimps, with a rather more reflective demeanour.

The name they give themselves is “the people”. The Karimari (who also call themselves “the people” in their own language) call them nobubele, meaning (in their language) “the kind folk”, a fair description of their temperaments and natures. They live a mostly nomadic, arboreal life, making nests of folded branches each night, eating fruits, leaves, and small game (rodents, birds, eggs, and some smaller monkeys). They have a surprisingly complex culture, with a ‘written’ language in the form of tree fibres twisted into cord and knotted in complex sequences (this being sufficient even to form spellbooks). They value family time, love, conversation and understanding above treasures but they understand that other races value such and are happy to trade for gold and jewels.

Their social structure is matriarchal, with older, wiser females who know the lands and tribal ways better than younger folk making most of the decisions for groups of anywhere between 10 and 200 individuals, with disagreements being settled by long discussions, mutual grooming and occasionally mating. Typically, a nobubele will live up to 50 years, but individuals living 60 to 70 years are not unknown.



Nobubele are capable of using tools and prize metal and stone tools that they themselves do not fashion. The would be capable of making such items, they have the strength and intelligence to do so, but their lands lack the resources needed for this, and frankly they have better things to do with

their time. For trade, they fashion superb strong, resilient but soft fabrics from the fibres of trees, and harvest fruits, game and rare, valuable spices, and in return they buy worked metal, stone, and rare books.

Advancement and physical attributes: Nobubele characters require 15% more experience points per level of experience. They are generated with the following stat modifiers: Str: -1, Int: -1, Wis: -2, Dex: +1, Con: +1. Cha: +2

Special Abilities: As well being able to travel from tree to tree (see movement, below), nobubele can choose to ‘freeze’ if within a tree, an ability similar to a halflings ability to go unobserved. A nobubele thus freezing is undetectable 90% of the time. Note that any character in a tree may also go un-noticed if a foe simply doesn’t think to look up. When hiding anywhere else, a nobubele can, like a halfling, successfully fo un-noticed on a 1-2 on 1d6.

An unarmoured or leather armour wearing nobubele can climb any tree with no ability check required, and can climb walls as a thief of equal level. A nobubele thief gains a +15% bonus to all climb walls checks.

They can attack with their natural weapons of fists and bighting, having two fist attack and a bight, each for 1d4 damage.

Character Class: All classes available to humans are available to nobubele, but there are no known nobubele merchants or rakes. Clerics are common, they have a complex belief system, revering within their pantheon Ordana, Ka, Chiron, Ixion, and Fugit. But above all the nobubele revere Valerias, viewing the acts of physical love as essential in social bonding and sacred in all forms.

Hit Dice: Nobubele advance with standard class hit dice.

Movement and Encumbrance: Nobubele may move on the ground at normal speed (120') and are also superb in the trees. If unarmoured or wearing leather armour they may choose to either treewalk or brachiate as appropriate, moving through trees at the same speed as they can move on the ground.

Nobubele are poor swimmers and dislike getting wet. To voluntarily enter water a character must succeed in a wisdom check. Their swimming speed is half that of other characters (1/10th of their normal movement rate, rather than 1/5th as for other characters).

Languages: Nobubele speak their own tongue, and that of the local human population (typically Karimari). They may

also communicate with apes (but not monkeys) and delight in hearing their tales.

Weapons and Armour: Nobubele can use arms and armour appropriate to their class, but typically prefer lighter weapons (spears, javelins, slings, shortbows). They are especially dangerous with shortbows, often choosing to loose a few arrows from one location in the trees before moving to another, often having multiple well prepared, hidden shooting platforms if they have had time to prepare. To be able to move freely in trees a nobubele needs at least one arm free, and many choose not to carry a shield to ensure this remains possible. Armour made for small humans or elves is, with little modification, a good fit for nobubele.

Phanaton

Phanatons are small (halfling sized) primates, rather similar to ring tailed lemurs, but having long flaps of downy skin connecting their arms to their legs. These are used to glide between branches of the great trees of their home lands.

Most phanaton are savage creatures, living in the jungles of Davania and the Thanegioth Archipelago, but some populations are also found to the West of the Savage Coast where a more civilised culture has emerged, centred around the nation of Jibaru.

They are nervous creatures, well aware that their small size (no phanaton has ever stood taller than 3') and slender build make them appear to be easy prey to most predators in their forests, but they are not unsocial, enjoying the company of other phanaton and visitors of other species who approach them peacefully. To outsiders, there is little to choose between male and female phanaton, but they are essentially a matriarchal society, with females simply being better at cooperating than males and able to form alliance among themselves to dictate how groups are run. They travel far and wide in small groups of 5-20 individuals, finding fruit, leaves, and small game to eat, but they return to central villages which may house hundreds of phanaton, in tree houses high above the forest floor. They live, on average, around 35-40 years.

Advancement and physical attributes: Characters require 10% more experience points per level of experience. They are generated with the following stat modifiers: Str: 0, Int: -2, Wis: +2, Dex: +1, Con: 0. Cha: -1

Character Class: They may choose to be fighters or thieves, but they have so far shown limited spellcasting capability, only

being able to take up the medicine man class (which they refer to as *mpisorona*).

Hit Dice: Phanaton use the next smaller dice to determine hit points. So, for example, a fighter phanaton gains 1d6 hp per level rather than 1d8. Note that hit dice cannot be reduced below 1d4.

Movement and Encumbrance: Phanaton may move on the ground at normal speed (120') and may also glide. Phanaton may glide up to a distance of three times the height they begin. They are also as at home in trees as they are on the ground, and can use their tail and feet to hold on to and steady themselves arboreally, allowing them to use their hands to fight, hold items, *etc.* while in trees. Their arboreal movement rate is 120' (40').

All phanaton can climb as a thief equal to their own level of experience, and phanaton thieves receive a +20% bonus to climb walls.

From fourth level onwards phanaton gain a limited capacity to fly but can only gain 10' of altitude per 60' of forward motion. From level 7 a phanaton may, once per day, *pass plant* as per the druid spell. From level 18 a phanaton may *transport through plants*, also as the druid spell, once per day.

While a phanaton may carry up to 2,400cn in weight, a medium or heavily encumbered phanaton carrying more than 900cn loses the capacity to glide.

Languages: Phanaton speak their own tongue, *Jibari*, and that of the local human population (typically *Verdan*). They may also communicate with lemurs and monkeys (but not apes) in the unlikely event that those creatures are interested and have something worth hearing.

Weapons and Armour: Phanaton cannot wear armour or use shields, their motion and capacity to glide are completely impaired by such constriction. Their base armour class is 8. They may use any small or medium weapons, but they invariably begin their careers with weapon mastery in primitive weapons such as short bows, spears, clubs and javelins.

Shaydaan

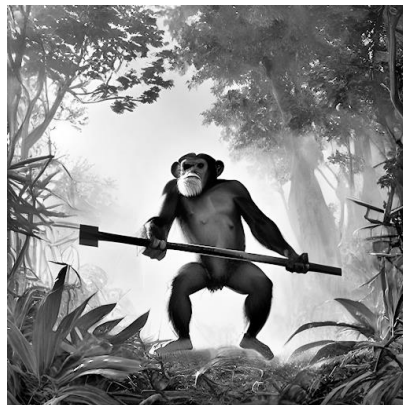
A far cry from the boisterous but generally evasive chimpanzee from which they have descended, the shaydaan (in the language of *Arypt*, literally, demons) are ruthless, marauding killers stalking the forests and plains of *Arypt* for prey both to consume or to sacrifice to their patron immortal, *Demogorgon*.

They form large groups, typically led by a dominant male with several powerful

lieutenants, who claim not only leadership but ownership over others in the tribe. Groups may be as small as 10 or 12 individuals but can reach 200-300 strong, and while they are nomadic they are also territorial, protecting their own territories from other groups. It is common for groups to wage violent conflict against each other, indeed the flesh of other shaydaan can form a large part of their diet, if they're winning those wars, alongside fruit, roots, leaves, insects, and any smaller animals they can catch.

Few question their allotted role within society – larger males becoming soldiers, smaller males typically being driven out or killed, and females protecting each other and their young from predation of other tribes. But, rarely, an independent minded shaydaan will want more, and will head out into a wider world. Most will be found by other bands of shaydaan and, as an outsider, killed and consumed. But occasionally one may escape and reach the villages and towns of other races. There, if not immediately mistaken for a normal chimpanzee, they may find a life of adventure and fulfilment outside of the cult of *Demogorgon*, but even then, if they rise to prominence they will be hunted down by other adherents of that terrible belief structure.

They are built very like chimpanzees, dark furred apes 4' to 5' tall, with females weighing up to 110lb and males up to 150lb. They are as at home on the ground as in the trees, spending more time on the ground than most other species of ape, which is necessary in many of the semi-wooded areas in which they live.



Advancement and physical attributes: Characters require 20% more experience points per level of experience. They are generated with the following stat modifiers: Str: +3, Int: -1, Wis: -1, Dex: 0, Con: +2, Cha: -3

Special Abilities: Shaydaan draw great strength and resilience from their link to *Demogorgon*. Even those no longer in the cult are able to feel and exploit this connection. In combat, once per round they

may attempt to enter a frenzy by making a wisdom check. If they fail, they enter the frenzy. They may continue their frenzy for 1 round per point of constitution +1 round per level of experience. During this time, they receive a +1 bonus to individual initiative, +3 bonus to hit and damage with their unarmed attacks, and a +2 bonus to hit and damage with any melee weapons used. While frenzied they also receive a temporary bonus number of hit points equal to their constitution score plus level of experience, these hit points being lost first lost, disappearing at the end of the fight (with no damage carried over unless that number was exceeded). At the end of the frenzy, or the fight, a shaydaan must rest for 1 full hour or suffer the effects of exhaustion (*Rules Cyclopedic page 88*).

Shaydaan can attack using their natural attacks, inflicting 1d6 with each fist, and 1d8 with their bight attack.

Character Class: Most shaydaan are fighters, but a few choose to become medicine men dedicated to *Demogorgon*. Some become thieves. There are no known shaydaan of other character classes, including magic users.

Hit Dice: Characters use the next higher hit dice, and gain an extra hit dice at first level. For example, a first level thief uses d6 for hit points, and begins with 2d6hp at first level.

Movement and Encumbrance: The shaydaan are able to brachiate, as are most other apes, and to tree walk. When travelling thus they are as fast as they are on the ground, moving at 120' (40').

An unarmoured or leather armour wearing shaydaan can climb any tree with no ability check required, and can climb walls as a thief of equal level. A shaydaan thief gains a +10% bonus to all climb walls checks.

Languages: Shaydaan speak their own language, one of shrill and angry growls and grunts, and those who have escaped shaydaan clans are able to speak the local human language.

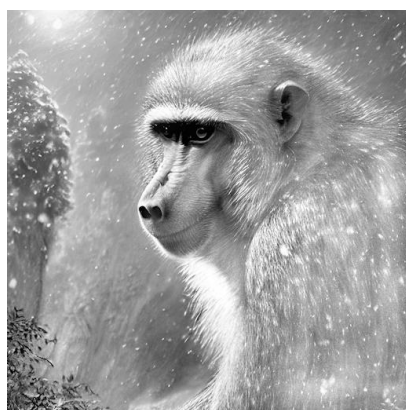
Weapons and Armour: Armour must be made especially for a shaydaan, and it is rare that any armourer is willing to do so. They can fashion spears, clubs and maces from materials available in their tribe lands, but typically they favour using fist and bight attacks. When they can get them, they enjoy using human and dwarf made weapons, but they usually shunned by other races who refuse to trade with them.

Taer

Savage snow apes are found on mountains across *Skothar* and *Davanja*, but it is only

on the slopes of the mountains of Tangor that they have gained a higher level of sentience.

The taer are essentially baboons, white furred and savage, but larger, rather more upright, and far more intelligent. They can reach 5' tall, with dense white fur and heavily muscled bodies. Most are little more than brutes, driven only by physical desires and the need to feed, eking out a meagre existence on the snow capped mountains. But a few hundred around the Monastery of Entropy have become educated in martial ways and have risen to prominence in their region. They often battle against the changyi for dominance over the valleys and consider those creatures their enemies. In their hunts, in the valleys below, they seek kill the gibbons who may become changyi, creating a never ending contention between the two races.



While above the white apes in terms of intellect, they are otherwise very similar – brutish, violent, angry and dangerous. The natural lifespan of a taer is around 40 years – few make it to that age.

Advancement and physical attributes: Characters require 15% more experience points per level of experience. They are generated with the following stat modifiers: Str: +3, Int: -3, Wis: -3, Dex: +0, Con: +3, Cha: -1

Special Abilities: Taer can attack with their fists (see below under character class) or can instead choose to grab an opponent and squeeze. If, in a round, they hit with two hand attacks they may choose to hug a man sized or smaller opponent, inflicting 2d6 damage per round until they choose to release that foe or lose a standard round of wrestling. They can, in addition to other attacks, bite for 1d4 damage per round.

They are poor tree climbers but excellent rock and cliff climbers. All taer can move up and down natural rock faces at their full normal movement rate.

A great rage can fall upon taer, and they may at any time choose to enter a death frenzy. This imparts a +2 bonus to hit and damage

and allows them to continue fighting after being reduced to 0hp. They will continue to attack until they are reduced to a negative number of hit points equal to their constitution score, at which point they will fall to the ground dead. If the fight ends before this, they may be revived by a cleric casting any healing spell, which will restore them to 1hp, within 5 rounds.

Character Class: The only adventuring taer are members of the Monastery of Entropy, and as such are mystics.

Hit Dice: Taer use the next largest HD, being 1d8hp for a mystic (or 1d10 if the optional rules for mystics to reach higher levels with 1d8hp to level 9 are used).

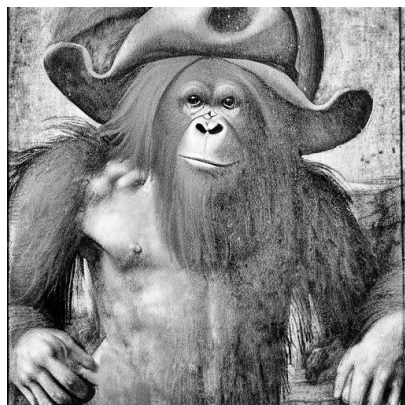
Movement and Encumbrance: Taer have a movement rate of 120'(40'), and normal encumbrance limits.

Languages: Their own language is one of wild and violent sounding whoops and screams. They can also understand (but not speak) the language of the Changyi. Some Taer learn the local human language (typically Tanogoro) but must have sufficient intelligence to learn an extra language to do so.

Weapons and Armour: They may use any items permissible to mystics.

Wong Oranye

The thoughtful and reflective wong oranye are the true philosophers and inventors of the primate world. Resembling orangutan, they thrive in the dense jungles of the Cestian coast, occasionally travelling further afield on quests of discovery. They are most at home in the trees than on the ground, but curiosity often brings them down from the trees to see what can be found in the world below. And once they do so, it is the same curiosity that can take them far from home, with both individuals and groups ranging a great distance from their homelands.



Typically they live in small family groups, with a male and several females sharing a territory in which they forage for fruits, leaves and flowers, only rarely eating meat.

Young stay in these extended groups for the first 12-13 years of their lives, and then either choose to remain near to home or to travel. Small groups travel towards settlements of other races to seek adventure. Typically, they live around 50-60 years.

They excel in technical endeavours, often choosing to go to sea (as sailors or, more often, pirates), and occasionally taking up employment with engineers, often gnomes, being as they are gifted in working with natural materials. If anything can be made from wood and rope, then a wong oranye can make it.

Purely out of choice, they do not manufacture stone or metal tools of their own, but they do make a bewildering range of tools from wood and forest fibres. It is not unknown for a wong oranye to have dozens of tools dedicated to opening nuts and fruit, processing fibres, personal grooming, grinding materials for further use, twisting ropes, and creating traps – indeed creating new tools for different jobs is one of life's great joys for wong oranye.

Advancement and physical attributes: Characters require 10% more experience points per level of experience. They are generated with the following stat modifiers: Str: +1, Int: +1, Wis: -2, Dex: +1, Con: +1, Cha: -2

Special Abilities: The wong oranye are competent inventors and creators. All have the engineering skill, in addition to any other general skills, from first level, and they gaining the fantasy physics skill at 5th level, and meddling at 9th level of experience in addition to any other general skills known. Few realise that wong oranye are as accomplished creators as gnomes, their creations tending towards tools and machinery entirely made from natural materials found in the jungle. Fewer still, having underestimated them thus, leave their lands alive.

An unarmoured or leather armour wearing wong oranye can climb any tree with no ability check required, and can climb walls as a thief of equal level. A nobubele thief gains a +10% bonus to all climb walls checks.

Their long limbs make them dangerous opponents if they choose to wrestle. All wong oranye possess the wrestling general skill, in addition to any others known.

Unarmed, they can attack with two fists for 1d4 damage each, and a bight for 1d6 damage.

Character Class: In principle wong oranye may be of any class, available to humans, but no merchants, mystics or rakes are

known. Many become fighters or thieves, few being keen on the esoteric studies necessary to become wizards. Clerics may belong to any faith, indeed no specific patron immortals have been identified, with each individual seeming to find their own way of following one of a bewildering array of immortals for entirely personal reasons. The only exception to this the recent cult of Benekander, whose practical aspect has appealed to many among them (and who is sufficiently flattered by this to return a similar level of respect).

Hit Dice: Normal hit dice for the class are used, but wong oranye start at level 1 with 2hd rather than 1. For example a first level wong oranye thief begins with 2d4hp rather than 1d4.

Movement and Encumbrance: They are rather rapid when moving among trees, with a base movement rate of 150' (50') if treewalking or brachiating. They are equally rapid aloft among the masts and spars of a ship. Their hips being rather wide set mean they're a little slower than most other characters on the ground, slowing their base movement rate to 90' (30').

Languages: Their own language, known as Ookish, sounds very like gentle grunts to other creatures. They also speak the most common local human language.

Weapons and Armour: The long limbs of the wong oranye mean that armour must be made or adapted especially for them, but they may wear any armour permitted to their class. Likewise, their build very much favours the use of slashing, bladed weapons, and they very much favour swords, cutlasses, and other slashing weapons, with which they gain a +1 to hit.

Yazarians

Yazarians are a spacefaring race of roughly man-sized creatures resembling short-furred simians, with tan to brown fur across most of the body and a thicker mane of fur around the shoulders and head. A flap of skin stretches between their arms and legs, allowing them to glide. They stand around 5' to 5'6" tall, rather more upright than most other simians.

A population of yazarians descended from a stranded crew can be found living between the Southern cliff faces of Denagoth and the dark pine woods of Wendar. They were shipwrecked there over 600 years ago, so long ago in fact that their elders (few live longer than 60 years) speak only of the 'before times' as a time when their ancestors travelled between the stars. They are the most intelligent of the core races of the Galactic Federation, a fact

often masked by heir tendency to be pushy, aggressive and on occasion simply hostile, and they have shown themselves to be a technologically capable race able to create some of the most potent mechanical items the galaxy has ever seen. Unfortunately most of this knowledge is completely lost to the population living on Mystara. But this fact is sufficient for most immortals to treat them with great caution, remembering the damage inflicted by earlier technologies in the Blackmoor era. And the quest to escape Mystara, to return to the stars, is not one that has been encouraged until very recently, when a new player has emerged among the immortals.

An interesting aspect of yazarian culture is the concept of 'life enemy', chosen at any time in a yazarians life. This may be a competing group, an enemy race, or even a specific technological problem (if the yazarian is an inventor) or company (if the yazarian is a merchant). The more potent the selected enemy, the more honour there is in that choice, and it is seen as fitting and noble to try to defeat that enemy. If that enemy is defeated (an invention made to solve a problem, the company folds, the enemy killed, *etc.*) that is considered a worthy and honourable achievement in yazarian society, and the yazarian might or might not choose a subsequent foe.

Advancement and physical attributes: Characters require 15% more experience points per level of experience. They are generated with the following stat modifiers: Str: -2, Int: +1, Wis: +1, Dex: +1, Con: -1, Cha: -0

Special Abilities: Yazarians may glide at an angle of 30° downwards or less, at a rate of 180' (60').

They train themselves to enter a rage in melee combat, giving them a bonus of +3 to hit and damage for a number of rounds equal to their constitution score (after which they must rest for 6 turns or suffer the effects of exhaustion).

Yazarians have excellent infravision (90') having evolved in near dark primal forests, and can suffer in bright light – if they can obtain them they wear darkened glasses if forced to operate in direct sunlight (if deprived of such goggles, in sunlight they gain no bonus to hit or damage in melee combat).

They are competent climbers, and can climb walls as a thief of equal level. Yazarians thieves gain a +10% bonus to their climb walls ability.

Character Class: Yazarians may be of any class available to humans, but there are no known yazarian merchants or mystics. Until

recently there have been few Yazarian clerics, but an active cult devoted to Benekander, with a belief structure based around their return to the stars, has become increasingly popular.

Hit Dice: As per humans for their assumed class.

Movement and Encumbrance: Yazarians glide at a rate of 180' (60') and their normal movement rate is 120' (40').

Languages: They speak a form of Interlac, a language shared by most members of the Galactic Federation, and have also adopted Heldann, Wendarian and Elven to suit their needs (each character may choose two of those three languages, in addition to any other languages they have learned).

Weapons and Armour: They may use any weapon permitted to their character class, often favouring mechanical weapons such as crossbows. If their class permits they may use a shield, but the cannot wear armour, that being incompatible with their capacity to glide.

Brachiation and Tree Walking

Most primate characters are able to move rapidly through trees by either brachiation or tree walking.

Brachiation, the process of swinging through the trees arm over arm, by means of holding on with the arms, is the preferred form of locomotion of many such characters, and some (notably the changyi) can reach a dizzying pace by brachiating through the forest canopy.

Treewalking is a slower process of climbing on to branches, running or walking along, and cautiously moving out across to other trees. This necessitates a much more tightly packed forest canopy to move from tree to tree, but it has the advantage of being barely detectable from below.

Most primates can make progress through the forest canopy or through similar spaces (such as for example the masts and rigging of a ship, the balconies of a great city, *etc.*) using a combination of the these two forms of locomotion. If fighting creatures not native to the tree tops, creatures who are proficient at brachiation and tree walking gain +2 to hit, and a +2 bonus to wrestling rating. Any creatures not proficient must also make a saving throw vs. death ray if knocked prone while elevated in the trees to avoid falling to the ground, while creatures that are proficient therein are assumed to have held on with, at least, a hand or a foot.

Race	Str	Int	Wis	Dex	Con	Chr	HD	Starting HD	Infravision	XP	Save As
Changyi	+1	-3	0	+3	-1	0	+1	1	0	+25%	Gnome
Gorira	+4	-2	-2	0	+2	-2	+2	2	0	+25%	Human
Nobubele	-1	-1	-2	+1	+1	+2	0	1	0	+15%	Gnome
Phanaton	0	-2	+2	+1	0	-1	-1	1	0	+10%	Gnome
Shaydaan	+3	-1	-1	0	+2	-3	+1	2	0	+20%	Rakasta
Taer	+3	-3	-3	0	+3	-1	+1	1	0	+15%	Human
Wong	+1	+1	-2	+1	+1	-2	0	2	0	+10%	Gnome
Oranye											
Yazarian	-2	+1	+1	+1	-1	0	0	1	90'	+15%	Human

Rakasta

Details of different breeds of Rakasta are abridged from 'Rakasta of Mystara' in Dragon issue 247 by Bruce Heard. Rakasta may pursue any character class available to humans.

Rakasta possess infravision to 60', and in addition to other skills possessed gain the blind fighting skill at first level. Also, at first level all rakasta gain an extra hit dice (plus constitution bonus) of their chosen class.

Roar: Most ancestors and greater rakasta have a roar powerful enough to affect their foes. The roar must be used in the first round of any combat encounter to be effective and counts as an action. Opponents within 100' of the rakasta make their attack rolls and saving throws with a -1 penalty for d6+1 rounds following the roar.

Fear of Water: See the Rakasta Type table for each rakastas rating. Entering open water requires a successful Wisdom check, with a failure resulting in the rakastas Strength and Dexterity scores being halved (rounded down) until out of the water, and their Charisma being halved until they dry. Rakasta listed with 'None' are immune to this limitation. Moderate fear requires a normal Wisdom check. High fear adds a +4 penalty to the check.

Feline Physiology: All rakasta except the basic rakasta (the rakasta as presented as monsters, found solely on the Isle of Dread) can gather their strength and release it in a sudden burst of activity. When doing so, a rakasta may temporarily increase its strength by $10 - \frac{1}{2}$ the rakastas normal Strength rounded up. This burst of energy lasts a number of rounds equal to half the rakastas Constitution score (rounded down), or until the rakasta decides to calm down, whichever comes first. Each time this ability is used, the rakasta must rest for as many turns as the number of rounds the burst of energy lasted. Rakasta must sleep 12 hours each day in addition to these cat naps, although not necessarily at one time or during night hours. If a rakasta fails to

complete either, its Strength, Dexterity, and Intelligence scores are all halved (rounded down) until properly rested. Felines normally rest 16 hours a day, but rakasta can limit their rest to 12 hours when adventuring.

All rakasta are light sleepers. They can wake up at any suspicious sound, provided they make a successful detect noise roll (at 15% chance unless the rakasta possesses a better hear noise chance as a class ability). Add a 20% bonus for each subsequent sound. For example, a snoring companion does not affect a sleeping rakasta. A companion waking up and rummaging inside a backpack does. An approaching thief will too, unless the thief makes a successful move silently roll. Use common sense in adjudicating these situations.

Natural Concealment: Wild rakasta can conceal themselves when hiding or moving slowly within their natural environment, with a base 50% chance of enemies within 100' not seeing the rakasta hiding, and a 70% chance of those further away failing to spot them. Greater rakasta have the same ability, but at half of the chance of success.



Catnip: Called *Nepeta rakastaria* by some Known World sages, this plant of has a powerful effect on all Mystaran felines. Unless they make a successful Wisdom check, the rakasta feels an uncontrollable and immediate urge to rub and roll on the plant, displaying a state of utter ecstasy (licking, biting, chewing, rubbing its cheeks and chin, shaking its head, purring, growling, and leaping in the air). The victim never actually eats catnip but only enjoys its contact and smell. This display persists for as many rounds as the rakasta failed its Wisdom check, during which time it can make no action (attacks, spell casting, etc.). If attacked at this time, the rakasta retains all magical, armour, and Dexterity bonuses to AC, while the attacker sustains a -2 penalty to its attack rolls against this rakasta due to its unpredictable twists and rolls. There must be a fresh patch of at least a foot-square in order to affect a rakasta.

Whiskers: Part of all rakasta Dexterity comes from their vibrissae, which act as air-current detectors. Should these be damaged or cut off, the rakasta loses 2 points of Dexterity, and he blindfighting skill. These whiskers regrow in 1d4 weeks.

Weapon & Armour Limitations

Rakasta may use any weapons permitted by class. Ancestors and great rakasta never use missile weapons other than thrown weapons (stones, javelins, hand axes, etc.). The former weapons are either too complex, out of character, or simply deemed cowardly. Hand-to-hand or unarmed bloodlust is more in their natural style. Some rakasta will not use any missile weapons at all due to their Warrior Honour. Generally speaking, rakasta favour swiftness, manoeuvrability, and aggressive tactics over cautious or defensive approaches (such as heavy armour). Ancestors never wear armour other than hides and bones. Greater and wild rakasta do not normally manufacture metal armour of any sort, but they might wear it if made available to them.

Caracasta

These wild rakasta now live mostly in Hule where they are known as the Karakulak. Their short, dense fur is a uniform pale reddish-brown. Most conspicuous, elongated tufts of black hair protrude at the tips of their large, pointy ears, which they quickly twitch when they are agitated. The caracasta use their ears to quietly exchange simple messages among each other, with simple messages being interpretable by other caracasta by passing a wisdom check. Under Hulean guidance, the Karakulak have learned to manufacture and use specially made arrows and composite short bows that exploit their natural energy bursts, maximizing short range fire. When non-spellcasting Karakulak lose their bows during an energy burst they gain a +1 bonus to initiative and their arrows inflict an additional +1 damage. These bows are otherwise treated as short bows, and use short bow weapon mastery.

Cave Rakasta

Cave Rakasta are now only found in the Hollow World. Unlike modern simbasta, the cave rakasta have a more powerful roar than the one described for greater rakasta when using its natural energy burst. This

enhanced roar causes fear to all opponents within 100' who fail a saving throw vs. paralysis. The fear lasts d6+1 rounds, during which time victims drop any weapons at hand and attempt to escape in the opposite direction at maximum speed. Cave rakasta are not always hostile, but they cannot be of lawful or neutral alignment. All are chaotic.

Cloud Pardasta

This wild felid type remains one of the best examples of arboreal rakasta. Cloud Pardasta live in the forests of Bellissaria and Skothar, along the Minaen Coast, Tangor Bay, and the Tangor Peninsula. On Skothar, they call themselves Rimau-Dahan, literally, folk-of-branch tigers. Cloud Pardasta gained their name from the large spots on their backs, which look like cloudy blotches. Their base coats vary from brown to pale or rich yellow, with white or light tawny on the inner limbs, throat, and chest. The odd name also comes from their unusual ability. When using their energy burst, the cloud pardasta can harness natural magical forces pervading the forest and blend away into its mist, fog, or clouds. In effect, the cloud pardasta can cast dimension door within the

forest to a distance of 10' per experience level, at which point the energy burst ends. The cloud pardasta may invoke this power at any time while the energy burst still lasts. The cloud pardasta must be in contact with forest mist when they perform the dimension door. Cloud pardasta clans are tucked away in small villages built on the branches of very tall trees, virtually invisible from the ground, and they are so at home in the trees that they suffer no movement penalty when travelling arboreally. They have been observed nimbly walking or running down tree trunks, showing no fear or uncertainty. They can hang from branches using only their legs, or run underneath one with ease. Jumping from one branch to another is a native game, which they do without requiring Dexterity checks or the use of a jumping proficiency, unless the distance exceeds 15 feet (horizontally or downward). Cloud pardastas all have the Acrobatics skill, in addition to any other skills they may possess, although their long tail must be free to help balance movements. Any acrobatics attempted on the ground rather than in trees is at a -3 penalty.

Breed	Stats						Size (inches)	Move	Bite	Claws	Roar	Aquaphobia
	Str	Int	Wis	Dex	Con	Cha						
Ancestors												
Cave Rakasta	+3	-1	-2	-2	0	+1	82+str	120'	1d12	1d4	Y	High
Rakastodon	+3	-2	-2	-1	0	0	76+str	120'	2d6	1d4+1	Y	Mod
Greater Rakasta												
Fast Runner	0	0	-2	+2	0	0	62+str	150'	1d4+1	1d2	N	High
Jakar	+2	0	-2	+1	-1	0	68+str	90'	1d8	1d3	Y	None
Mountain Rakasta	+1	0	-2	+2	-1	0	68+str	120'	1d6	1d3	N	Mod
Perdasta	+1	0	-2	+1	0	0	64+str	90'	1d6	1d3	Y	Mod
Sherkasta	+2	+2	-2	0	0	0	79+str	120'	1d10	1d4+1	Y	None
Simbasta	+2	0	-2	0	0	+1	73+str	120'	1d10	1d4	Y	High
Snow Pardasta	+1	0	-2	0	+1	0	60+str	90'	1d6	1d3	N	None
Wild Rakasta												
Caracasta	+1	0	-2	0	+1	0	56+str	90'	1d4+1	1d3	N	High
Cloud Pardasta	+1	0	-2	+1	0	0	57+str	90'	1d4	1d2	N	Mod
Jarakundi	0	+1	-2	+1	0	0	55+str	90'	1d3	1d2	N	None
Lynxman	0	0	-2	0	+2	0	58+str	120'	1d4	1d2	N	Mod
Ocelasta	0	0	-2	+1	+1	0	56+str	90'	1d3	1d2	N	None
Servasta	0	0	-2	+2	0	0	58+str	90'	1d4	1d2	N	High
Domestic Rakasta												
Alley Rakasta	*	*	-2	*	*	0	54+str	90'	1d4	1d2	N	Varies
Basic Rakasta	0	0	-2	+2	0	0	64+str	90'	1d4	1d2	N	High
Domestic Rakasta	0	+1	-2	+2	-1	0	52+str	90'	1d2	1d2	N	High

Fast Runners

The fast runners dwell on the dry grasslands of the Meghala Kimata where they compete with Simbasta prides for food and freedom.

Fast runners also survive in the southern Steps of Jen on Skothar and on the Isle of Dawns southern plateaus. Long runners have coarse yellowish-grey to golden or reddish fawn coats with small dark spots.

They are tall, lanky, and among the fastest of bipeds on Mystara. They are also among the most successful hunters of all rakasta. On Davania they refer to themselves as Msongo, and compete with the Simbasta

who view them as an annoyance. They are considered valuable troops in nations as diverse as Jen and Thothia, their presence in the guards of monarchs being viewed as a status symbol. When using their natural energy burst, Msongo can run at an unimaginable speed. They can, during their energy bursts, triple their normal movement rates without a strength check, quadruple it by passing a strength check, quintuple it if they pass their strength check at -4 and briefly accelerate to 6 times normal speed but only for a single round if they pass a check at -8.

Jakar

The Jakar are native to the Arm of the Immortals, where they stalk the tropical rainforests and swamps. Their dominance of this territory is why few other civilised folk stray from the mountains or coastlines of the peninsula. Explorers from the savage coast refer to them as *onca grande*, or 'tall jaguar'. They are heavily muscled, bare spotted coats in tawny amber, usually with large rosettes circling smaller black spots. Some are entirely black, making them excellent ambush predators in the dark forests. Most are solitary hunters, but some form into small communities around priests or religious leaders, and stories are told of great stepped pyramids in the jungles. Jakar maintain some sympathy with both were-jaguars and jaguars, and have a certain empathic connection with both. During the jakars energy burst, jakar can attack with claw and bite as if making a magical attack. This does not confer any bonus to hit or damage, but it does allow them to hit foes only hit with magical weapons. At level 1 they can strike creatures immune to normal weapons, and for every 5 levels they can hit a target immune to one higher magical bonus (+2 at level 6, +3 at level 11, up to +5 at level 21).

Jakarundi

This is the oddest-looking rakasta, appearing as a cross between a weasel and a rakasta because of its long neck, pointy head, and slender body. Its clans are well established in the rainforests of the Arm of the Immortals, getting along fairly well with the jakar people. The first Vilaverdan explorers encountered melanistic jakarundi, leading them to call these rakasta *tigrete preto*, literally little black tiger. Their colours vary from black to brown, grey, red, or tawny yellow. The jakarundi are perhaps the most talented mages among wild rakasta. Although this hasn't been proven, some sages in Texeiras think that there may be some elven blood in them. Because of their magical talents, they are usually welcome among the jakar clans for the help they offer. When using their natural burst of energy, jakarundi can cast one spell normally available to a spellcaster of half their experience level (rounded up). A jakarundi must succeed a Wisdom check at this time to choose a spell, else it is chosen at random among first-level spells. If not cast before the end of the energy burst, this

spell vanishes on its own. Non-spellcasters make their Wisdom check with a -2 penalty, while spellcasting jakarundi benefit from a +2 bonus.

Lynxman

This cold hardy rakasta has claimed some of the iciest regions of Mystara. On Davania, they travel as far as the southern tip of the Brasol Range. On Skothar and Brun, they venture past the Nentsun Plateaus, the Hyborean Reaches, and the Wyrmssteeth Range. Recognizable by their tail, shortened as a protection against extreme colds, tufted ears, stocky bodies, and big broad paws, lynxmen are known for their thick neck ruffle when angered. Its pelage varies from reddish-tawny or cream with faint spots and facial lines in Davania forests, to grey in Skothar and Brun woodlands. In frozen regions, lynxmen turn pure white to blend in with the icy background. These hardy felids travel the dark frozen expanses of the polar rims leading to Mystaras Hollow World. Their natural instinct guides them through these treacherous lands. Lynxmen travel between the two worlds according to the cycles linked to the clans own totems, signs in the skies, or divinations from their priests. Davanian clans know the way to Hollow Worlds Nithia, while their northern kin travel instead to the land of the Antalians. On this route, the latter compete with Norwold Malamutes. Lynxmen can move across snow at a normal speed. When using their natural energy burst, they can shake off the effects of any cold-based attack, or survive a situation where natural cold would be fatal. For example, a lynxman accidentally falling into the sea in polar conditions might crawl out and still survive with one hit point left instead of freezing to death. It could also shake off all damage from a magical ice storm. The energy burst ends immediately after any one such situation occurs.

Mountain Rakasta

The mountain rakasta have claimed the entire continent of Brun as their native land. They favour above all unpopulated areas where they can freely hunt. If unchecked, these adaptable athletes claim any vacant land, including forests, swamps, grasslands, and semi-desert regions such as Terra Vermelha and Grande Carrascal in the Savage Coast. Humanoids often get in their way, both as prey and hunter. As a result, the widely scattered tribes of mountain rakasta have adopted mountain ranges such as the Endworld Line, the Kurish Massif, and even the Wyrmssteeth Range as their true natural habitat. The mountain rakastas coat varies from plain grey-brown, being the most common in the northern climes, to sometimes reddish or almost black. Accustomed to broken terrain, these adroit stalkers developed acrobatic skills unparalleled among rakasta. Many humanoids, both with awe and fear, have reported the ability of the Yutin people, as they call them, to perform stunning leaps. The mountain rakasta use this skill to leap

over humanoid camp walls and moats, up into trees, or down from a rocky ledges, to stalk a prey or evade a sudden threat. When using their energy burst, mountain rakasta choose to boost either their Strength or their Dexterity. They can make long or high jumps as acrobats of equivalent level but, from a standing start and always as if they have taken a full run up.

Ocelotl

Although they are ground-dwellers, these wild rakasta favour forested regions on north western Davania and the southern half of the Arm of the Immortals. There aren't ocelotl tribes or nations, just scattered families traveling the land, selling their wares, entertaining villages, and sharing their legends. A few easterners also know them as the *trigillos errantes*. The ocelotl has one of the most beautiful coats among rakasta, for which they are occasionally hunted. Spots cover their cream to tawny coats. A darker ring surrounds the spots pale interior, which frequently join with each other, forming long, horizontal chains that almost become stripes. A white spot on the back of their ears gives the impression from a distance of two eyes staring backward. Cursed by Atzanteotl to never be a powerful people, they have suffered generations of plague. In their quest to defeat this curse the ocelotl developed the talent to heal their own wounds, once per day, when using their natural energy burst. If most of their wounds were caused by chaotic or evil magic, the ocelotl can cure up to three hit points per experience level. The latter includes spells cast by chaotic or evil spellcasters, or damage from chaotic or evil magical weapons. In all other situations, the cure affects up to one hit point per experience level. The ocelotl remain unable to counter Atzanteotls epidemics, however.

Pardasta

These clever rakasta can be found almost anywhere on Mystara, away from heavily populated centres, that is, regions with few human or demi-human settlements. Small tribes have been discovered fairly close to human settlements, but these rakasta are elusive and sneaky enough such that most fail to notice their presence. Their natural habitat includes any sort of woodland, savannah, semi-deserts, and rugged mountains. Pardasta tribes exist especially on Skothar, Bellissaria, Ochalea, Cestia, and Davania, in regions stretching roughly between the 30th parallel. Their pelage can be short and sleek in warmer climes to deeply furred in the north. Base colour varies from pale straw, tan, or grey-buff to bright reddish-yellow, or jet black for natives of heavily forested regions. Small spots cover their head and necks, turning to larger rosettes on their back and flanks. The base colour of their throats, inner limbs and belly remain white. Pardasta are smart and strong enough to live near other rakasta or human settlements without too much difficulty. They often outwit the powerful simbasta, they know how to avoid angering

the mighty sherkasta and if harmed by humans they always find a way to exact a terrible revenge against their aggressors. Pardasta are supreme stalkers and always seem to find their quarry. They excel as thieves and spies. When using their energy burst, pardasta are immune to all mind-altering attacks (fear, sleep, hypnotism, charm, *etc.*). This does not affect their natural fear of water or spells already cast upon them before they used their energy burst. They also have a permanent +1 bonus to their initiative rolls.

Rakastodon Fatalis

As with the cave rakasta the rise of more adaptable races on the surface world doomed the rakastodon to survive only in the Hollow World as yet another witness of Mystaras past. Rakastodons now live in high grass or forested areas in the Hollow Worlds equatorial regions. Rakastodons are stump-tailed brutes, with massive forelimbs and saber-like fangs. Pelage varies, but a reddish-orange colour seems common among their kin, sometimes with stripes. Their most impressive feature, the dirk-like fangs, are used to deliver the final blow to an immobilized victim. As primitive as they may be, these chaotic loners remain at odds with the cave rakasta pride-oriented society. The sheer size, power, and organization of cave rakasta have prevented their kind from falling prey to these lethal hunters. A Rakastodon may topple an opponent when using its natural energy burst. If the opponent is smaller or lighter than the rakastodon, it is automatically brought down with any successful claw attack. Else, the opponent needs to succeed a Strength check for each of the rakastodons successful claw attacks. If the opponents Strength is less than the rakastodons, apply a -2 penalty for each point of difference. Once knocked down, a victim must succeed a saving throw vs. paralysis or die instantly from the rakastodons next successful bite attack.

Servasta

These wild felids remain one of the lesser known eastern Davanian rakasta. Their realm lies on the savannahs and scrubs, where they compete with the pardasta and simbasta. There, they call themselves kisonogo. Lean and lanky, the debonair servasta can be recognized by their small heads perched over slender necks and surmounted by huge bat-like ears. Small black spots cover their tawny coats, with dark rings and a black tip marking their short tails. The servasta use their huge ears to detect underground creatures, a talent that goes back thousands of years when their ancestors hunted simple rodents. They have an additional +10% bonus to hear underground noises, but with a -1% penalty for each foot in depth. Nowadays, servasta have developed a taste for other creatures also dwelling beneath the surface, including demihumans and humanoids, halflings being a most delectable treat. The servasta rely on an elaborate combat style that

consists of stalking underground prey from the surface until the latter comes out. Then, they jump upward and pounce down on the unsuspecting victim. Servasta can use this form of attack at will against prey less than a foot tall. On larger prey, the servastas natural energy burst is necessary for this form of attack to succeed. If it does, servasta may either inflict maximum damage with any melee weapon at hand (including possibly a thief's backstab) or take a firm grip over the preys back and arms, allowing an automatic neck or shoulder bite every round until shaken off. The latter requires a successful Strength check with a -2 penalty. Servasta all possess the acrobatics skill, in addition to any other skills they possess.

Sherkasta

Mightiest among the greater rakasta, sherkasta prowl the forests and swamps of southern Skothar. Some have also claimed the mountain forests of northern Skothar. The southerners, who call themselves the Harimau-Belang, remain the most common. Their base colour runs from reddish-orange to reddish-yellow, with dark stripes and white or cream fur inside their limbs. Their northern cousins, the Tagh, show a thicker, light grey or white pelage, with brown or black stripes. The reclusive sherkasta form small clans and shun contact with races. A few individuals sometimes live near populations of humans or demihumans. Sherkasta, because of their size and ferocious appearance are normally considered evil monsters, or at least dangerous predators by other races. However, with time, a few become more accepted by the local population. Sherkasta and were-tigers get along fairly well and sometimes ally against a common foe. Sherkasta can also maintain an empathic link with common tigers. When using their natural energy burst, sherkasta can virtually shake off the effects of magic previously cast upon them. A successful Wisdom check dispels a first-level spell, provided it originated from a lower-level spellcaster. Sherkasta cannot alter the effects of area spells or spells that are not cast directly upon them (fireballs, stinking clouds, phantasmal force, *etc.*). For example, a 10th level sherkasta can dispel a charm cast by a 7-HD monster, but not one cast by a 13th level wizard. Furthermore, at every fifth additional level, the sherkasta may increase its spell immunity one level (second-level spells at 6th level, third level spells at 11th level, *etc.*).

Simbasta

These regal creatures once roamed most of Mystara. Over the centuries, they too have retreated in the face of human and demihuman hegemony and now mostly live on the continent of Davania, in the savannahs stretching around the Aryptian Basin, from the Adakkian Sound to the Pass of Cestia and the Gulf of Mar, and on the Serpent Peninsula, where they stalk the Ulimwengu

tribe lands. They call themselves the Ikimizi. Unlike most other rakasta, male and female simbasta look different from each other. The normal pelage colour for both is a tawny yellow that blends with their natural environment of dry grasses. Colour may vary from ginger to black, with the male sporting a huge mane, making it appear even taller than the powerful sherkasta. This mane sets apart the simbasta male from the female. Again, unlike other felids, simbasta are sociable creatures, naturally living in large clans called prides. Females, often siblings with their cubs, originally form the core of the pride, with peaceful males ensuring safety and progeny. This arrangement demands that young males born to pride simbasta leave to avoid unhealthy lineages. The stronger male simbasta usually head the pride, until driven off by a younger or more powerful male. The first duty of the new master is then to eliminate all existing cubs, which among Ikimizi is an ancient religious ritual. A brutal and shocking practice by human standards, it nevertheless ensures the strength of the pride. From this savage base, a complex and ancient code of honour governs the behaviour and society of modern simbasta. Simbasta generally consider normal lions as simple animals, yet they enjoy taming mature males, something they can do very well (+2 bonus to animal training skill for lions). The relationship between them and this animal is one of strength, where the simbasta means to demonstrate its own power before eventually releasing the lion. It is in the simbasta's temperament to want to control and dominate. As a result, simbasta's energy burst allows them to attack and save as if three experience levels higher, and with an additional +2 bonus on all damage if striking to subdue an opponent. A subdued opponent views the simbasta with awe and immediately ceases combat. When subdued, unwilling PCs may salute the simbasta and leave with the intention never to cross this simbasta's path again. NPCs and willing PCs may instead embrace the simbasta's authority and offer their blades in servitude.





Snow Pardasta

Snow pardasta tribes are scattered above forest lines on the northern mountains of Skothar (Nentsun Plateaus) and Brun (Hyborean Reaches, Norwold). On Davania, some can be found as far north as the Ice Peaks and the Diamond Ring. Their thick, long fur protects them from the intense cold of their natural habitat. Small spots cover their heads and neck, becoming large irregular circles on their back and flanks. Their pale grey fur makes them difficult to detect against the bleak background of high mountain rocks. Hardly anyone competes with the snow pardasta, considering how remote their homelands are. There, they hunt the ibex and smaller game. Occasionally they wage sporadic wars

against encroaching yetis or sasquatches. Their villages, often built around temples, include a few freestanding buildings made of stones and slates, and walls covering the entrance to natural caves. Snow pardasta can tread ice and snow without movement penalties. Although they cannot boost their Dexterity ratings as mountain rakasta do, snow pardasta benefit from the same leaping abilities. Furthermore, a snow pardasta can blend into a rock big enough to contain the whole creature or into a large chunk of ice for the duration of its energy burst, after which it reappears outside. While doing so, it can see and hear what happens outside, but it cannot communicate or cast spells. The snow pardasta is at a disadvantage outside its natural terrain. When exposed to warm weather or less mountainous terrain, the snow pardasta suffers a -2 penalty on all saving throws, ability checks, and attack rolls.

Domestic Rakasta

These rakasta can be found in just about any region of Mystara, much as their lupin rivals. The term domestic is by no means derogatory but merely a common way of referring to more civilized rakasta, especially in the eyes of neighbouring humans with whom they interact more easily than greater or wild rakasta ever could. Aside from their physical appearances, domestic rakasta have the

same natural ability, a legendary power that makes them very successful indeed, even when compared to their more powerful cousins. This fabled ability is specific only to domestic rakasta. While a domestic rakasta uses its energy burst, it can literally avoid death. In game terms, if the rakasta would have been killed, it survives instead but with only one hit point left. It can perform this feat no more than nine times in its life. Thus the proverbial nine lives. However, each time a life is forfeited, the rakasta permanently loses a point of Charisma. Physical appearances are linked to the domestic breeds; however, many variables are possible.

Ability Adjustments for Alley Rakasta (Moggies)

Roll 1d20 for each statistic. A roll of 1 indicates a -2 adjustment for the ability. A roll of 2-5 indicates a -1 adjustment. A roll of 14-19 indicates a +1 adjustment. A roll of 20 indicates a +2 adjustment. If the total of all adjustments is +1 or more, the moggie has a high fear of water. If the total of all adjustments is -2 or worse, the moggie has no fear of water. Otherwise the moggie has a moderate fear of water. Specific racial adjustments and other features only have a 25% chance of being passed on to the moggie's progeny (roll d%: 1-25 fathers 26-50 mothers, 51-100 random).

Domestic Rakasta – Appearance Table

Hair Characteristics					
1d20	Length	1d6	Texture	1d6	
1	Hairless	1-2	Fine	1-3	Straight
2-10	Short	3-4	Coarse	4	Crinkly
11-15	Medium	5-6	Dense	5	Curly
16-20	Long			6	Wavy

1d20 Coat Pattern

1	Colourpoint: generally a light coat (white, ivory, or pale cream) with darker extremities (lilac, chocolate, blue, sable, or ginger) covering the nose, ears, tail, and paws.
2-4	Particolour, white coat with patches of a random secondary colour.
5	Particolour, white coat with patches of two other random colours
6	Calico: patches of black, cream, ginger, and white.
7-9	Tabby, Classic: dark oyster-shaped patterns on the flanks, butterfly shaped markings on the shoulders, and rings on the tail. Roll for a basic coat colour other than a very dark colour. 10% chance white patches are present.
10	Tabby, Patched: patches of brown and ginger with darker stripes. 10% chance white patches are present.
11	Tabby, Spotted: darker spots extending to the tail; roll for basic coat colour other than a very dark colour. 10% chance white patches are present.
12	Tabby, Striped: dark stripe patterns; roll for basic coat colour other than a very dark colour. 10% chance white patches are present.
13	Tortoiseshell (torbie, tortie): black or blue, cream, and ginger colours evenly intermingled. 10% chance white patches are present
14-19	Uniform: one single colour. For detail-minded cat-lovers, some colours may be solid or show a lighter underlying colouration, depending on whether the hair is tipped, shaded, smoked, or ticked.
20	Van: similar to colourpoint (q.v.) except only the top of the head, ears, and tail are of a darker colour.

Face Characteristics

1d6	Face	1d6	Ears	1d6	Tail
1-2	Round, pug faced	1	Small (pointy, folded or round)	1-3	Normal
3-4	Intermediate	2-4	Medium pointy	4-5	Long
5-6	Wedge Faced	5-6	Large pointy	6	Stubby

Rake

Rakes excel as adventurers, living fast and dangerously by their wits and charm as much as by their swords. Their role is to be information gatherers, social animals and cunning combatants rather than shock troops (fighters) or thieves. They are, by definition, roguish. Many would call them bounders or no-goods. They think of themselves as thrill seekers.

In truth the Rake may be many things. The rake may be a lightly armoured, fast swashbuckler using manoeuvrability and panache to defeat a foe. Or they may be beguilers and seducers. One minute they may be climbing to the balcony of their latest conquest, the next they may be fleeing same balcony by swinging from trellis to only just escape with their life. How does that differentiate the Rake from any other chancer? Well the Rake should, and indeed will benefit from, doing it with style.

Prime Requisites: Dexterity. Must have a minimum charisma score of 13. If a potential Rake does not have a Charisma score of 13 it may be raised by reducing Strength, Wisdom or Intelligence – each two points in any such stat sacrificed raises Charisma by 1.

Hit Dice: 1d6 per level (plus any constitution bonus or penalty) until level 9, thereafter 2hp per level

Weapons and combat: Rakes can use any one handed melee weapon, in addition to the bastard sword which they can handle one or two handed, and staves. They can also use missile fire devices. Rakes attack as fighters of equal level, and begin at first level with four weapons at basic mastery.

Armour: Rakes may only wear leather armour and cannot use a shield.

Thief Skills: Rakes have the following skills as a thief of equal level; Hide in Shadows, Hear Noise, Move Silently, Pick Lock and Climb Walls. Rakes also have, for free, the panache general skill (originally from *Red Steel*, and included here). If the DM chooses not to use general skills, panache should still be allowed for a rake character. A rake can choose also to be an acrobat (and many do), with the usual increase in XP needed for each level of experience.

Level	XP	Title
1	0	Scallywag
2	1200	Scamp
3	2400	Rascal
4	4800	Gadfly (a)
5	9600	Rapscallion

6	20000	Miscreant (b)
7	40000	Dastard
8	80000	Provocateur
9	160000	Knave (c)
10	280000	
11	400000	
12	520000	
13	640000	
14	760000	
15	880000	
16	1000000	
17	1120000	
18	1240000	
19	1360000	
20	1480000	
21	1600000	
22	1720000	
23	1840000	
24	1960000	
25	2080000	
26	2200000	
27	2320000	
28	2440000	
29	2560000	
30	2680000	
31	2800000	
32	2920000	
33	3040000	
34	3160000	
35	3280000	
36	3400000	

- (a) At level 4, a rake has a 60% chance (modified by charisma: +5% for a charisma of 13-15, +10% for a charisma of 16-17, +15% for a charisma of 18) of finding information in a town or city. The Rake may attempt this in any settlement once per week. The nature of said information available in the town is at the DM's discretion. Such information might include rumours, details of who works for who, who is sleeping with who, whether the rulers are ill, whether the local bishop is a crook, *etc.*
- (b) At level 6, a rake can attempt to take an extra action in the first round of any combat against a sentient, intelligent, roughly human, humanoid or demi-human foe. The rake will make a feint, obscene gesture, snide comment, *etc.* The details are left to the player and DM. The rakes opponent must roll 1d6; a 1 or 2 indicates that the foe is surprised, and will not be able to respond to any attacks made by the rake that round. A rake can attempt this a number of times per day equal to his level divided by 5 (rounded up). Note that the Rake may attempt this in the *second* round of combat if the victim was surprised in the first round, and did

not react therein. Non-humanoid foes may also be surprised, at DM's discretion if the Rakes actions are appropriately shocking or scandalous.

- (c) At ninth level, a Rake may choose, in addition to any other general skills, to learn either acrobatics, seduction, deception, persuasion or acting. If the character already possesses this skill they can either take a different general skill, or gain a +1 bonus to that skill.



Panache

This skill works differently to any other general skill. Any character other than a Rake who wishes to learn panache can do so at character generation, but must spend 2 skill slots. Panache is a special ability that allows characters to achieve a more swashbuckling, flamboyant approach to adventuring and gain advantage by doing so.

Accumulating Panache Points: When a character learns panache, he gains the ability to accumulate Panache Points (PPs). PPs are an accumulation of heroic energy gathered by flamboyant individuals and expended, almost unconsciously, on their behalf. A character can accumulate a number of PPs equal to his current level plus his double his Charisma modifier. So, a 1st level character with an 18 Charisma can accumulate up to 1 (his level) + 7 (double his reaction modifier) = 6PPs. A 7th level character with a 3 Charisma, however, can only accumulate 7 + (-6) = 1 PP.

Obtaining the panache special ability doesn't give characters PPs automatically. Characters must accumulate them by performing heroic and dangerous actions in

a flamboyant, stylish manner. A panache-using character does not approach a problem by thinking "How can I accomplish this task?" but, rather, "How can I accomplish this task and come out looking great?" If an action is performed in a flamboyant manner, the DM can award PPs to the character even if it fails.

For example, Valentino and Taron have come to the Dukes ball, looking to apprehend the notorious Heldannic agent Frau Lera. They're standing in the doorway to the great hall of the Dukes castle where they spy Lera at the other side of the dance floor, and she notices them at the same moment. Taron starts muscling his way through the crowd, which should work, but Valentino (who has panache) spots that the chandelier is anchored by a nearby rope. He holds the rope and cuts just above where its tied, being flung high as the chandelier falls, and using his acrobatics skill he somersaults, rolls and arrives moments before Taron does. Instead of pulling out a weapon, Valentino bows elegantly and asks Lera for the pleasure of the next dance. This gives Taron long enough to get up behind Lera and club her over the back of the head. The DM may now choose to award Valentino for his action with 1-2 Panache points, or may instead make a note of the accomplishment and award Valentino a bulk award at the end of the adventure. However the DM does it, Valentino should gain some PPs for his exciting display.

Spending Panache Points: PPs can later be spent to increase the chance a character has of accomplishing a task, or even to accomplish a seemingly impossible task with little effort. The simplest translation of this effect in game terms is that if a character spends a PP, he gains a +1 (or +5%) to whatever action he is currently performing. The action could be an attack, a skill check, or even a one-round improvement of his armour class. Virtually anything can be improved by panache. In addition, the character can spend a number of PPs equal to his level on any one action. So, a fifth-level character could spend 5 PPs to improve his chances on any single action by +5 (or +25%). Most actions will always have at least a 1% chance of failure – Panache does not negate rolling a 'natural' 1 or 00.

The other way to spend PPs leaves the exact effects up to the DM. A character can spend a bulk amount of PPs to accomplish a task (usually one for which few rules exist). The DM then determines whether or not the character is successful, possibly asking for attribute or skill checks at the same time. The character might spend 1, 5, or 10 PPs, hoping to accomplish a particular action. In

order to rate these types of actions, the DM can use the examples as shown below.

- 1pp** A normal task automatically. A non-weapon proficiency check or impressing a potential employer.
- 5pp** A challenging task automatically (or with a few skill rolls). E.g. diving from the crow's nest of a ship into the water safely or tricking a hostile enemy into retreat.
- 10pp** A seemingly impossible task with a skill check. e.g. diving from a castle tower into a moat or taking over the leadership of a band of hostile mercenaries.

If a character spends PPs to accomplish a particular action, that character receives no PPs as a reward for that action. The rationale is simple; if the character spends PPs to do something, he is actually taking less of a risk. This does not affect awards given out for accomplishing adventure goals, however, since they are awarded based on a long series of actions, not one single action.

Characters cannot simply spend Panache Points to get any of the above effects. PPs are not just a game mechanic to cheat or avoid die rolls. The characters must substitute role-playing and description for these things. Whenever a character spends even one PP, the player must describe, in detail, how his character is using panache to accomplish his action, or that action will automatically fail.

For example, Valentino is in a spot of bother. Frau Lera has escaped the Dukes dungeon and she's on the run, but Valentino and Taron again have her cornered in the notorious back-street dive bar, the Broken Doll. Taron keeps watch on the door while Valentino makes his approach, only to be tripped by one of Lera's henchmen. She approaches with her sabre drawn. As she raises her sword, she says to him "Time to dance now, Honey!"

Valentino's player suggest that he reaches for a metal tray scattered to the floor in the commotion and holds it in front of himself to deflect the blow, spending 5 PP to lower his armour class from 5 down to 0. That sounds like a reasonable use of panache to the DM, so he makes the hit roll for Lera accordingly at AC0. She only hits armour class 1, cutting the tray in two but missing Valentino, who is now rising to his feet and drawing his own weapon. "Paso doble?" he asks.

Gauche Points: If a character runs out of PPs or has none left, he can accumulate Gauche Points (GPs) in exchange for the PPs he needs. For every GP a character takes, he gets one PP. The maximum number of GPs

a character can have is always ten. GPs tie into the "trouble magnet" aspect of the swashbuckler's lifestyle. GPs can be used by the DM at almost any time to make the character's life more difficult. During an adventure, the DM can tell a character who has accumulated GPs to mark one off and then give the player bad news. Whenever a GP is used, something bad or unexpected happens to the character.

The DM can "spend" GPs two different ways. The easiest way is to cancel out a successful action performed by the character, immediately after it is performed. One GP erased cancels one successful action. The character can try to perform the action again if circumstances allow, but that prior success is negated. The DM, however, is also constrained by the panache rules. He must describe, in detail, how the action was negated.

For example, when Valentino spent his 5 PPs to improve his armour class, he had to "buy" 2 PPs with 2 GPs, so he now has two Gauche Points that the DM can use at any time to make his life more difficult. Currently, Valentino is dodging Frau Lera's blows. Disarmed but still fighting, Valentino grabs at the dress sword of one of the other patrons of the bar. He lunges desperately at Lera. The DM knows that this will very likely end the fight, and informs Valentino that he's spending a GP. Valentino lands his blow exactly on target, only to discover that the other patron he took the sword from is an actor slumming it after a performance at the theatre next door, and his stage sword bends harmlessly against Lera's belt buckle!

The one exception to this cancellation of successful actions is simple. If a character spends PPs to succeed at an action or improve his chances, the DM cannot use a GP to cancel that success. The other way a DM can use GPs is a little more subtle and a little more interesting. The DM can have a character erase one GP to introduce a "story twist," an event or situation that makes the situation more complicated for the character.

For example, Valentino is still fighting Frau Lera while Taron is dealing with her henchmen. Just as they think the fight is going their way, they hear the heavy footfall of armoured boots on the boardwalk outside the tavern, and turning their eyes to the door they see soldiers filing in. "Thank heavens", exclaims Valentino. "The Ducal guard, at last!". The DM asks Valentino's player to scrub off another GP, as the Guard Sergeant salutes Lera, clicking his heels together. "Are these scum troubling you, Commandant Frau Lera?" he asks.

This method of spending GPs ties into the "trouble magnet" aspect of the swashbuckling lifestyle. This gives the DM a very useful tool in introducing surprises for the panache-using character.

Higher Level Rakes

Land Owning Rakes

A name level Rake who chooses to settle down and gain a reputation in a locale is called a Bounder. A Bounder may construct a Pad or a Boudoir. This may be anything from an extensive estate to a fashionable flat in the most exclusive part of town. A rake will very likely gain admirers and followers (2d8 hopeful rakes), most of whom will be hangers on useful only as lackeys, but some of them will show real potential. If the Bounder chooses to accept these followers, the organisation is colloquially known as a School for Scoundrels. While few rulers have respect for Bounders, they will usually accept their

presence as, typically, they represent little risk or actual threat to the law, and they serve as useful sources of information, with a number of valuable skills. A Bounder has a chance, checked every week, of learning some secret, juicy gossip regarding the town, its rulership, or some valuable leads towards accomplishing their goals or just who is moving money or goods.

There is no overall organisation of Bounders, there is no official or accepted body that represents them, but there are rivalries between Schools. These rivalries are rarely violent, with differences usually being settled with friendly contests, conquests and plots against one another. However the results of these contests matter, with the reputations of the School being important in furthering the goals thereof.

Reptilians

Reptilians

Crocodilians

Cay Man

A species of diminutive (no larger than 1'4") lizard kin, with long pointed snouts and tiny hands on bodies that appear as little more than those of tiny crocodiles. Their culture is centred in and around the city of Tu'eth in their kingdom of Cay, which is slowly recovering from Herathian oppression and years of gator man raiding. They are slowly embracing metallic technology and may be reaching a bronze age. Their lands are littered with many examples of excellent steel and bronze weapons, crafted for them by their former Herathian masters.

Their lifestyle is simple, existing in mud burrows in and around larger settlements where they dig pools and shallow lagoons where birds, smaller reptiles, fish and other crabs make their homes. This terrain is difficult for any larger invaders to, with mire and quicksand that can envelop whole armies, and it provides all of the prey that the cay men need to sustain themselves.

Advancement and Physical Attributes: Characters require the same number of experience points per level of experience as a human. When generated, they have the following modifiers to their ability rolls. Str: -2 Int: -3 Wis: -3 Dex: +2 Con: +2 Cha: 0.

Special Abilities: From first level, cay man characters can swim in any direction at a speed of 90' (30'). They can hold their breath with no discomfort for up to 2 minutes. The natural bite ability of a cay man inflicts 1d4 damage. A cay man choosing to remain motionless in a swamp is difficult to spot, there is a 30% chance of remaining unseen by any creature more than 10' away if the chameleon man remains motionless.

From level 3, a cay man can hold their breath for up to 4 minutes. And from this level their bite attack can hit creatures that are immune to normal weapons and can only be struck by silver.

From 7th level onwards a cay man inflicts 2d4 damage with their bite attack.

From 14th level a cay man can hold their breath for up to 10 minutes.

From 21st level a cay mans bite inflicts 3d4 damage, and can strike foes that can otherwise only be hit with magical weapons.

Character Class: Cay man fighters and thieves are common, but (to date) there are no cay man clerics or magic users. There are, however, cay man medicine man characters (see accompanying article).

Hit Dice: Cay man characters gain hit dice as do human characters, using the standard dice for the class to determine hit points.

Cay men can only carry up to 400cn in weight.

Travelling Rakes

A travelling rake is known as a Cad. Cads rarely interact with Bounders, often viewing each other with suspicion, and when a Cad is in town the Bounders will frequently do all they can to sully the Cads name before the Cad can respond with out-of-town information that cheapens the Bounders reputation. When a Cad visits a town, few layout the red carpet but many open their back doors to the information and skills the Cad can bring, and it is likely that in any sizeable settlement *someone* will want avail themselves of such a rakish skillset. Cads will attract a number of interested parties who will look to travel with the Cad, understanding that the knowledge a Cad can rustle up in every new settlement will likely lead to profit, intrigue or at least a little fun. These followers (2d6) will be of various classes, but a number will be of higher level than typical retainers (at least 5th). While they will require no pay or board, they will expect opportunities to arise as a result of this association.

Movement and Encumbrance: Cay men are small nut agile, and move at 120' (40'). They are not capable of carrying heavy loads, and have a maximum encumbrance of 400cn.

Languages: The tongue of cay men is curiously like that of gator men. Made up of a series of yips and growls, often going into too high a frequency for humans to understand. If a cay man speaks slowly and clearly, and the gator man shows patience, they can understand each other. Gator men are not, however, known for patience.

They have also developed a written form of their language, thus far only known from impressions of grass and reed made in cay tablets.

Weapons and Armour: In principle a cay man can use any weapon or armour permitted to their class, but in practice cay man armour does not exist, and any weapon used must be small (see rules for tiny weapons in PC1, Tall Tales of the Wee Folk)

Gator Men

Gator men stand 7-8 feet tall and have alligator heads on top of their scaly humanoid bodies. Originally the result of Herathian wizard's experiments, gator men escaped and fled into the swamps. During the following centuries their numbers have grown, and many of their primitive villages can now be found in the deep dank swamps of their homeland of Ator. They are coldly carnivorous, welcoming outsiders to their

lands only as meals. They are brutish and direct, not only instinctively but culturally, most admiring such traits among their own kind and outsiders. Their settlements, such as they are, consist of contested pools, swamps and lakes with multiple individual lairs on their banks. They are strictly and voraciously carnivorous, and few distinguish between sentient and non-sentient prey.

Advancement and Physical attributes: Gator men require 40% more experience points per level of experience than a human character. When generated, they have the following modifiers to their ability rolls. Str: +3 Int: -4 Wis: -5 Dex: 0 Con: +2 Cha: -2.

Special Abilities: Gator men have a natural movement rate in water of 90' (30') and can hold their breath for up to 3 minutes. If they choose to hide in a swamp or another body of water, they are hard to distinguish from logs or other floating detritus (30% chance) to any creatures further than 10' away. A first level gator man can attack by biting, with a successful hit inflicting 2d6 damage.

From 3rd level a gator man can hold their breath for up to 10 minutes.

From 7th level a gator man's bite attack inflicts 2d8 damage, and they can bite targets that can otherwise only be hit with silver weapons.

From 14th level a gator man can hold their breath for up to 20 minutes.

From 21st level a gator man's bite inflicts 3d8 damage, and can strike creatures immune to normal and non-magical weapons, being able to strike creatures needing silver or +1 weapons to hit.

Character Class: Perhaps at some point in the future gator men may branch out into other professions, but so far the only known adventuring gator men are fighters.

Hit Dice: Gator men use two higher hit dice for hit points. So, for example, a gator man fighter rolls 1d12 rather than 1d8 for hit points. They also obtain 3hd at first level.

Movement and Encumbrance: Gator men can move at 120' (40') if unencumbered and can carry twice the load of human characters (up to 4,800cn).

Language: Their own tongue is similar to that of the cay men, but tends to be spoken more slowly, and in much lower tone, including ultrasound grumbles not audible to most other humanoids. Cay men yammer away at a speed that few gator men can follow, leading to a certain amount of animosity and, frequently, the cay man

getting eaten. The very concept of a written language is beyond most gator men.

Weapons and Armour: A gator man can use any weapon permitted to their class, but most rely on natural armaments. Initial weapon mastery slots must be in primitive weapons (clubs, slings, spears, etc.). Gator men move very like alligators, with a lateral motion that prohibits wearing armour. They can, and do, employ shields.

Serpentes

Cindezele

The misunderstood constrictor folk of the Serpent Peninsula, the Cindezele (in the Ulimwengu language, "those who squeeze") are snakes with small forearms, standing around 6' when they choose, with a total length of 12' to 15'. Having two short but powerful arms, with three fingered hands, they can grasp and use tools with some proficiency. They are typically creamish-green to grey-green in colour with reddish brown 'saddles' becoming more pronounced towards their tails.

They hunt small prey, typically peccary, small monkeys, sloths and other creatures both in the trees and on the jungle floor, capturing them and killing by constriction (wrapping their bodies around their prey and squeezing until it is dead). They choose not to prey on sentient creatures, having sufficient empathy towards both the Karimari and Nobulele they share territory with to not wish to cause them harm, and generally relations with them are good. They understand that snakes are often feared by outsiders and are happy to use that reputation to keep their territories free of invaders.

Cindezele can use tools, and they make and use a wide range thereof. While maintaining an essentially hunter-gatherer lifestyle, they do trade with other intelligent folk for items of interest – particularly metal and other worked items they struggle to produce.

They rarely, if ever, speak of those of their kind who have turned from light and into the darkness of caves below. A strain of albino cindezele, the okumhlophe, can be found there, angry at being made susceptible to the Sun and at the world itself. They have also turned their backs on the teachings of Ka, and now adhere to the twisted teachings of Atzanteotl.

Advancement and Physical Attributes: Cindezele require 30% more experience points per level of experience than equivalent human characters. They are generated with the following modifiers to their attributes: Str: +3 Int: -1 Wis: +1 Dex: 0 Con: 0 Cha: -3.

Special Abilities: They can move rapidly through trees at full normal movement rate and are not in any way impeded by undergrowth or vegetation. They are also strong swimmers, able to swim at ¾ of their normal speed.

In combat, they can attack by biting foes, for 1d6 damage, but the attack they are best known for is constriction. A successful bite attack against any creature of ogre size or smaller allows a cindezele to attempt to constrict a foe. The victim must make a saving throw vs. death ray or be coiled up, with the cindezele wrapped around them. The cindezele can inflict 1d4+strength bonus damage to their victim per round, who cannot attack or cast spells, but can make another saving throw vs. death ray each round to escape. Cindezele rarely use this attack on individuals in groups of enemies, as they themselves become unable to move or attack other foes while constricting an enemy.

From 3rd level a cindezele can *cause fear* once per day as a cleric of their own level.

From 7th level they learn to spring at enemies up to 20' away. This action involves coiling before rapidly leaping towards a foe, allowing the cindezele to attack with +3 to hit and damage, and potentially allowing them to constrict around that target. Note that this is only possible if the target is between 10' and 20' away.

From 14th level all cindezele inflict 2d6 damage with their bite attack, and 2d4 damage per round when constricting. They can also strike targets only normally vulnerable to silver weapons with their bite and constriction.

From 21st level cindezele inflict 3d6 damage with their bite attack, and 3d4 damage per round when constricting. They can also strike targets normally only vulnerable to magical weapons.

Character Class: They can be of any character class, and cindezele magic users, clerics (usually of Ka), thieves and fighters are known. In principle they could learn to be mystics, but none are known.

Hit Dice: Cindezele use the next higher hit-dice for determining hit points. For example, a cindezele cleric rolls 1d8 for hit points, and a magic user rolls 1d4.

Movement and Encumbrance: Cindezele can move at 120' (40') and can carry rather more weight than humans and demi-humans, having a maximum carrying capacity of 3,600cn.

Language: Surprisingly they have a complex written language, involving both

inks made from galls of trees found in the jungle and pheromones secreted from their own glands, most often written on pages made of their own shed skins. The combination of scent and visible writing means that no creatures other than cindezele can read these texts without the use of *read languages* or similar.

Weapons and Armour: While quite large creatures, the cindezele have short arms and cannot effectively wield two handed weapons, including missile fire devices. They can use any single handed weapons, and use a shield. They cannot wear any 'stiff' armour, but it is possible to make chainmail armour to fit a cindezele.

Mamushi

The isles of Zyxl are populated by many strange sentient species, of which the mamushi may be the most peculiar. They are a small folk, being snakes of a length of around 9', able to stand no more than 4' high, with a pair of muscular arms with which they are adept, capable tool users. Their body pattern is reddish brown to yellow, with irregular, pale outlined darker blotches. Their eyes are deep set behind dark brows. Between their eyes and nostrils they have a peculiar organ with which they sense heat, giving them the unique ability to use infravision to a distance of 90' even in full daylight (allowing them to perfectly determine a heat map of everything in front of them).

Mamushi are a peaceful people, usually unwilling to engage in combat or warfare, preferring to sustain their villages (*kotan* in their tongue) by farming goats, sheep and pigs and by hunting, preferring to live in the deep river valleys of the mountains they call home. Their buildings are rectangular, single storied buildings made from dried, bundled grasses, and while they may appear flimsy they are surprisingly robust. Their lives are typically formal, being very much constrained by traditions governing most things, including the selection of spouses, eating, drinking and of course worship. They see nature spirits (*kamy*) in all living things, and revere Terra (*Kotan-kar-kamy*), Patura (*Kamy-huki*), and Protius (*Repun-humy*). Adventurous mamushi are known, and a high premium is paid by noble gorira to capable mamushi bodyguards. The choice to become an adventurer is often frowned upon by other mamushi, but those who return with treasures or great stories are quickly accepted among their own again – if they again practice the traditional ways of the village.

Advancement and Physical Attributes: Mamushi require 25% more experience points than human characters per level of experience. When generated, their starting

statistics are modified as follows. Str: 0 Int: -1 Wis: 0 Dex: +2 Con: +1 Cha: -2.

Special Abilities: From first level all mamushi can attack with their poisonous bite. This bite inflicts only 1d3 damage, and the poison is mild (save vs. poison or be stunned as per weapon mastery rules). The amount of venom stored is limited, and a mamushi can only make a venomous bite attack once every 6 rounds.

At third level, victims of mamushi bite attacks inflict 1d6 damage, and the victim must make a saving throw vs. poison or be paralysed for 3 turns. While more potent, the volume of venom produced is no greater, only one victim can be poisoned every 6 rounds.

From 7th level a mamushi bite attack can be used once every 3 rounds.

From 14th level their bite attack inflicts 1d8 damage, and such a mamushi has greater control over their use of venom. Each round 1 dose of venom is produced, and the mamushi can use up to 6 doses in a single bite. One dose can stun, three can cause paralysis (both effects as described above), and if 6 doses are used the victim must make a saving throw vs. poison or die).

From 21st level a mamushi can use 6 doses of venom in a bite attack for a *charm person* or *charm monster* effect. The victim must make a saving throw vs. poison with a -3 penalty to the roll to avoid the effect. This charm effect is treated identically to any other.

Character Class: Mamushi can theoretically be of any class, but only clerics, fighters and magic users are known. They consider thievery, even in a good cause, dishonourable. They can use any weapon permitted by their class, but armour must be flexible (such as chain mail) and must be especially made for them.

Hit Dice: Mamushi use the same hit dice as equivalent human characters.

Movement and Encumbrance: Mamushi are small but robust, and can carry the same encumbrance as human and demi-human characters.

Language: While their own spoken tongue (mamusho) is difficult for other species to master, the written form of their language, a pictographic system consisting of over 3000 characters (*kanji*) has been widely adopted by other species across Zyxl. The result is that the grammar and syntax of other languages in the island nation follow the rules of mamusho, making for considerable confusion when visitors more familiar with the written form of other

languages in Zyxl try to communicate with the locals.

Weapons and Armour: Only small weapons can be used by mamushi, and they can only wear flexible armour such as chain mail (class permitting). They may also use shields.

Okumhlophe

While the civilised peoples of the Serpent Peninsula live quite secretive lives in the deep jungles above, the okumhlophe live even more secret lives in deep caves beneath them. Their pale skins (they are all albino) leave them vulnerable to sunlight, and they struggle (facing a -2 penalty to hit and damage) when forced to operate outdoors in daytime, but they have superb (90') infravision. Their need for heat means that they have sought hot, volcanic caves deep under ground, where they have made their own nation guided by the feathered serpent, Atzanteotl, who they refer to as Inkanyamba (the 'snake in the sky').

Far from being a degenerate breed, they have a complex culture in which females, which are larger than males, are dominant. They hunt a wide range of subterranean prey and send hunting parties to the surface at night for more fresh meat.

Okumhlophe are hostile to any intelligent creatures not of their own kind, and they plot the demise of all other sentient races. They understand that they are not alone in this quest, and they know that many other followers of entropic immortals share this goal. They see their role in this as being the information gatherers for the coming apocalypse – they gather data on every other intelligent race, having long networks of caverns stretching between sources of geothermal heat that they use to contact, interrogate and kill other sentient creatures, taking all of the information they gain on any and all of the intelligent peoples of Mystara that they can gain from their victims back to a central library. There, targets for death are collated, graded and compared. The okumhlophe do not know how or where the apocalypse will start, but they plan to be ready to act rapidly when it does.

They gain abilities as they increase in level as their close relatives, the cindezele. They may be clerics (exclusively of Atzanteotl), fighters or magic users, and they excel as thieves.

Squamata

Chameleon Man

Chameleon men usually live in deep caverns or in dense forests far from civilization, with their own homeland, Wallara, being

located to the West of the Savage Coast. They are typically around 7' tall and quite thin, with spindly arms and legs. They move with a gangling, awkward stride. Their hides have multi-coloured skin with tiger-like stripes of red, blue, green, yellow, brown, orange, black and white. Disconcertingly, their eyes are held high on their heads can independently point in different directions or converge on a single point for excellent binocular vision.

Advancement and Physical Attributes: Chameleon men require 30% more experience points than per level to advance. When generated, they have the following modifiers to their ability rolls. Str: -1 Int: -1 Wis: +1 Dex: +1 Con: 0 Cha: 0.

Special Abilities: The chameleon man can effectively turn invisible, similarly to the magic user spell. Although the chameleon man can use this ability at will, any number of times in a day, he must remain absolutely quiet and motionless when doing so (he cannot cast spells, talk, attack, dodge, move, vanish, *etc.*). Chameleon men have perfected the ability to remain motionless for extended periods of time (up to an hour per experience level). Mimicry only fools other races, chameleon men can always see one another.

The positioning of eyes on top of their head means chameleon men can only be surprised on a 1 on 1d6.

With a successful strength check (rolling equal to or under their strength score on 1d20) a chameleon man can grip walls or ceilings sufficiently well to walk thereon.

At third level, they can *vanish*, three times per day, which is roughly equivalent to the *dimension door* spell but with a limited range (20'). Also, because it is a racial ability, chameleon men never accidentally materialize into solid objects. This ability counts as a full action and requires an Intelligence check every time it is used.

At 7th level, a chameleon man can *dream*. Once this ability has been used, it cannot be used again for seven days. The *dream* allows the chameleon man to tap into mystical knowledge of Wallaran spirits. At the characters option, the dream can imitate the effects of one of the following clerical spells: *speak with animal*, *speak with the dead*, *speak with plants*, *commune*, or *speak with monsters*. *Dreaming* requires the chameleon man to meditate for 1d6 rounds, plus the time spent communicating. The meditation requires live embers (from a small camp fire for example). *Dreams* cannot be used against hostile creatures unless such creatures are restrained in some manner.

From 14th level a chameleon man has gained sufficient mastery of their colour

changing to pose as members of other species of roughly the same size – they may appear human, elven, orcish *etc.* but cannot emulate dwarves, orcs, or other creatures of very different size. Taking on such a form takes 1 round, and the visage is always the same – there is a 'human' version of each chameleon man, and an 'elven' one, for example.

From 21st level a chameleon man can use their *dream* ability once per day.

From 28th level a chameleon man can use their *vanish* ability while moving. To vanish in this way takes a full round. This is not quite as effective as true invisibility but they can only be seen on a roll of 1 on 1d6. Attacking or taking any offensive action makes the chameleon man visible again.

Character Class: Chameleon men are known to be able to pursue fighter, thief, and medicine man character classes but none are known to have shown aptitude for arcane casting – there are no known wicca, magic user or merchant class chameleon men. Chameleon man mystics and acrobats are possible, but thus far unknown.

Hit Dice: Standard hit dice for the chosen class are used.

Movement and Encumbrance: Chameleon men move at 120' (40') and can carry the same weight as humans and demi-humans. Chameleon men are poor swimmers, requiring a skill in swimming to be able to even stay afloat.

Language: The extraordinary capacity for chameleon men to change their skin colour, coupled with exceptionally acute colour vision, means that colour is of huge importance in how they communicate. Their spoken language has no concept of tense or gender, such concepts being conveyed by the colour patterns shown on the face of the speaker. Likewise, their written language (appearing as simplistic pictograms to most) conveys hugely complex information with very simple glyphs by employing a vast range of colours. In principle other species may understand, in broad terms, what a chameleon man is saying or has written, but the conveyance of nuance or even such fundamental concepts as whether events referred to are in the past or the future is not something anyone outside their species can glean.

Weapons and Armour: Standard weapons appropriate to their class can be used, but only primitive weapons (boomerang, spear, club javelin, *etc.*) can be chosen as starting weapon mastery options. A chameleon man character learning basic mastery in javelin gains a skill in atlatl (spear thrower) for free. Chameleon men cannot wear armour, indeed they consider clothing of any sort to

be strange, but if their chosen class permits they may use a shield.

Lizard Men

A common species of reptilian humanoid, roughly similar to humans in proportion except for larger (and of course reptilian) heads. Most are green, with some tribes being beige, brown or rust coloured depending on region, and in some regions tribes of pale grey and white lizard men are known. They are capable swimmers, frequently inhabiting swamplands and rivers, but outside of the Malpoggi tribelands in the Hollow World having no acknowledged homeland of their own.

Advancement and Physical Attributes: Lizard men require 5% more XP per level of experience than human characters. When generated they have the following modifiers to their ability rolls. Str: +1 Int: -4 Wis: -3 Dex: 0 Con: +1 Cha: 0.

Special Abilities: Lizard men have limited infravision, to a distance of 30', can hold their breath for up to 1 minute, and have a swimming movement speed of 120' (40').

Character Class: Lizard men can pursue any character class, but spellcasters are rare. To become magic users or clerics, lizard men must possess intelligence and wisdom scores of 13 or above.

Hit Dice: Standard hit dice for the chosen class are used, but a beginning lizard man begins play rolling 2HD, rather than 1, for starting hit points.

Movement and Encumbrance: Lizard men move at 120' (40') and can carry the same weight load as human and demi-human characters.

Language: The spoken and written forms of lizard man language are surprisingly complex, reflecting a long, continuous culture with perhaps a wider available vocabulary than any one human tongue. This extraordinary cultural depth is, however, rarely reflected in how they converse, with individual tribes and subcultures often choosing different words from the same wider lexicon for the same things.

Weapons and Armour: They can use any weapon allowed by their class, and may be fighters, thieves, or mystics, and may (although it is rare) become magic users or clerics. There are no restrictions on beginning weapon mastery choices of lizard man, but few favour complex weapons, and most prefer pikes, spears, clubs and axes.

Sis'thik

Up to 9' tall, thick limbed and muscular, the sis'thik is a desert species with incredible

resistance to heat. They have a thick, sealable membrane over their nostrils and an extra membrane over their eyes, as well as a thick resilient skin. This acts to protect them both from the relentless sun and heat of the desert, and against physical attacks.

Culturally, it is typically the largest and most aggressive in each group that leads. They consider the deserts not just their home but their property, and usually demand tribute from other intelligent creatures that pass. Few seek adventure, to gain treasure or renown, most often it is to demonstrate to members of other races not that the sis'thik are superior and that members of other races are all weak.

From 1st level, sis'thik are more capable of surviving with limited water than other humanoid. When determining the effect of dehydration (Rules Cyclopeda page 150), a sis'thik loses only a single hit point per day without water. A first level sis'thik can attack with their two claws, once each per round, for 1d3 damage each.

From 3rd level, a sis'thik can smell any water supply (a well, oasis, river, pond, even a large pool) from 1 mile away per level of experience and can accurately find a route to the nearest such source without risk of getting lost. A third level sis'thik can also attack with their bite, once per round, for 1d3 damage, in addition to their two claw attacks.

From 7th level a sis'thik can discern mirage from reality more effectively than most other creatures. If outdoors, they gain a +2 bonus to saving throws or ability checks to determine whether they are observing an illusion. If fighting a creature created by *phantasmal force* or similar magic, they may make a saving throw vs. spells each round to determine whether their enemy is illusory. From this level the claw attacks of a sis'thik inflict 1d6 damage each.

From 14th level they may choose to enter a state of resilient courage when in a fight. This means that they are immune to the effects of fear, whether natural or magical, but they are unable to withdraw from the fight until either they or their enemy is dead or incapacitated.

A 21st or higher level sis'thik can choose to ride out danger by forming a thick skin and burying themselves in an almost entirely inert state. This process takes 6 hours, and can only work in soil, sand or another friable surface. The sis'thik, once protected, gains an armour class -7, and uses water and food incredibly slowly, losing 2hp each year thus buried. Typically a sis'thik recovers as soon as it rains, the process of reabsorbing the hard skin formed around the sis'thik taking an hour. While thus encased a sis'thik takes only a quarter damage from fire, cold,

or electrical damage, and is essentially immune to most changes in the environment around them. They can choose to re-emerge from their state of near torpor at any time and may do so if after an extended period conditions do not seem to have improved.

Testudinata

Snapper

An essentially aquatic creature. While no taller than humans, rarely standing taller than 6', they are almost as wide as they are tall, and weigh in at around 1000lb. Their heavy, tough shells and great bulk makes them clumsy and slow on land, and while aggressive they usually try to avoid melee combat on the land, recognising that their lack of mobility can be a problem.

There is no snapper society as such, but when two meet in the open water (where they are most at home) they usually spend a day or two in each others company, sharing news and information as to the state of the world, and typically lamenting the failings of their own younger generations.

The only time snappers congregate is when it is mating season, in early Spring. They gather on select beaches in remote places, some atolls, and other secluded islands, to mate and lay eggs in great communally constructed sand banks. They guard the eggs until hatching several weeks later, after which they seem to show no regard to the health or welfare their young. How they maintain any cultural continuity is unknown.

Advancement and Physical Attributes: Snappers require 30% extra experience points per level of experience. When generated, their initial statistics are modified thus: Str: +3 Int: -3 Wis: +2 Dex: -3 Con: +3 Cha: -2

Special Abilities: Snappers can hold their breath for extended periods. A first level snapper can hold its breath for 10 turns, plus one extra turn per 3 levels of experience. They are cumbersome on land but nimble in the water, having a swimming speed of 180' (60'). Their shell gives them a natural armour class of 4.

From 1st level all snappers can attack with two sharp front claws and a bite, for 1d4 damage each.

From 3rd level snappers bite attack damage increases to 2d4.

From 7th level snappers claw damage increases to 1d6, and from this level they gain +2 to hit and damage against any opponent in the water.

From 14th level snappers gain the ability to retract their heads and arms when facing any area of effect damage (*fireball*, dragon breath, *lightning bolt*, etc.). This means that they automatically take half damage from such effects and take a quarter damage if they successfully make an appropriate saving throw.

A 21st or higher level snapper can, once per day, attack with a *roar*. This attack works under water or above, and all creatures in the area of the *roar* (a cone 30' long and 20' wide at the end) must make a saving throw vs. dragon breath or take the snappers current hit point total in damage, or half of that damage if the saving throw was successful. Victims who failed their saving throw are also deafened for 2d4 rounds.

Character Class: In theory snappers could be of any class, but only fighters and clerics (devoted to Ka) have been observed.

Hit Dice: Snappers use the next largest dice for determining hit points, e.g. a fighter rolls 1d10 hp, and a cleric rolls 1d8. At first level snappers gain two hit dice, rather than one.

Movement and Encumbrance: On land snappers are cumbersome and slow, and can only move at 30' (10'). In the water they are powerful swimmers being able to move at up to 180' (60'). They are able to carry twice the load of humans (up to 4,800cn).

Language: Their own language is rarely spoken by outsiders, who consider snappers to have little of worth to say. Some learn the languages of other aquatic races, but few have the intelligence to do so.

Weapons and Armour: They may use any weapon allowed for their class, and favour missile device weapons such as crossbows. Snappers do not wear armour, but can, if their chosen class permits, use a shield.

Turtle

Being humanoid tortoises standing around 6' tall, the turtle is generally a friendly dweller of the open lands, semi-arid zones and deserts of Brun and Skothar. They are semi-solitary, tending to their own affairs in loose groupings of other turtles over wide areas, confusingly referring to this spread out living arrangement as a 'village'. They are usually happy to welcome human and demi-humans, and frequently maintain good relationships with other lawful and good races.

Some turtles choose to travel further, enjoying mercantile trade and even sometimes adventure. While most would prefer not to fight, at a push they prefer missile weapons to melee (preferring not to

get bogged down, knowing they're slower than most of their foes).

Culturally, they are an outgoing and open race, and most enjoy entertaining others and sharing stories. Their humour has been compared with that of retired jesters who could do with learning new material, and they laugh endlessly at the same (to others, tired) old jokes.

Advancement and Physical Attributes: Turtles require 15% more experience points per level of experience than human characters. When generated, their attributes are modified thus. Str: +2 Int: 0 Wis: 0 Dex: -2 Con +1 Cha: +2

Special Abilities: Turtles cannot swim, but they do float, and can hold their breath for up to 10 turns. Their thick shells and tough, scaly skin gives them a natural armour class of 3

From first level, a turtle can attack with its two front claws and beak attack, each for 1d4 damage.

From 3rd level their beak attack increases to 1d6 damage. The rough and tumble of the adventuring life leaves its mark on the shell of the turtle, and from this level their natural armour class falls to 2.

From 7th level, turtles shell is so tough that they can take 1d4 damage from all incoming melee and missile attacks that would otherwise hit them (taking a minimum of 1

point of damage per successful hit), and their natural armour class falls to 1.

From 14th level, turtles can reduce all incoming melee and missile damage by 1d6, with each attack inflicting a minimum of 1 point of damage. Their natural armour class falls to 0. They also gain the ability to retract their heads and arms when facing any area of effect spell damage (*fireball*, dragon breath, *lightning bolt*, etc.). This means that they automatically take half damage from such effects and take a quarter damage if they successfully make an appropriate saving throw.

From 21st level turtles can reduce all incoming melee and missile damage by 1d8, and their natural armour class is -2.

Character Class: They can become fighters, clerics (usually of Ralon, Ka, Mâtin or Calitha) and thieves, but to date none have shown propensity for arcane magic. Mystic turtles are rumoured to exist.

Hit Dice: Turtles use the same hit dice as human characters of the same class, but start at level 1 by rolling 2hd, rather than 1.

Movement and Encumbrance: Turtles are slow, having a movement rate of 45' (15'). They can carry the same weight as humans and demi-humans (2,400cn).

Language: The language of turtles is a curious mix of grunts and clicks made with their beaks. Other species can learn it, but few do. Turtles also typically know the

language of either the dominant local human or demi-human culture.

Weapons and Armour: Turtles cannot wear armour, but if their class allows they may use a shield. They can use any weapon allowable to their class.

Intelligence and Wisdom of Reptilians

While reptilian species have some incredible abilities, they are not known for their mental prowess. Most suffer penalties to both intelligence and wisdom when young, but on the other hand their malleable minds allow them to grow intellectually and become more clever (or, at least, less stupid) as they progress. Each time a reptilian character gains a level of experience, they may make either an intelligence or wisdom check. A *failed* check means they gain a single point to that stat (whichever was chosen), up to the maximum permitted for their species.

Intelligence and Wisdom of Reptilians:

Reptilian races (other than Turtles) suffer penalties to both intelligence and wisdom when young, but their malleable minds allow them to grow intellectually and become cleverer (or, at least, less stupid) as they progress. Each time a reptilian character gains a level of experience, they may make either an intelligence or wisdom check. A *failed* check means they gain a single point to that stat (whichever was chosen), up to the maximum permitted for their race.

Race	Str	Int	Wis	Dex	Con	Cha	Max Int+ Wis	Base AC	Infra-vision	XP Mod	HD	Starting HD	Save As
Cay Man	-2	-3	-3	+2	+2	0	13	7	60'	0	0	1	Halfling
Chameleon Man	-1	-1	+1	+1	0	0	16	7	0	+30%	0	1	Human
Cindezele	+3	-1	+1	0	0	-3	17	7	30'	+30%	+1	1	Dwarf
Gator Man	+3	-4	-5	0	+2	-2	10	7	60'	+40%	+2	3	Human
Lizard Man	+1	-4	-3	0	+1	0	12	7	30'	+5%	0	2	Human
Mamushi	0	-1	0	+2	+1	-2	16	7	90'*	+25%	0	1	Human
Okumphlo phe	+2	-1	0	-1	0	-4	16	7	90'	+30%	+1	1	Dwarf
Sis'thik	+3	-2	-2	0	+1	-3	14	5	0	+30%	+1	2	Dwarf
Tortle	+2	0	0	-2	+1	+2	15	3	0	+15%	0	2	Dwarf
Snapper	+3	-2	+2	-3	+3	-2	12	4	30'	+30%	+1	2	Dwarf

Sidhe

With a foot in both worlds, the Sidhe (pronounced shee) are both of the fair folk and mortal. Whether they are mortals born with blessings of the fey, or whether the fair actually replace the hapless young of some mortals with their own is unknown. The Sidhe, as they grow, soon realise they are different to others, and invariably feel a compulsion to travel, to learn and to adventure. Most eventually find their way

back to their own kind, and join great communities of Sidhe living either seamlessly and unknown alongside humans and demi-humans or in their own wilderness domains, frequently in lakes or rivers.

90% of Sidhe resemble humans, perhaps having slightly elfin characteristics, while a few are raised among demi-humans, and a

vanishingly small number come from humanoid monstrous races. There are essentially three major differences, three things that set them apart from mortals. Firstly, they may become *invisible to mortals*.

Secondly, they are resilient to drowning, seeming to need almost no air to breathe, being capable of surviving as well under water as above it. And third, they cannot

handle iron or steel, whether as tools, weapons or armour. Indeed it is so difficult to spot a Sidhe among members of the species to which it was born that it usually requires either second sight (the fey sight possessed by all fair folk and only around 1% of mortals), or to see their blood, which rather than being red is a pale pinkish colour, containing no iron.

Sidhe can pursue either warrior or thief adventuring paths, as shown below. Like all faerie folk, they are unable to become clerics, and true wizardry is likewise denied to the Sidhe.

Spells and Magic Items: Sidhe pursuing either rogue or warrior adventuring paths can cast spells from the fairy spell list (found in *PC1: Tall Tales of the Wee Folk*) as shown below. Sidhe may use magic items made for either thieves or fighters, depending on whether rogue or warrior Sidhe. All Sidhe may also use magic items usually restricted to magic users.



Prime Requisite: Strength (warrior Sidhe) or Dexterity (rogue Sidhe)

Hit Dice: 1d8 per level (warrior Sidhe) or 1d4 per level (rogue Sidhe) until level 9, and 2hp per level thereafter.

Vulnerabilities, combat, saving throws: Sidhe attack as fighters or thieves, depending on their adventuring path. They cannot use weapons or tools made of iron and cannot wear metal armour. Note that occasionally very powerful magical weapons and armour are made from exotic and rare metals, but they are typically of at least +3 bonus or greater. Any Sidhe forced into iron manacles, armour, or impaled on iron or steel, will take 1hp of damage per round. Sidhe must make a saving throw vs. Spells to approach within 10' of a holy symbol and take 1d4 damage per turn spent on consecrated ground. Holy water inflicts 1d4 damage to Sidhe. Sidhe save as elves of equal level.

Level	Experience Points	Title - Warrior	Title - Rogue	Fairy Spells							
				1	2	3	4	5	6	7	
1	0	Fey Fighter (a, b)	Fey Thief (a, c)	1							
2	4000	Fey Warrior	Fey Whisperer	2							
3	8000	Fey Spearman	Fey Pretender	2	1						
4	16000	Fey Defender	Fey Concoctor	2	2						
5	32000	Fey Shieldsman	Fey Hoaxer	3	2						
6	64000	Fey Stalwart	Fey Tarradiddler	3	2	1					
7	120000	Fey Hunter	Fey Falsifier	3	2	2					
8	240000	Fey Master	Fey Visitant	3	3	2					
9	480000	Fey Lord	Fey Trickster	3	3	2	1				
10	720000			3	3	2	2				
11	960000			3	3	3	2				
12	1200000			3	3	3	2	1			
13	1440000			3	3	3	2	2			
14	1680000			3	3	3	3	2			
15	1920000			3	3	3	3	2	1		
16	2160000			3	3	3	3	2	2		
17	2400000			3	3	3	3	3	2		
18	2640000			3	3	3	3	3	2	1	
19	2880000			3	3	3	3	3	2	2	
20	3120000			3	3	3	3	3	3	3	
21	3360000			4	4	3	3	3	3	3	
22	3600000			4	4	4	4	3	3	3	
23	3840000			4	4	4	4	4	4	3	
24	4080000			4	4	4	4	4	4	4	
25	4320000			5	5	4	4	4	4	4	
26	4560000			5	5	5	5	4	4	4	
27	4800000			5	5	5	5	5	5	4	
28	5040000			5	5	5	5	5	5	5	
29	5280000			6	6	5	5	5	5	5	
30	5520000			6	6	6	6	5	5	5	
31	5760000			6	6	6	6	6	6	5	
32	6000000			6	6	6	6	6	6	6	
33	6240000			7	7	6	6	6	6	6	
34	6480000			7	7	7	7	6	6	6	
35	6720000			7	7	7	7	7	7	6	
36	6960000			7	7	7	7	7	7	7	

- (a) All Sidhe can become *invisible to mortals*, once per three levels of experience (rounded up) per day. Sidhe cannot be drowned, all Sidhe can naturally breathe under water.
- (b) Warrior Sidhe gain the same combat options, at the same level, as fighters.
- (c) Rogue Sidhe gain the same abilities as thieves, at the same level of ability

Fairy Spells

Level 1

Chill
 Charm Person (RC 44)
 Courier
 Detect Evil (RC 46)
 Detect Invisible (RC 46)
 Detect Magic (RC 45)
 Faerie Fire (RC 41)
 Hold Portal (RC 45)
 Light* (RC 45)
 Locate (RC 41)
 Magic Missile (RC 45)
 Precipitation*
 Predict Weather (RC 41)
 Protection from Evil (RC 45)
 Read Languages (RC 45)
 Shield (RC 45)
 Sleep (RC 46)
 Ventriloquism (RC 46)
 Watcher

Level 2

Continual Light* (RC 46)
 Detect Danger (RC 41)
 Entangle (RC 46)
 ESP* (RC 46)
 Fairy Slumber
 Heat Metal (RC 41)
 Hold Animal (RC 42)
 Horse-Rush
 Infravision (RC 48)
 Knock (RC 46)
 Know Alignment* (RC 35)
 Levitate (RC 46)
 Locate Object (RC 36)
 Mirror Image (RC 47)
 Obscure (RC 41)
 Phantasmal Force (RC 46)

Produce Fire (RC 41)
 Purity Food and Water (RC 33)
 Warp Wood (RC 41)
 Web (RC 47)
 Whisht
 Wizard Lock (RC 48)

Level 3

Anti Plant Shell (RC 42)
 Charm Monster (RC 49)
 Clairvoyance (RC 48)
 Create Water (RC 36)
 Dispel Magic (RC 35)
 Fly (RC 48)
 Gaseous Form
 Growth of Plants (RC 49)
 Hallucinatory Terrain (RC 50)
 Haste* (RC 48)
 Hold Person* (RC 48)
 Polymorph Self (RC 50)
 Protection from Evil 10'
 Radius (RC 49)
 Protection from Normal Missiles (RC 49)
 Protection from Poison (RC 42)
 Remove Curse* (RC 50)
 Silence 15' Radius (RC 35)
 Summon Animal (RC 42)
 Water Breathing (RC 49)

Level 4

Anti-Animal Shell (RC 43)
 Bestow Second Sight
 Call Lightning (RC 41)
 Charm Plant (RC 54)
 Cure Disease or Blindness

Cone of Fear
 Confusion (RC 49)
 Create Food (RC 37)
 Dimension Door (RC 49)
 Enchanted Weapon
 Find the Path (RC 39)
 Growth of Animal (RC 36)
 Massmorph (RC 50)
 Pass Plant (RC 42)
 Plant Door (RC 42)
 Polymorph Other (RC 50)
 Summon Weather (RC 43)
 Telekenesis (RC 52)
 Wizard Eye (RC 51)

Level 5

Animate Objects (RC 38)
 Anti-Magic Shell (RC 53)
 Control Temperature 10'
 Radius (RC 42)
 Control Winds (RC 42)
 Create Normal Animals (RC 38)
 Dissolve (RC 42)
 Feeblemind (RC 51)
 Hold Monster (RC 52)
 Insect Plague (RC 37)
 Lore (RC 55)
 Magic Jar (RC 52)
 Mass Charm (RC 57)
 Mass Invisibility (RC 55)
 Neutralise Poison (RC 37)
 Protection from Lightning (RC 42)
 Rock
 Transport Through Plants (RC 43)
 Weather Control (RC 54)

Level 6

Conjure Elemental (RC 51)
 Create Normal Monsters (RC 54)
 Dance (RC 57)
 Geas* (RC 53)
 Lower Water (RC 53)
 Metal to Wood (RC 43)
 Move Earth (RC 53)
 Polymorph Natural Object
 Projected Image (RC 53)
 Shapechange (RC 60)
 Speak with the Dead (RC 36)
 Speak with Monsters (RC 39)
 Stone to Flesh* (RC 54)
 Survival (RC 60)
 Sword (RC 56)
 Truesight (RC 38)

Level 7

Contingency (RC 59)
 Create Magical Monsters (RC 57)
 Creeping Doom (RC 43)
 Disintegrate (RC 53)
 Dispel Evil (RC 37)
 Maze (RC 59)
 Mind Barrier (RC 57)
 Permanence (RC 58)
 Polymorph Any Object (RC 58)
 Power Word Blind (RC 58)
 Reincarnation (RC 53)
 Summon Object (RC 56)
 Teleport Any Object (RC 56)
 Timestop (RC 61)

Sprite

Sprites are tiny (1' to 15" tall) fey humanoids, slim built and lacking in facial and body hair, with green, insect-like, gossamer wings. Few sprites are anything but blonde, with elfin features and slightly upturned noses.

In theory a sprite may become a fighter or a thief, but there are no known examples of sprites doing so. Their size and weakness does not lend to becoming great warriors. By their nature they are highly magical, and their default class is that of a fey spellcaster. This none are known to become magic users, the abilities of that class adding little to what they can naturally do. Sprites cannot pursue any divine class.

Hit Dice: Sprites have 1d4hp per level regardless of class.

Movement and Encumbrance: Sprites are slow in the ground, moving at only 60' (20"), but their light build allows them to fly at 180' (60") for as long as desired, with no more than normal resting required. At most, however, a sprite may carry no more than 100cn of weight.

Languages: Sprites speak their own tongue (which is shared with pixies), elven, and the local human language, in addition to any languages they gain from their intelligence bonus. They may also talk with dragonflies and butterflies, but those insects have little of interest to say.

Combat, Weapons and Armour: Sprites cannot wear armour and find it impractical to use shields while flying. They may use any miniature weapon, but such a weapon inflicts damage of two lower dice down (to a minimum of 1 point of damage). For example, a sprite sword inflicts only 1d4 damage whereas a dagger inflicts 1 point of damage. The range of missile weapons is reduced by half. The cost of miniature weapons is also higher, typically twice that of normal weapons. Sprites make saving throws as elves.

Item Use: Sprites can use any items permitted to their class (if they are of a size that they can handle), but they can not use magic user or clerical magic items unless

those items replicate the effects of common fairy spells.

Immunities and Vulnerabilities: Sprites are immune to all non-magical diseases, as indeed are most fey. They are also immune to all ageing. They are unable to approach within 5' of a firmly presented holy symbol, but they can enter hallowed ground if invited by a believer.

Invisibility to Mortals and Second Sight: Like other fey, sprites may become *invisible to mortals* at will. Any sprite taking an offensive action becomes visible, but may assume invisibility again as their action in the following round.

Like other fey races, sprites possess *second sight*, thus they can see other creatures that are *invisible to mortals*, as well as being able to identify polymorphed or shapechanged creatures, and those touched by fey.



Sprite Curses: Sprites of too low a level to cast a *curse* may work together to do so, with 5 sprites being able to cast a curse. Individually, sprites cast the *curse* spell at second rather than third level, although *remove curse* remains a third level spell. Sprites are famed for casting *curse*s that are mischievous rather than damaging, to humiliate others to amuse themselves rather than to cause harm.

Sprites are also able to cast a unique version of *confusion* as a third level spell that differs in that it can only be cast at a single target. A target carrying a wicker holy symbol or wearing their coat inside out is said to be protected from being “pixie led” and is immune to this spell.

Level	XP	Title	Spells							
			Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	
1	0	Daisy	1							
2	2500	Buttercup	2							
3	5000	Speedwell	2	1						
4	10000	Corncockle	2	2						
5	20000	Columbine	2	2	1					
6	40000	Avens	2	2	2					
7	80000	Primrose	2	2	2	1				
8	160000	Pimpernel	3	2	2	2				
9	320000	Bluebell	3	2	2	2	1			
10	480000		3	3	2	2	2			
11	640000		3	3	3	2	2	1		
12	800000		4	3	3	2	2	2		
13	960000		4	4	3	2	2	2	1	
14	1120000		4	4	3	3	3	2	1	
15	1280000		4	4	4	3	3	2	2	
16	1440000		4	4	4	4	4	3	2	
17	1600000		4	4	4	4	4	3	3	
18	1760000		4	4	4	4	4	4	4	
19	1920000		5	5	5	4	4	4	4	
20	2080000		5	5	5	5	5	4	4	
21	2240000		6	6	5	5	5	5	5	
22	2400000		6	6	5	5	5	5	5	
23	2560000		6	6	6	6	5	5	5	
24	2720000		6	6	6	6	6	6	5	
25	2880000		6	6	6	6	6	6	6	
26	3040000		7	7	7	7	6	6	6	
27	3200000		7	7	7	7	7	6	6	
28	3360000		7	7	7	7	7	7	7	
29	3520000		8	8	7	7	7	7	7	
30	3680000		8	8	8	8	7	7	7	
31	3840000		8	8	8	8	8	8	7	
32	4000000		8	8	8	8	8	8	8	
33	4160000		9	9	8	8	8	8	8	
34	4320000		9	9	9	9	8	8	8	
35	4480000		9	9	9	9	9	9	8	
36	4640000		9	9	9	9	9	9	9	

Theist

Not all of those who enter the cloth do so with a desire to fight the good fight. Some learn the deeper ways of clerical magic and eschew the use of weapons and armour. The Theist is a sub-class of Cleric, with more restrictions, and far more magical power. While most live a cloistered life, a few choose for part of their spiritual journey to be more adventuresome.

Prime Requisite: Wisdom

Hit Dice: 1d4 per level, plus or minus any constitution modifier, up to level 9. +1hp per level thereafter.

Experience and Level: Theists gain levels at the same rate as Clerics.

Alignment: Theists are followers of positive sphere immortals – those who represent Energy, Matter, Thought or Time. They are of necessity Good, and few are not lawful.

Attacks, Combat, Saving Throws:

Theists cannot use blood shedding weapons, and their intense focus on magical matters means they never really acquire the skills or coordination to use the range of weapons available to clerics. They may wield staves and clubs. Their saving throws are as Clerics, and they advance in fighting ability as magic users. They gain two

weapons at basic mastery at first level. Theists cannot wear armour or use a shield.

Abilities: Theists cast clerical spells, advancing at a rate shown in the experience table. While they can cast most spells in reverse, they cannot cast *cause wounds* spells and they cannot reverse *raise dead* or *raise dead fully*. They can however cast those spells on undead or entropic targets to cause the same effect. Theists can turn undead as a cleric of equal level.



Skills: Theists gain the skill to honour their own immortal, as do clerics, and they may

choose 3 of the following skills for free in addition to the 4+ intelligence bonus skills at level 1; calligraphy, research, mysticism, healing, herbalism, cookery, brewing or accounting.

Higher Levels: From name level a Theist is referred to as an Arch-Abbott (if male) or Arch-Abbess (if female). A Theist who chooses to settle down may construct an Abbey, and up to half the cost of building may be covered by the Theists church if he has fully retained favour. 1d6x50 loyal followers will flock to the new site, some will be seeking enrolment as theists or clerics, others will become loyal soldiers or guards. Most landowners welcome the establishment of Abbeys, and may grant either lands or tithes, if the faith is respected in their land and there are not already sufficient abbeys.

A travelling theist is known as a Pilgrim. Pilgrims will attract a number of followers of higher than typical level for retainers (minimum 5th level) who will seek to protect and learn from the Pilgrim. Typically, most civilised rulers welcome Pilgrims, and it is very common for those in need to seek them out for help in fighting back against the forces of evil. While Pilgrims cannot rise in rank within the theocracy, their exploits may become stuff of legend, possibly creating as many problems as benefits

Level	XP	Title	Spells							
			Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	
1	0	Cenobite	1							
2	1500	Rector	2							
3	3000	Ecclesiast	3	1						
4	6000	Ascetic	4	2						
5	12000	Friar	4	4						
6	25000	Proctor	4	4	1					
7	50000	Minister	6	4	3					
8	100000	Abbot	6	6	4	1				
9	200000	Arch-Abbott	6	6	6	3				
10	300000		8	8	6	4	1			
11	400000		8	8	6	6	3			
12	500000		8	8	8	6	4	1		
13	600000		10	10	8	6	4	3		
14	700000		10	10	10	6	6	4		
15	800000		12	10	10	6	6	5		
16	900000		12	10	10	8	8	6		
17	1000000		12	12	10	8	8	6	1	
18	1100000		12	12	10	8	8	6	3	
19	1200000		14	12	10	8	8	8	4	
20	1300000		14	12	10	8	8	8	6	
21	1400000		14	12	10	10	10	8	6	
22	1500000		14	12	10	10	10	8	8	
23	1600000		14	14	12	12	10	8	8	
24	1700000		16	14	12	12	10	10	8	
25	1800000		16	14	12	12	10	10	10	
26	1900000		16	14	14	12	12	10	10	
27	2000000		16	16	14	12	12	12	10	
28	2100000		16	16	14	14	14	12	10	
29	2200000		16	16	14	14	14	12	12	

30	2300000	16	16	16	14	14	14	12
31	2400000	16	16	16	16	16	14	12
32	2500000	18	16	16	16	16	14	14
33	2600000	18	18	16	16	16	16	14
34	2700000	18	18	18	16	16	16	16
35	2800000	18	18	18	18	18	16	16
36	2900000	18	18	18	18	18	18	18

Thief

Thieves are unchanged from the *Rules Cyclopedia* with the only change being to weapon mastery (thieves get four slots at first level) and backstab. When backstabbing, increase the damage multiplier caused as shown in the table.

Thief Level	Backstab Damage
1	x2
9	x3
18	x4
27	x5
36	x6

Multi Class Characters

There are two approaches to being a multiclassed, the Paladin model and the Double Barrelled model.

The Paladin Approach

You have a primary class and a secondary class, and you advance in the secondary class for free (in XP terms), at 1/3 of the rate of your primary class. That mirrors how paladins and avengers advance as clerics, and how druidic knights advance as druids. The disadvantage is that there's a social cost (for examples paladins, druidic knights and avengers are always servants of their church or druid circle, and can never rise in the theocracy, while at the same time they cannot owe fealty to a landowning noble, so they can't rise socially as fighters either).

That same approach can be applied to other class combinations. For example there may be mage-knights in the borders between the two empires on the Isle of Dawn (a fighter who owes fealty to a mage, never gaining respect or social status as a mage, also not being able to don armour, so never being respected as a warrior either), or cleric thieves in Darokin (who, except in the church of Asterius, will always be viewed with contempt or suspicion by their churches, ruining their chances of advancing in the church hierarchy, and limiting the nature of the favours they can ask of their churches) and a mage cleric, which sounds like a soft option, but said character might be constantly hounded by his church to take a more active role, and will never be able to rise in the church hierarchy.

These characters cannot, for those social reasons, ever become landowners.

Such characters can advance to level 36 in their prime class, at which point they would be level 12 in their second class. They advance in terms of XP, hit rolls, hit points *etc.* as defined by the primary character class. Armour restrictions are according to whichever class is most restrictive, and weapons are as per either class except in the case of clerics (their non-bloodletting weapon restriction always takes precedent).



The Double-Barrelled Approach

You have two classes. You advance equally in both until reaching level 12, then subsequently you choose which level you'll go up each time (one or the other), having a total of 24 levels to go to get up to a final 36. The experience point total needed to go up is equivalent to the *highest* total required from the two classes, +20%.

That sounds like an easy option, but a large part of your XP comes from character play and fulfilling the character class roles. For a two-class character the problem is that you have to fulfil *both* to get the bonuses so a PC will end up with fewer, and will typically lag behind the rest of the party till reaching 12th level, typically by two or three levels.

In this approach HD is an average of the two classes (e.g. a mage fighter would have 1d6, being between 1d4 and 1d8). The character attacks as whichever class gives the best hit chance, and initial weapon mastery slots are assigned as for best class. Subsequent weapon mastery advancement is by total character level (with extra fighter slots only available if the fighter level warrants it).

As these characters are genuinely multi-talented; they don't necessarily have the same restrictions as those using the paladin approach. So a cleric-thief is someone who joined the clerical establishment but already knew enough about being a thief not to need to seek out further training. A mage-fighter was probably a fighter in an earlier career, and then somehow got an apprenticeship and just never stopped throwing his sword arm around. There may still be some social stigma, but it is less likely, and the character is not excluded from opportunities on this basis.

In theory, a character can learn a second class at any time, but it won't necessarily be that much use to them. The first twelve levels might sound like free power, but then the rate of advancement of a mid to high level PC would be slowed for the gain of a paltry amount of power at each level to begin with. The price associated with learning a new class could be potentially immense, of course ("So, why ought we accept you, a massively powerful thief, into our clergy?"), possibly involving quest or payment.

Theoretically, either of these approaches could yield any combination; if it makes sense in the campaign, and the character has

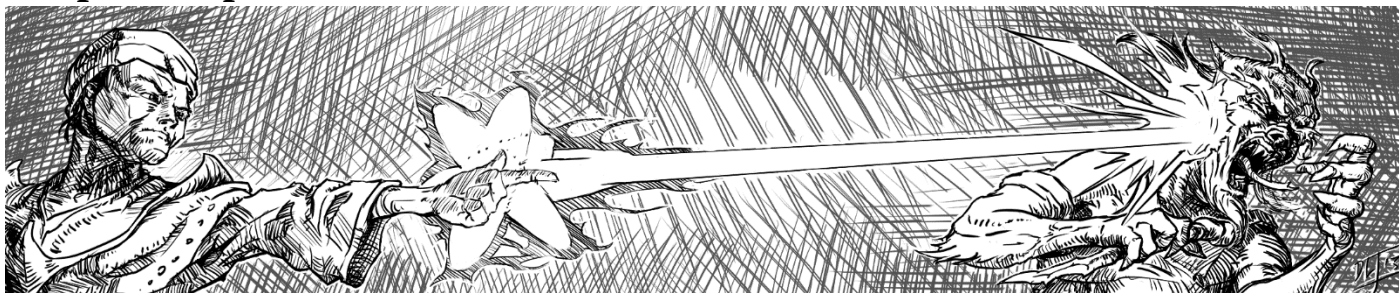
the stats to pull it off. But some classes do not readily lend themselves to being combined. For example a Merchant Mystic will struggle to gain experience, as a

Merchant only gains experience from treasures earned and a Mystic only gains experience from treasures donated. Indeed it is difficult to envisage a dual classed

Mystic at all. But in principle almost any combination, given the right circumstances, may be possible.



Chapter 3: Spells



A Note and Acknowledgement

Most of these spells are transcribed straight from my own campaign notebooks and have been researched either by PC's or NPC's in my campaign over many years. I don't know which have been taken from sources such as old *Dragon* magazine articles, *AD&D* sources, etc.

Bardic Spellsongs

Level 1

Eternal Wanderer

Range: 10' +2'/level of bard

Duration: 4 hours +1 hour/level of bard

Effect: Increases the movement rates of the recipients of this spell-song.

When performed, this spell-song allows the bard and anyone within his or her immediate vicinity to enjoy effects similar to that of the longstride a spell known to the Shadow Elves. While the spell is in effect, the recipients' movement rates are tripled, and they do not tire. In this way, many miles may be covered in a matter of hours, with no ill effects on the travellers. After singing this song, the travellers must spend an equivalent number of hours resting as were spent travelling.

Faerie Lights

Range: 10' + 10'/level of bard

Duration: 6 turns

Effect: Creates floating lights that provide a 30' radius illumination.

This spell-song creates a series of shimmering lights that dance around any target, organic or not. They provide the same amount of light as a conventional light spell, providing enough light to illuminate an area with a radius of 30'. The lights themselves dance and flicker, seeming to have lives of their own. Apart from dazzling any creatures with animal intelligence or lower (save vs. paralysis or be stunned for 1d6 rounds), this song has no effect other than illumination.

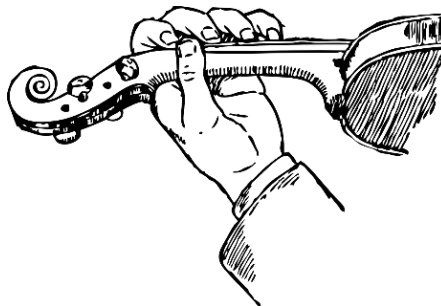
Lullaby

Range: 40'

Duration: 1d4 hours

Effect: Makes creatures within range fall asleep.

When sung, this spell-song puts a number of Hit Dice of living, sentient creatures equal to his or level, within range, fall asleep. Creatures whose Hit Dice is less than half of the bard's level receive no saving throw; others may make a saving throw vs. Spells to avoid this spell-song's effect. When performing this spell-song, the bard may choose which creatures will be affected, as long as the Hit Dice limit has not yet been reached, and as long as the target creatures remain within range. This means that if some creatures make their saving throws one round, they may succumb the following round if they remain within range, until the bard has sung a number of rounds equal to his or her Constitution score, after which no other creatures may be affected. Those who fall asleep can be awakened by shaking or poking them for 1d4 rounds, but otherwise will remain asleep for 1d4 hours. Only creatures of man-size or smaller may be affected by this spell-song.



Moonlight Shadow

Range: 50'

Duration: 1d4 turns

Effect: Deepens surrounding shadows.

This spell-song may only be cast on a moonlit night, or in daytime in an area with considerable shadow. The bard calls to the shadows by singing or quietly playing this spell-song, causing them to appear to deepen and thicken over a period of 1d6 rounds. The spell-song affects an area of roughly 30' diameter. Once complete, the shadowy area grants a +25% bonus to Hide in Shadows checks within the area or provides a flat 25% chance for non-thief classes to Hide in Shadows. The area of

effect for this spell increases by 5' diameter, and the Hide roll bonus by 5%, for every three levels of the bard, to a maximum of 60' diameter and 55% bonus at 19th level. The range, duration, and casting time are unchanged.

Rhyme of the Horse Whisperer

Range: 30'

Duration: 1 turn per level of the caster

Effect: Calms animals

By speaking a calming rhyme, the bard may attempt to calm a spooked domestic animal. It will not typically work on wild animals, nor on animals that are not familiar with the caster. Each attempt to calm an animal (essentially reverse a failed morale check) takes 1d4 rounds of constant rhyming, that the animal must be able to hear.

Rock Music

Range: 0

Duration: 1 round per level of experience

Effect: Imbues 1 or more stones with magic

This spellsong allows the bard to enchant stones (up to the size of large pebbles) that can be used as weapons. The bard may imbue one such stone per round played, and the song may last up to 1 round per level of experience. They can be thrown up to 30' or can be used as sling stones and can hit creatures immune to attacks of up to +2 magical weapons, although attacks using them confer no bonus to attack or damage. Thrown or used in a sling unskilled, the stones inflict 1d4 damage, or 2d4 if the target is undead. Used with weapon mastery, the stones cause damage appropriate to the attacker's skill, and inflict double damage to undead creatures. Each of the stones will remain magical until used or until 1 minute has passed.

Seeker of Magic

Range: 0' (bard only)

Duration: 6 turns

Effect: Detects magic within a 20' x 20' x 20' area.

When sung, this song reveals the magical nature of all magical items within the area of effect. All magical items, including those worn, will have a soft blue halo about them for the duration of the spell. There is a 3%

chance per level that the bard can identify the exact nature of each magical object examined, as per the magic user's analyse spell - though he or she will not be able to find out the number of charges (if any).

What Ails Thee?

Range: 10'

Duration: 6 rounds

Effect: 1 or more individuals

This complex spell-song takes the form of either a duet or a choral performance, depending on the number of subjects. The bard sings a series of questions relating to the health of those questioned, and they are empowered by the magic of the song with information about anything that may be wrong with them and will likewise answer in song. 1 individual per 3 levels of the bard may be thus engaged in song. Unwilling targets may make a saving throw vs. spells to avoid succumbing, or they may (if they can) simply walk out of the area of the songs effect.

Level 2

Bellow

Range: 50' + 5'/level of bard

Duration: 1 round

Effect: Creates a blasting cone of sound.

After singing this spell-song for one round, the bard may shout the next round, creating a cone of sonic force 40' wide at its far end, which inflicts 2d6 damage on everyone within the area of effect. In addition, those within the cone must save vs. Death Ray or be deafened for six turns. Every three levels after 3rd level, the bard will inflict an additional 1d6 damage with this spell-song, such that a 6th level bard's bellow will do 3d6 damage, up to a maximum of 13d6 damage at 36th level.

Discordant Note

Range: 30'

Duration: 1 round per 3 levels of experience

Effect: Makes fights more likely

This spellsong allows a bard to add the occasional off note to a performance, targeted to resonate in the ears of individual targets. During a performance lasting up to 3 rounds per level of experience of the bard (rounded up) may target a single target within range every 3 rounds. That target must make a saving throw vs. spells or become convinced that the nearest character to them (NPC or PC) is itching for a fight, and will respond appropriately (violently, angrily, by leaving, *etc.* depending on their situation).

Flight Be True

Range: 20' + 10'/level of bard

Duration: Special

Effect: Temporarily enchants one arrow, quarrel, or sling stone each round.

This spell-song allows the bard to temporarily enchant one missile weapon attack each round, as long as he or she is singing and playing his or her instrument and is succeeding in all required checks (one skill check is required per round). An attack with that missile gains an extra +4 to hit, as well as the ability to injure creatures that would normally be immune to non-silvered or nonmagical attacks, provided the creature is alive. The bard may sing this song for a number of rounds equal to his or her Constitution score, after which time he or she will pass out for 1d4 hours. If the spell-song is stopped before then, no ill effects result.

Guardian Angels

Range: 15' + 5'/level of bard

Duration: 10 rounds

Effect: Improves the armour classes of the recipients temporarily.

Once sung, this spell-song emboldens the bard and other recipients, providing them with a bonus of -2 to their armour classes for the duration of the spell-song's effect. This bonus is applied against all attacks made by opponents. This spell-song also renders the recipients, for its duration, immune to all effects from other spellsongs. The bard may thus protect up to 1 ally per 3 levels of experience.

Hero's Chant

Range: 10' + 2'/level of bard

Duration: Special

Effect: Inspires one's allies to fight with renewed vigour.

This spell-song invigorates and inspires friendly combatants within range, conferring a bonus of +1 on all attack and damage rolls against opponents, a +1 to saving throws, and a +1 bonus to morale. Unlike other combat-oriented spellsongs, this one must be sung continuously in order for its effects to be enjoyed. The bard may sing this song for a length of time in rounds equivalent to his or her Constitution, after which he or she will fall unconscious for 1d4 turns. If he or she stops singing before this point, there are no ill effects.



Needles and Pins

Range: 80'

Duration: 1 round

Effect: a spray of magical needles

This spell, the Bardic version of Magic Missile, requires a handful of pine needles, wooden splinters, or wood/bone/metal sewing needles as the focus. The Bard trills a short musical phrase (no instrument is required), causing the affected items to glow and rise into the air and fly towards and strike any foes within range. The Needles and Pins hit automatically, causing 1 point of damage each. The bard may enchant 1d6 needles per 2 levels of experience.

Sahar Alqahira

Range: 60'

Duration: 3 turns

Effect: First hypnotises, then charms snakes

By constantly playing his instrument, the bard may attract the attention of and control snakes. The bard may choose merely to stop snakes attacking using this spellsong, and may thus prevent 1HD per level of experience attacking for as long as the song is played, to a maximum of 3 turns. If the bard chooses to play more intently and try to control the snakes, each snake may save vs. spells to avoid the effect. Whether controlled or merely pacified, each snake regains its own free choice of action upon taking any damage, or when the bard ceases playing. The snakes are not necessarily hostile to the bard upon the spellsong ending.

Sound of Silence

Range: 60'

Duration: Special

Effect: Neutralises sound within 20' diameter area

This spellsong, a variation on the Clerical Silence 15' Radius spell, causes an area of absolute silence to come into being. The Bard may select an area, or a person, to centre the spell on; if the latter, the zone of silence moves with them. Spellcasting is impossible within the area of effect. The zone persists only as long as the Bard plays; the spell is cancelled if the Bard stops, the person moves beyond the maximum range for the spell, or the target moves to encompass the Bard in the silent area. Consequently, A Bard using this Spellsong would do well to remain safely at the rear of the party, letting his companions fight.

Tireless Hero

Range: 10'

Duration: Eight hours

Effect: Bard and anyone within 10' may go without rest for eight hours.

When this song is sung, all within its area of effect will instantly feel as though they have just had a full night's sleep. Any penalties for fatigue are eliminated, and parties otherwise needing to sleep for the night will be able to go without rest. The effects of this spell-song may not be utilised for more

than three days in a row, nor may this song be sung more than four times a week. Otherwise, the bard and his or her companions will suffer penalties for fatigue as per the normal rules - the body can go without sleep only for a short while. After the spell-song's duration expires, the recipients must rest for at least six hours, though a second casting will obviate this need. If this is done, the rest requirement would then be 12 hours, and this cannot be avoided by a third invocation of this spell-song.

Level 3

Epic Battle

Range: 10' + 5'/level of bard

Duration: 12 rounds

Effect: Creates an illusory battle scene up to 20' x 20' x 20' in size.

This spell-song allows the bard to create, from his or her imagination, any battle scene up to 20 feet cubed in size. The scene will be realistic and can move with the bard - all those seeing it must save vs. spells in order to recognise it as an illusion, otherwise they will be awed by what they see, and be stunned for 1 round. Most often, the scene is of an epic battle, or of a great hero defeating his foes. The images can be placed anywhere within range by the bard, such that the party can appear to be bolstered by several powerful-looking warriors or wizards. In any case, all images have an armour class of 9, and if touched will disappear. As with magic-user phantasma force spell, those "killed" by an illusion will fall unconscious, but only for 1d6 rounds.

Light Flight

Range: 10'

Duration: 3 Turns

Effect: creates a globe of light

This Spell-song creates a free-floating globe of light measuring 6" across, which gives off radiance equivalent to a Light spell, within 10' of the caster. This globe will automatically follow the caster (like a Floating Disk). The Bard may cause the light to move around at his will by playing his instrument, to a maximum distance of 80' away. When the music stops, the globe will slowly drift back into its original position. This spell is useful underground to allow the party to see further than normal, and to trick possible ambushers into thinking the party is closer than it is.

Requiem Melody

Range: 120'

Duration: Special

Effect: Saddens 4d4 Hit Dice worth of creatures.

When the bard begins to sing this requiem, 4d4 Hit Dice worth of creatures, ogre-sized or smaller, become overcome with sorrow (-1 to attacks and damage, no save) and must make a saving throw vs. spells in order to avoid the other effects of the spell-song. If the saving throw is successful, the penalty lasts only while the bard continues to play the song, which is a maximum of one round per Constitution point of the bard. If the saving throw fails, the victim falls into despair, mourning his or her ill fortune (real or imaginary), and unable to perform any action. This bout of depression can last for a maximum number of rounds equal the bard's Constitution (see rules above). The spell-song only works against intelligent (i.e., those with an Intelligence of 3 or higher) creatures. Whether or not the bard stops singing before a number of rounds equal to his or her Constitution has passed, he or she must make a Wisdom check to hold off the negative emotional energies that were summoned with the spell-song. If the save succeeds, the bard is stunned for 1d4 rounds; if it fails, the bard passes out for one round per round spent singing.

Song of Binding

Range: 30' + 10'/level of bard

Duration: 1 round/level of bard

Effect: Paralyzes up to four creatures.

This spell-song is similar to the magic user spell hold person. The bard can paralyse up to four creatures of medium size (up to 7' tall), two creatures of Large size (7+1' to 12' tall), or one creature of Huge size (12+1' to 25' tall); it has no effect on creatures greater than 25' in height (Gargantuan size). The victims must be within the range of the spell-song and must listen to the song for at least one round in order to be affected. Each victim can avoid the effects by making a successful saving throw vs. paralysis, otherwise they are convinced that they are paralysed. The paralysis lasts for one round per level of the bard and can be dispelled in the normal ways (such as the spell free person), or by the reverse of this song (see below).

Song of Freedom

Range: 30' + 10'/level of bard

Duration: 1 round/level of bard

Effect: Frees up to four creatures within range from the effects of paralysis.

This spell is the opposite of Song of Binding. It has the same range and characteristics of that spell-song and can be used to permanently negate all paralyzing effects in the area (from spells such as hold person, as well as ghouls' touches). As long as the duration lasts, all paralysed creatures within range are filled with newfound energy and are allowed a new saving throw vs. Paralysis each round to free themselves

of any paralyzing effect that is holding them.

Tune of the Land

Range: 1 mile per level of the caster

Duration: Instantaneous

Effect: Caster understands position of ley lines

Upon completing this tune, a bard is infused with a knowledge of where ley lines (routes of power connecting sources of power or historic locations) are within range. Relative power levels of said lines and the directions to intersections thereof are learned, but the type and source of such power centres is not.

View From Afar

Range: 0' (bard only)

Duration: 3 turns

Effect: Allows the bard to see places up to five miles away.

The effects of this spell-song are much like that of a crystal ball. Upon singing the song, the bard can see any location up to five miles away. He or she only needs to know the name of the place, and a brief description, in order to see it. His or her point of view of this location can rotate up to 360 degrees at will but cannot move. The bard may look at different locations within the duration by naming different places and descriptions, and so may obtain a form of "movement" in this way, though far less accurate than that of a wizard eye spell. This spell-song cannot allow the bard to see through solid objects, or at any place shielded by magical wards or enchantments. Also, while the spell-song is in effect, the bard is in a trance-like state; there is no awareness of surroundings or events. Should the bard be injured in any way, his or her concentration is broken, and the spell-song is ruined.

Level 4

Breathstealer

Range: 20' + 10'/level of bard

Duration: Special

Effect: Suffocates anyone within an area measuring 30'x30'x30'.

When sung by the bard, anyone within a 30' cube within range must save vs. spells at -2, each round in which the spell-song is in effect, or think they are beginning to suffocate. While the bard sings, the victims must make a save every round, losing three points of Constitution temporarily if they fail, losing nothing if they make it. In either case they are able to move normally, though those failing their save must make a Constitution check (at the reduced score if they failed a saving throw) in order to do so while they are within the area of effect. Every time the victim fails the saving throw,

another three points of Constitution is lost. Victims within the area of effect who have failed their saving throw also have their movement rates halved as long as they are suffocating. In addition to this, suffocating victims cannot cast spells, speak, or make any attacks, and death will result if their Constitution score reaches zero. The bard may sing this song for as many rounds as he or she has Constitution points. Should the bard sing until his or her Constitution reaches zero, he or she will pass out for 2d6 rounds. It should be noted that everyone within the area of effect (including a bard's friends) will be affected by this spell-song. Lost points of Constitution are regained at 1d3 points per full day of rest, or at a rate of 1 point per dice of healing spell applied.

Magic's End

Range: 60'

Duration: Permanent

Effect: Nullifies magical effects within a cube measuring 20'x20'x20' in size.

When sung or played by the bard, this spell-song will instantly dispel all spells and spell effects within a 20' cubed area up to 60' away. Unlike the magic user spell dispel magic, there is always a chance that the target(s) of this spell-song may resist this effect. The base chance is 20% for all spells and spell effects created at a level equal to or lower than that of the bard performing this spell-song. This chance increases by 5% for every level of difference between the spell and the bard. For example, an 8th level bard wishes to dispel a cloudkill spell cast by a 12th level mage. The spell has a 40% chance of resisting the spell-song's dispelling effect (base 20% chance, plus 20% for four levels of difference).

Mind Render

Range: 50'

Duration: Special

Effect: Induces primal fear in anyone within range.

This spell-song, when sung or played, induces in every sentient being within the area of effect an insane fear of all that is around them, unless they make a saving throw vs. spells at a -2 penalty each round they are in the area of effect. Those who make this save each round, or who leave the area, are unaffected. Those who fail any save while in the area instantly become delusional - fearing that everyone around them is out to get them. There is a 50% chance each round thereafter that they will launch into a frenzied assault on the nearest person, regardless of whether they are friend or foe. All such attacks are made at an additional +1 to hit and damage, on top of regular Strength bonuses. This effect will occur even if the victim who failed his or her saving throw leaves the area of effect and will last for a number of hours equal to

the level of the bard. This effect may be removed by a normal remove curse spell, a wish, or any other magical means of removing enchantments. The bard may perform this spell-song for a number of rounds equal to his or her Constitution score. If he or she does not stop playing before then, the bard may maintain this spell-song, but must make a save vs. spells each round, or fall under the same effects as the intended victims. It should be noted that this spell-song is indiscriminate, affecting everyone within the area of effect - even a bard's friends.

Tempest

Range: 0' (bard only)

Duration: Special

Effect: Creates illusory weather conditions within 120 yards.

When performed, this spell-song allows the bard to create illusory weather conditions in a 120- yard area, centred on him- or herself. This spell-song must be performed outdoors, and the effect may move with the bard while he or she continues performing. In many ways, this spell-song works in much the same way as the druidic weather control spell. The bard may select a weather pattern with which he or she is familiar and create a realistic illusion of it. Those caught within the effect (except the bard's companions) must make a save vs. Spells to see through the illusion, otherwise they will believe it is real, and will suffer its effects. Typical weather conditions, and their effects on those who fail the save, could include the following:

- Rain: All missile fire within the area of effect is penalised by -2, the ground appears to become muddy after 12 rounds (all those affected by the illusion move at half normal rates)
- Fog: Visibility is reduced to 20', movement rates are effectively halved, and people may get lost
- High winds: Missile fire and flying is impossible, movement rates are halved
- Snow: Visibility is reduced to 20', movement rates are halved.

The bard may perform this spell-song for a number of rounds equal to his or her Constitution score, after which he or she may continue the spell-song, but must save vs. Spells each round or pass out for 1d6 rounds due to the exertion. If the bard stops performing before that time, no ill effects result.

Truthtell

Range: 50'

Duration: 5 questions

Effect: Makes one person provide information freely.

After being performed for one round, this spell-song allows the bard to select one individual within range and compel him or her to answer up to five questions truthfully if they fail a saving throw vs. spells. The victim of this spell is not charmed, but he or she cannot disobey the bard. The answer to each question will be given as fully as possible, including the victim's opinions and inner thoughts on the subject matter - nothing can be held back. Details that the victim does not remember, or of which he or she was unaware, cannot be obtained by this spell-song. Once the questioning is over, the victim will not remember the experience, and will return to "reality" in another three rounds, after which he or she will be slightly disoriented. At the DM's discretion, victims may be allowed a save vs. spells every week to recall the questioning.

Level 5

Dance With Me

Range: 0' (bard only)

Duration: Up to one round per Constitution point

Effect: Makes people within 30' of the bard dance wildly. This spell-song is very similar to the magic-user spell *dance*. When this spell-song is played all those who are within 30' of the bard and who fail their save vs. spells begin to dance uncontrollably following the rhythm of the song. While they dance, they cannot cast spells, fight or dodge, and cannot activate magical objects. They are totally caught up in the dance and do not pay attention to anything else around them. They move following the source of the sounds and cannot thus exit the area of effect of the spell-song, unless somebody pulls them away by force (a Strength check is required). If they are somehow hurt while dancing, they ignore the pain and keep on dancing. The victims of this spell suffer the following penalties: -4 to their saving throws; -4 to every skill check; and their armour class is calculated using only their magical bonuses and without the shield (if any). The bard may continue playing this wild spell-song for a number of rounds equal to his or her Constitution score; if he or she stops, the whole effect ends. The effect can be cancelled also via a *Magic's End* spell-song or *Silence* spell; *dispel magic* has no effect whatsoever.

Fantasy

Range: 120'

Duration: Special

Effect: Induces hallucinations in up to 15 Hit Dice of creatures within range.

When invoking this spell-song, the bard can affect up to 25 Hit Dice worth of creatures (i.e., one 25 HD creature, five 5 HD creatures, 25 1 HD creatures, or any other combination). The player indicates which

creature(s) he or she wishes the bard target, and the DM secretly determines how many of those creatures are affected. From the 25 Hit Dice maximum, the DM should first subtract the larger Hit Die creatures, and then apportion the remainder (if any) among the weaker creatures. If any Hit Dice are left over, either because all of the creatures have been affected, or because there are not enough to affect the remainder, they are lost. Once the creatures have been chosen, they must save vs. Spells or succumb to a vivid combination of audio and visual hallucinations. So intense are these sensations that the affected creature(s) cannot interact with the outside world in any way; they will literally believe they are in another world, devised by the bard through his or her singing and playing. As such, the bard can create almost any experience desired for those affected by the spell-song, though violent hallucinations may result in the victims striking out wildly with their weapons (the DM should determine whether such attacks might hit anyone). This effect may be maintained for a number of rounds equal to the bard's Constitution score. If the number of rounds equal to that score have passed, the bard may maintain the spell-song, but he or she must make a save vs. Spells every round to avoid experiencing a sensory overload, which will stun the bard for 2d6 rounds. There are no ill effects if the bard ends the spell-song before his or her Constitution limit is reached, though the creatures affected by the spell will be stunned for 1d6 rounds due to the sudden shift back to reality.

Forgotten Thoughts

Range: 30'

Duration: Permanent

Effect: Makes one victim forget something.

By playing this spell-song, the bard hypnotises the victim and makes him or her forget something stored in their memory. The victim who fails their save vs. Spells finds themselves staring blankly at the bard who continues playing while whispering to him or her to forget a specific thing. For this power to function correctly, three things are needed: a) the victim must understand the bard's language and hear him/her; b) the bard must know what to erase from the victim's memory; and c) the victim must have an Intelligence score of 17 or lower (it does not affect geniuses). The bard can erase from the victim's mind a single memory (for example the name of a person or the location of a hideout or even a spell stored in his or her mind), or they can erase a brief period of the victim's memory, up to one hour per level (for example, a 11th level bard could say: "You will forget everything you did yesterday from 7:00 am to 6:00 pm"

or "on Ambyrmon the 23rd" or "on Nuwmont the 4th of AC 989"). There is no limitation to the point in the past the memory can go. This spell-song does not make a spellcasting victim forget all of his or her spells; only one (chosen by the bard, provided he or she knows what spells the victim memorised). Memory lost as a result of this spell-song can only be regained via a wish, a psychic surgery or a restoration spell cast by a cleric of higher level than the bard.



Hymn of the Ages

Range: 0 (User Only)

Duration: Special

Effect: Contacts one immortal

By singing sacred passages, and playing the right inspiring notes, a bard may contact any one of the immortals of the pantheon revered by their culture and may ask up to three questions. The questions do not need to be yes or no questions, and the immortal may choose not to respond. A normal reaction roll is made, modified by the bard's charisma, whether they are in favour with the immortal in question, whether they have made a successful perform skill check (singing or instrument). The bard can use this song as often as desired, but no immortal is likely to respond more than once a month, except in the most serious of circumstances.

Into the Gap

Range: 50'

Duration: Special

Effect: Opens pit beneath living target

This spell requires a drum, of any size or type, as the focus. The spell is cast to the sound of the fast-beating drum (played either by the bard, or some other member of her party). At the final word, the drum is struck very hard, and a pit, 8' long/8' wide/20' deep, magically appears beneath the chosen target(s). The target must roll

under Dexterity or fall into the pit, taking 1d6 damage in the fall. The walls of the pit are so sheer and slick that even a Thief is unable to climb out so, unless able to escape by magical means, the target is stuck until freed by others.

So long as a single living being is still within the pit, it will remain open indefinitely; the moment all living creatures have left its confines by whatever means, the pit vanishes. "Living", in this context, includes animate, artificial creatures such as Living Statues and Golems, or Undead, such as Zombies, Vampires *etc.*

The spell will not work if the ground beneath the target is not solid (i.e. the second floor of a tower, the deck of a boat, or a patch of land above a mine). The drum is not consumed in the casting, and may be used indefinitely.



Ley Step

Range: Special

Duration: 1 turn

Effect: Transports the bard and other individuals

This tune can only be played at sites of power, the intersections of ley lines such as ancient battle grounds, standing stone circles, great temples, *etc.* Upon completion of a complex dance, taking 1 turn and requiring all recipients participation, the bard and up to 1 other individual per 5 levels of experience can be transported to another connecting node on the same ley line. For example, a bard at a circle of standing stones may be able to transport to a party to the next circle of stones or to a major temple at the nearest city. This can be up to 10 miles per level of experience of the caster. Above level 20, a bard may, from such a node, transport to the ethereal plane, and from level 25 to the Astral or an elemental plane. Above level 30, this transport may be, if the site of power is also a planar node (many of course are) transport may be to an outer plane.

Resurrection Shuffle

Range: 10'

Duration: Instantaneous

Effect: Raises dead creatures

This song requires the bard to perform with an instrument for several minutes, the tune moving up and down in pitch until a tone is found that resonates with the soul of a dead

character. This takes 15 minutes, but this may be reduced by 1 minute per point a perform check has been made by. If the total is less than 1, the spellsong takes only a single round. The majority of the body must be present, and the bard knows when the correct frequency has been found because the body starts to move, to shuffle, as the departed soul makes contact with it.

By using this spellsong, the bard can raise any character that has been dead for up to 1 week per level of experience. If the bard is 15th level or less that character is raised with 1hp as per a *raise dead* spell. Per level of the bard above 15th, they return to life with 10hp (up to their maximum hit point total), and can otherwise act without penalty as per a *raise dead fully* spell.

Rolls Of Thunder

Range: 120'

Duration: 1 round

Effect: Creates a thunderous wave of sonic force.

This spell-song produces a great blast of sound from the bard's instrument at the end of the round in which it is played, which affects all creatures standing in front of the bard, in a cone 120' long and 60' wide at its far end. Those within the cone are buffeted by the sonic wave and receive 2d8 points of damage (they may save vs. dragon breath for half damage). In addition, all victims must save vs. death ray or be blown over by the blast. No additional damage is taken if the save fails, but victims will be stunned for 1d6 rounds. Every five levels after 11th level, the bard will inflict an additional 1d8 damage per victim with this spell-song, up to a maximum of 7d8 damage at 36th level (although victims may still save for half damage).

Satire

Range: Special

Duration: Special

Effect: Curses one being.

This spell-song is one of the most potent weapons in a bard's armoury; it enables the bard to place a form of curse on a single individual who has wronged him or her, or those whose side he or she takes. Each use of this spell requires the bard to compose and write a new song (a process that takes at least one week), lambasting the chosen target in a particular way; the song should generate derision, contempt, or dislike for the target in those who hear it. A skill roll (using the lowest score of the bard's three required skills) is required at its completion, to see if it succeeds in evoking the effect the bard wants; failing this roll means that the bard must start again, with -1 penalty on the next skill roll. If the attempt fails three times (cumulative penalty), the bard may not Satirise that individual until he or she gains

at least two more levels. If the attempt succeeds, the bard may cast the spell by playing the song in front of an audience of no less than 20 people. The target need not be in 24 the audience, or even in the same country, but must nevertheless make a saving throw vs. spells (with -1 on the roll for each 10 people who hear the Satire's debut performance, up to a maximum of -10) or be affected by the curse. This may be anything from a penalty to saving throws, to a reduction in one characteristic (no more than two points), to some physical effect - an obscenely long nose, for instance, or the sound of a donkey braying when the cursed person speaks; anything which makes a suitable punishment for the target's "crime". The effect of the curse lasts for as long as people remember, and continue to sing, the satirical song; if no further performances are given, the effect fades in about a week. A wronged bard is a vengeful creature, however, and is likely to perform the Satire as often as necessary, and to as many people as possible, to keep it going. The task may be made easier if fellow bards and minstrels can be convinced to take up the Satire - two (or ten, or twenty) bards can spread a song much more effectively than one, after all. No bard may have more than one Satire in operation at once; this includes those relaying another bard's Satire. The subject of the Satire is entitled to an additional save once per month, for as long as the curse continues; if successful, he or she is freed from its effects forever. The power to Satirise someone is the most important ability, and most sacred trust, held by the bards; they never use it for frivolous or trivial purposes. If a bard should ever stoop to such an act (DM's judgement), he or she may find the effects of the curse rebounding threefold.

Shadow on the Wall

Range: 20'

Duration: 1 Turn

Effect: summons Shadows

This spell requires bright light, which must cause the Bard (and others) to cast a shadow - a Light Flight spell will do. Cast like a normal magic user spell, this dweomer requires only a discordant tone - a twanged guitar, for instance, or a sour note on a flute - to activate it. This "activation" may occur at any time up to 1 Turn after the spell is cast. The spell summons up to three Shadows (see the Rules Cyclopaedia for stats) to fight for the caster - one each from any humanoid shadow. If there are less than three humanoids within range, the spell summons the maximum number it can. The Shadows fight fearlessly for the Bard until destroyed, or until the spell expires. The Bard does not have to concentrate to maintain the spell and may move and fight as normal.

Metamorph Spells

The following spells are treated as 'common' for metamorph spellcasters, but are rarely known by other characters.

Copy Form

2nd level Cleric/Druid Spell

Range: 90' (and caster only)

Duration: Special

Effect: Allows the cater to copy a form

A handy spell for a metamorph but of limited use for any other character this spell allows the caster to change into the form of another creature that the caster can see within range within range. Normal restrictions on the habitat of origin of such a creature do not apply, but the caster must be able to change into that type of creature. For example, a cleric who sees an arctic fox but who is not able to transform into creatures from the arctic can, if they cast this spell, change into that creature, assuming that they can transform into a mammal and have not already done so that day.

Detect Shifter

2nd level Magic User or Clerical Spell

Range: 120'

Duration: 1 turn per level of the caster

Effect: Shows shapeshifted creatures to the caster

A popular spell among metamorphs and also quite useful for other spellcasters, this spell allows the caster to see all shape-shifted creatures (lycanthropes in animal form, metamorphs who have changed shape, polymorphed, etc.). The true form of that creature is not revealed, and no indication of the process governing shape shifting (magical or natural) is given. Invisible polymorphed creatures are visible to the caster in a vague outline form, the caster can discern that they are there but not what form they are in.

Metamorph Sight

3rd level Magic User of Cleric/Druid Spell

Range: 120'

Duration: 1 turn per level of the caster

Effect: Shows all creatures in their true form

While this spell lasts, the caster can see the true form of all polymorphed or shapeshifted creatures within range. Such creatures if invisible are rendered visible to the caster and their true form is likewise shown to the caster.

Render Trueform

3rd level Magic User Spell

Range: 120'

Duration: Instantaneous

Effect: Forces a victim into their true form

This spell may be cast at any creature within range. If that creature is shape shifted, polymorphed, metamorphosed or in any way in a form other than their true form, they will (if the magic or metamorphosis is from a lower level than the caster or in the case of a monster of a lower HD than the caster has levels) immediately be forced to revert to that form. If cast at a shape shifting creature of higher level or HD than the caster, or polymorphed by a higher level caster, there is a 5% chance of failure per level or HD above that of the caster of this spell.

Impose Form

4th level Magic User spell

Range: 120'

Duration: Special

Effect: Allows the caster to control another creature's form

This spell can be cast on any creature able to polymorph, metamorphose or shapeshift. The creature must make a saving throw vs. *spells* or they are forced into a form that the spellcaster can change into and must stay in such a form for at least 1 turn before they can use their own ability to change form again. The caster cannot force a creature into any form they are not themselves familiar with, or if the spellcaster cannot change form then the victim may only be forced into humanoid form if this is possible. This can be used to force a creature that is polymorphed back into its own form, to force a lycanthrope in to their animal form (if it is one the caster is capable of becoming) or back into humanoid form.

Split Essence

7th Magic User, 6th Cleric/Druid Spell

Range: Self only

Duration: 1 turn per level of the caster

Effect: Allows the caster to become 2 creatures

This spell allows a metamorph caster to split his life essence into 2 forms simultaneously. Both forms must be kinds that the caster can become, and no extra metamorphoses for the day are gained. The combined number of HD of the creatures must not be greater than the level of the caster, and that the combined total number of hit points of the two is the same as the casters hit point total. The caster may, for example, change into a bear and an eagle at the same time, or a shark and a dolphin. Both remain under the control of the character, psychically connected, but they can operate independently at any distance. This may, for example, allow one to be *teleported* elsewhere while the other is aware of everything seen or heard there. Note that if one form is killed, both die, and also if the two are not together at the end of the spells duration the caster will die.

Combine Essence

8th level Magic User, 7th Level Cleric/Druidic

Spell

Range: Touch

Duration: 3 turns

Effect: Combines 2 metamorphs into 1 form

This spell allows 2 metamorphs, the caster and 1 other, to combine into 1 form. This allows them to take the form of a creature that may otherwise have too many HD, for example. The two metamorphs must include the caster and one other willing metamorph participant. One or both must be able to take the chosen category, even if they could not normally become such a large example thereof. The individual with the highest combined intelligence and wisdom scores remains in control (the caster in the event of a tie), and other modifiers (individual initiative modifier, saving throws, *etc.*) are made according to whichever is best for the combined character. The entity has a combined hit point total equivalent to both metamorphs.

At the end of the spells duration both metamorphs return to humanoid form, and share any damage taken equally (if an odd number of hit points of damage has been taken, the extra hit point of damage is attributed to the metamorph with most hit points). This may be sufficient to reduce one of the two metamorphs to less than 0 hit point, in which case at the point of separation that metamorph dies (thus it may be better to seek magical healing before separation). The spell also ends if either of the two parties wishes it to end, i.e. either may simply revert to their own form at any time.

Additional Common Clerical Spells

Level 1

Clear Sight

Range: Touch

Duration: 2 rounds per level of caster

Effect: makes distant spot look close

When this spell is cast, any spot up to one mile distant can be viewed as if it were only 10' away. The person affected by the spell need only pick a spot and concentrate his attention on it and the image becomes larger. The area viewed is a circle up to 70 feet in diameter.

Diagnose

Range: 10'

Duration: Instant

Effect: Determine illness or injury in 1 individual

By casting this spell a cleric can instantly determine what ails someone, i.e. what kind of sickness, madness or injury. No detail is immediately gained with regard to appropriate cures or treatments.

Magical Stone

Range: 0

Duration: Special

Effect: Imbues 1 or more stones with magic

This spell allows the cleric to enchant up to 1 pebble per 5 level of experience. They can be thrown up to 30' or can be used as sling stones, and can hit creatures immune to attacks of up to +2 magical weapons, but attacks using it confer no bonus to attack or damage. Thrown or used in a sling unskilled, the stones inflict 1d4 damage, or 2d4 if the target is undead. Used with weapon mastery, the stones cause damage appropriate to the attacker's skill, and inflict double damage to undead creatures. The stones will remain magical until used or until 3 turns have passed.

Sanctuary

Range: 0

Duration: 2 rounds per level of the caster

Effect: Cleric or target is ignored

This spell affects one creature. Anyone or anything attacking the caster or recipient must make a saving throw vs. *spells* to do so. If the save is failed, the creature will lose track of what they are doing and ignore the protected creature. Any offensive action taken by the spells recipient will break the spell.

Level 2

Cure Moderate Wounds*

Range: Touch

Duration: Instant

Effect: Cures 1 individual of 2d6+2

damage

Identical to the first level spell *Cure Light Wounds* but curing 2d6+2 damage instead of 1d6+1

Dust Devil

Range: 30'

Duration: 2 rounds per level of the caster

Effect: Conjures a small air elemental

This spell summons a single, weak air elemental, a dust devil (AC4, HD2, Mv 180' (60'), att 1, dmg 1d4, can be hit by normal weapons). The elemental is 1' in diameter at the base, 5' tall and 3'-4' wide at the top. It moves as directed by the cleric, but dissipates if moved more than 30' away. Any torches, camp fires, candles etc. are blown out by the elemental, and it picks up small sticks, dust etc. within 10', obscuring normal vision, and any creatures leaving this cloud will be blinded for 1 round after it has moved on. A single blow from any air

elemental or air based creature will instantly dissipate the dust devil.

Trip

Range: Touch

Duration: 1 turn per level of the caster

Effect: 1 object, up to 10' long

Any corporeal creature walking or running over the object this spell is cast on (a normal object such as a stick, pole, rope, *etc.*) who is not extremely small (leprechaun sized or smaller) or large (elephant size or larger) must make a save versus spells or be tripped, falling prone to the ground. If the creature was running, then they must also make a save vs. death ray or be stunned. Once a creature is aware of the *trip* hazard, they will no longer fall – the same creature will not *trip* on the same object twice in the spells duration.

Withdraw

Range: Caster only

Duration: Special

Effect: Caster withdraws for thinking time.

By means of this spell the caster steps outside of normal time for one round, during which time they can think and consider for two minutes. The cleric can cast healing or divination spells during that time, but only on themselves. The cleric cannot move during this time, and loses any dexterity bonuses due to shield or dexterity.

Level 3

Chardastes Breath*

Range: 0

Duration: Instant

Effect: Cures multiple targets within 15'

This spell allows the caster to simultaneously *cure light wounds* multiple targets within 15' range. One target per 3 levels of experience of the cleric can be affected, although only one cure can be directed to each target. When used in reverse, no hit roll is needed (unlike other *cause wounds* spells) but the targets may make a saving throw against spells to avoid taking damage.

Cure Serious Wounds*

Range: Touch

Duration: Instant

Effect: Cures 1 individual of 3d6+3 damage

Identical to the first level spell *Cure light Wounds* but curing 3d6+3 damage instead of 1d6+1

Stoneshape

Range: Touch

Duration: Permanent

Area of Effect: 1' cube per level of experience

The caster of this spell can crudely shape any normal, unworked stone (crafting idols, making a crude doorway, *etc.*). Without any skill in sculpture or engineering the work may be crude, but simple figures, openings and constructions are possible. Any objects made with moving parts will probably (60% chance) not work.

Water Walk

Range: Touch

Duration: 1 turn per level of the caster

Effect: Recipient can walk on water

For the duration of this spell, the recipient can walk on any liquid (water, mud, snow, lava, *etc.*), and cannot be forced under the surface. Footprints, around 2" deep, are left, and no immunity to the liquid if it is damaging (e.g. acid or lava) is imbued. An unwilling recipient (for example being pushed out of a flying ship into the sea) can make a saving throw vs. spells to avoid the effect.

Level 4

Abjure

Range: 10'

Duration: Instant

Effect: 1 target is banished

This spell is used to send a creature back to its own plane, provided that creature is mortal (this spell has no effect on exalted or immortal creatures). Note that this spell only works on creatures from different planes, having no effect on extradimensional (e.g. nightmare dimension) or dimensional vortex creatures, unless they are also extraplanar in origin.

The base chance of success is 50% +5% per level of the caster, -5% per level or HD of the target. If the spell is successful the creature is immediately sent to a proximal location on their home plane. If the spell fails, the cleric must gain at least 1 level of experience (or 100,000 xp) before trying to *abjure* the same creature again.

Cure Critical Wounds

Range: Touch

Duration: Instant

Effect: Cures 1 individual of 4d6+4 damage

Identical to the first level spell *Cure Light Wounds* but curing 4d6+4 damage instead of 1d6+1

Holy Crusader

Range: Caster Only

Duration: 1 round per level of the caster

Effect: Caster is more effective in combat

The caster of this spell temporarily gains an extra 6d6hp, and gains a +2 to all hit and damage rolls and a +1 bonus on all saving throws for the spells duration. Any wounds

taken come from the extra hit point pool first. If the cleric is fighting undead creatures then the bonus to hit and damage is increased to +4. A glowing symbol of the cleric's order (a burning wheel behind them, bat like wings, *etc.*) become visible on or around the cleric during the duration of the spell.

Languages

Range: Caster Only

Duration: 1 turn per 3 levels of the caster

Effect: Allows the caster to speak and understand 1 additional language per 5 levels of experience

Upon casting this spell the caster will immediately understand the next spoken language they hear, and can freely converse therein. One extra language can be thus gained per 5 levels of experience of the caster.

The reverse of this spell, *gabble*, makes a single victim unable to speak coherently or even comprehend any language for the duration of the spell. The target must be touched, and can save vs. spells to avoid the effect. Victims of this spell are still able to cast spells normally.

Level 5

Geyser

Range: 120'

Duration: 1 round

Effect: 4' wide geyser falling in a 20' radius

This spell instantly summons a geyser to erupt from the ground, instantly shooting hot steam and water out in an area 4' wide, effectively underneath up to two small targets or one man-sized or larger target. The geyser will, if unimpeded, rise to 50' in the air, and fall in a 20' wide area. A creature caught in the direct stream of the geyser will suffer 3d8 damage, while all others exposed to the falling hot water suffer 2d8 damage. Targets hit by the direct stream from the geyser get no saving throw, whereas those in the wider 20' diameter area may save vs. dragon breath for half damage. Note that this spell can only be cast on or under the ground, it cannot be cast on the upper floors of a building or a ship, for example. If the target for the direct stream of the geyser is on the ground, that target will be automatically hit by the spell. Hitting a target above ground (flying or levitating for example) requires that the cleric make a ranged hit roll, modified using the cleric's wisdom bonus rather than dexterity.

If used indoors the geyser will cause significant damage to wooden structures, and at least scald and strip paint and plaster in a stone building. The water created by this spell, 400 gallons of clean, fresh but warm water remains after the spell is cast.

Magic Font

Range: Touch

Duration: Special

Effect: Use a font in a temple of the immortals patron to scry

Thus spell takes an hour to cast. After casting, the cleric can use a font in a temple of his immortal patron for the rest of the day, and may make up to 1 attempt to scry (as per a *crystal ball*) per 5 vials of holy water creating capacity thereof.

Moonbeam

Range: 60' + 10' per level of the caster

Duration: 1 round per level of the caster

Effect: A 5' wide beam of moonlight

Upon casting tis spell, the caster causes an area of moonlight 5' wide to come from above anywhere within range. The caster can move it by concentration by up to 30' per round. The moonlight is visible even in zones effected by *darkness* or *continual darkness* and all shadows are dismissed by within the 5' zone.

Sacrifice*

Range: Touch

Duration: Instantaneous

Effect: Transfers wounds to the cleric or other recipient

A creature touched while casting this spell can receive any number of hit points, transferred directly from the caster or from another donor touching the caster, to cure any wounds or injuries suffered. The caster can transfer any number of their own hit points possessed above 1 (a cleric can't kill himself or become unconscious casting this spell) or any number of hit points from a willing donor until they are dead. In addition the spell can be used to transfer the loss of one or more senses (blindness, deafness etc.) or disability (loss of a limb, etc.). An unwilling donor may make a saving throw vs. spells to avoid being forced to sacrifice hit points, senses, etc. And only creatures of 1hd or more may be donors – an insect or rodent, for example, cannot be used to restore lost limbs. Nor can a creature without identifiably similar anatomy be a donor – a beholder could not, for example, be used to donate a lost leg.

The reverse of this spell will transfer any wounds or disabilities the cleric possesses to a target. For example, a cleric who has been wounded for 20 points of damage may cast this spell to transfer that damage to a target, or a cleric who has been blinded might regain eyesight at the expense of a foe. An unwilling victim may make a saving throw vs. spells to avoid the effect.

When this spell is cast upon an undead foe, the spell causes damage to the target, and cleric gains (or transfers) hit points equivalent to the damage caused.

Conversely if cast in reverse on an undead target, the target gains hit points and the cleric (or donor) loses hit points.

Level 6

Blessed Sanctum

Range: Touch

Duration: 3 turns per level of the caster

Effect: Protects an area 20' in diameter

Upon casting this spell the cleric must touch the ground or an immovable object, around which a softly glowing 20' diameter sphere is created.

To enter the area, any creature not invited by the cleric must make a saving throw vs. spells, otherwise they will subconsciously avoid the space and walk around it. It is impossible to enter the area by any form of teleportation (dimension door, teleport, etc.) or planar travel, and it is also impossible to use any kind of scrying or divination magic from or into the area, and no charm, possession or mind effecting spells or effects can be used in the area. Any injured creature bleeding to death in the area will immediately stabilise, and the zone also acts in the same way as a *protection from evil 10' radius* spell. If the cleric or any creature invited into the area takes any offensive action against any other, either inside or outside the zone, then the *protection from evil* effect is changed in the same way as per that spell, and creatures passing by no longer need to make a saving throw before entering.

Flame Strike

Range: 180'

Duration: Instant

Effect: A 5' radius, 30' high column of flame

The cleric casting this spell calls down a 30' high, 5' wide column of flame from above. All creatures within the area must takes 6d8 of fire damage, although a saving throw vs. spells is allowed to reduce damage to half.

Level 7

Mass Heal*

Range: 60'

Duration: Instantaneous

Effect: Heals a group of people

This spell can be used to cure a large number of damaged creatures and simultaneously creates a number of healing effects. 2d6+2 of healing per level of the cleric can be divided among as many creatures as desired, in whatever way is chosen. For example a 20th level cleric can divide 40d6+40 between 40 different targets, each receiving 1d6+1 healing, or two targets receiving 20d6+20, three targets, one receiving 20d6+20 and two being recipient of 10d6+10 each, etc. No target can receive less than 1d6+1 healing.

If cast at undead targets, the targets must make a save vs. spells or take the same amount of damage. If cast in reverse, as *mass harm*, any target can make a saving throw to avoid damage.



Regenerate*

Range: Touch

Duration: Permanent

Effect: 1 creature

This spell allows a cleric to restore lost limbs or organs, although not instantly. If the severed limb (or eye, organ, etc.) is present and held in place, then the spell works in a single round. If the severed material is not present, they will regrow within 2d4 turns. This spell will only work on living creatures, on body parts lost within 1 day per level of the caster.

The reverse of this spell, *Wither*, causes the touched body part to wither and become useless. The body part must be touched and the target can save vs. spells to avoid the effect. However when *Wither* is used on a willing undead target it can restore lost parts, and if the correct materials are used (costing 5,000gp per HD + 5,000gp per asterisk of the undead creature) can be used to graft extra parts to physical undead creatures. For example a 9HD** vampire could have wings removed from a red dragon grafted on, the materials necessary costing 55,000gp per wing. The wings would subsequently be functional and useable. Likewise a skeleton (1HD) could have an extra arm attached for 5000gp. While the attached body parts are functional, they can however be dispelled.

Modifying undead creatures in such a way is considered an evil, entropic act. It is not impossible that *regenerate* may work to modify living creatures in the same way as *wither* can with undead, but there are no records of any clerics of positive sphere immortals having tried.

Fairy Spells

First Level Fairy Spells

Chill

Range: 30'

Duration: Concentration or see below
Effect: Chills creature

This spell focuses on a single creature, and with it the fairy spellcaster reduces the body temperature of that creature, inflicting damage. The first round 1 point of damage is automatically inflicted. On the second and subsequent rounds the victim may make a saving throw vs. spells, and if successful no further damage is inflicted and the spell is ended. If unsuccessful another hit point is lost. The caster must concentrate for damage to continue. Creatures immune to cold (undead, most constructs, protected by *resist cold, etc*) are immune to this spell.

Courier

Range: 10'
Duration: 1 day per level of the caster
Effect: 1 small animal becomes message bearer

A single small animal (bird, squirrel, mouse, etc.) appropriate to where it is cast is summoned by the caster of this spell, and will, if it can, deliver a single message for the caster. The courier may speak the message, if it would be understood by its recipient, or it may carry a small scroll. The caster must be able to describe the location of the recipient and must be within a mile thereof for the message to be delivered. The animal is bound in its duty for 1 day per level of the caster, but if it cannot deliver the message in that time it will forget and wander off on its own business. If there is sufficient time remaining during the spell duration, the animal may return with a reply.

Watcher

Range: 10'
Duration: 2-8 turns + 1 turn per level of the caster
Effect: Plants or animals warn the caster

The caster causes a specific plant or animal to react to any creature or monster larger than a rat (i.e. about half a cubic foot in volume or more). As soon as any such creature passes the plant or animal, or in some way touches or disturbs it, it emits a loud screaming sound which can be heard by all within a 60' radius. The sound lasts for a single round before subsiding. Undead creatures do not trigger the spell unless they actually touch the recipient, but invisible creatures do. Creatures on the ground, flying above or below the ground trigger the spell if within range.

Second Level Fairy Spells

Fairy Slumber

Range: 240'
Duration: 4-16 turns
Effect: 2-16HD of living creatures within 40' square

This spell is essentially similar to the magic user spell *Sleep*. The difference is that it may be focussed on creatures with more than 4+1HD. The player must roll 1d4, adding their spellcaster level, and if the number achieved is equal or greater than the targets hit dice then the spell succeeds if a saving throw vs. spells is unsuccessful. Undead creatures and constructs are immune to this spell.



Horse Rush

Range: Special
Duration: Up to 1 hour per level of caster
Effect: Turns a rush into a mount

The caster needs a stout rush such as can be found in a bog. It must be cast on the rush while living, still in the ground. Then the rush can be picked, and it will remain enchanted for up to 1 hour per level of the caster. If held between the legs of a person wishing to ride it, and the word "borram" is spoken aloud three times, the rush swells to become a riding horse that can be ridden. The same words spoken again by the rider cause it to revert to being a rush. Until the duration is over, the rush may be turned back and forwards between a horse and a rush once per round, returning to being a normal rush at the end of the duration. The horse has the same AC, HD and HP of a normal riding horse, but can make no attacks, and if reduced to 0HP it reverts back to the form of a rush.

Whisht

Range: 0 (touch)
Duration: 12 turns
Effect: Silences 1 individual

The recipient of this spell makes no sound, either through moving, talking, or in any other way for 2 hours. They are unable to communicate vocally or cast any spells for the duration of the spell. An unwilling recipient may make a save vs. spells to avoid the effect of the spell.

Fourth Level Fairy Spells

Bestow Second Sight

Range: Touch
Duration: 1 day per level of the caster
Effect: Grants "Second Sight" to mortals

When cast upon a mortal, the spell permits the perception of *invisible to mortal* or fairly shapechanged creatures, allowing the recipient to see them in their true form.

Cone of Fear

Range: Special
Duration: Instantaneous
Effect: A cone of fear.

This spell creates a cone of fear, 60' long and 30' wide at the far end. All creatures not immune to fear within the cone must make a saving throw vs. spells or run away from the user at full speed for 30 rounds.

Cure Disease or Blindness

Range: Touch
Duration: Permanent
Effect: One recipient

This spell can mimic the effects of either the clerical spell *cure disease* or *cure blindness*. Only a single affliction can be cured per casting of the spell.

Enchanted Weapon

Range: Touch
Duration: 5 rounds per level of the caster
Effect: Makes a weapon temporarily magical

This spell turns any non-magical weapon into a magical +0 weapon for the duration of the spell. No bonuses to hit or damage are conferred, but creatures immune to normal weapons can be struck. Note that creatures that can only be struck by a +2 or greater weapon are still immune to such a weapon.

Fifth Level Fairy Spells

Rock

Range: Caster only
Duration: 2 turns per level of the caster
Effect: Allows the caster to turn to stone

This spell is essentially the same as the magic user spell *statue*, except that the caster can turn into a rock (of similar volume to the caster) of a type common to the area, rather than a statue.

Sixth Level Fairy Spells

Polymorph Natural Object

Range: 120'
Duration: Permanent
Effect: Changes form of one natural object or creature

This spell is similar to the eighth level magic user spell *polymorph any object* except that the

objects must be made of wood, flesh or unworked minerals. Metals, alloys *etc* cannot be affected. Any objects polymorphed must remain in the same “kingdom”, i.e. animal to animal, plant to plant, *etc.*

Additional Magic User Spells

Level 1

Animate Pet

Range: Touch

Duration: Permanent

Effect: Raises one small animal from the dead

This frankly disturbing spell animates one small animal that is dead. Any normal animal up to the size of a large dog can be raised, and all are treated as 1HD creatures, with a movement rate of 90' (30'), whether walking as a dog or cat, flying as a parrot, swimming as a fish, *etc.* They will obey the caster to the best of their (limited) abilities but having no greater intelligence than other zombies they are barely more than mindless automata. They can fight (inflicting half of the damage they could have in life), fetch, carry, *etc.* Any caster may have up to 3 dead pets controlled thus.

Bleach

Range: Touch

Duration: Permanent

Effect: Fades pigments, dispels colour

Each application of the *bleach* spell fades the colour of a certain amount of material, returning it to its original colour. The effect may be one batch of laundry, one painting, one application of the *colour* spell, a single tattoo, *etc.* Ordinary stains are automatically bleached, and when cast on a *colour* it will only work if the caster is of equal or higher level than the original caster. If cast on a work of art the DM may give it a saving throw based on the quality thereof. Note that this spell will not remove the original colour of an item – a painted rock that was originally grey will be returned to grey, for example.



Bummer!

Range: 10' per level of the caster

Duration: 1 turn, + 1 turn per five levels of the caster Effect: 1 Individual

This spell, invaluable for those on flying ships, will slow the rate of falling of the recipient to 2' per second, thus preventing any damage being suffered due to falling. Note that at really high altitude, the duration of this spell may be a critical factor in determining the survival (or not) of the recipient.

Bullseye

Range: 120'

Duration: 3 rounds

Effect: One or more target missiles

This spell creates 1 missile, plus 2 more per 5 levels of experience of the caster. Each one immediately flies towards and hits targets within range, and temporarily creates a “bullseye” target with 3 concentric rings on them. The target lasts for 3 rounds, and confers a +1 bonus to all creatures engaging the victims in ranged combat (missiles or missile fire weapons) during that time.

Calm Animals

Range: Touch

Duration: 1 turn per level of the caster

Effect: Calms animals

By making soothing sounds and stroking an animal, the caster may calm a spooked domestic animal. It does not work on wild animals, nor on animals the caster is unfamiliar with, and each attempt to calm an animal takes 1d4 rounds. Effectively this can reverse a failed morale check for a domestic animal.

Clear Sight

Range: Touch

Duration: 2 rounds per level of caster

Effect: makes distant spot look close

This spell is identical to the first level clerical spell of the same name.

Command Word

Range: 10'

Duration: 1 round

Effect: 1 creature

This spell allows the elf to utter a command of one word, at a single target within 10'. The word must be comprehensible to the victim, who will obey the command to the best of their ability. The command must be clear and unequivocal. Creatures with an intelligence score of 13 or higher, or with 6 or more levels or hit dice may make a saving throw vs. spells to avoid the effect. Typical commands may be *halt*, *run*, *surrender*, *etc.* Note that the effect is behavioural, not physiological. So a command to *die* may end up in a victim swooning and becoming woozy for a round, but will not cause their death.

This spell is treated as ‘common’ for elves.

Darkness*

Range: 120'

Duration: 6 turns + 1 turn per level of the caster

Effect: Volume of 30' diameter

This spell is identical to the reverse of the 1st level magic user spell *Light*, except that in its normal (correct, forward) form it creates darkness. Note that this is of particular relevance to spellcasters under 4th level, who cannot memorise spells in reverse.

Dead Man Walking

Range: 20'

Duration: 9 turns

Effect: Animates one corpse with limited abilities

A useful spell that animates a single dead body, up to the size of a normal humanoid, giving it a single hit point and a limited capacity to perform tasks. It can carry up to 4000cn in weight (if given appropriate bags or backpacks) at a rate of up to 60'(20'), and walk up to 90' from the caster as directed, pick up and put objects down, *etc.* It is to all intents and purposes a mindless, dead automaton unable to fight or make any attacks, and is turned as a skeleton. A *dead man walking* does not count towards the total number of hit dice of undead controlled by the caster, but for the purpose of the *permanence* spell counts as if a spell cast on the caster, rather than the corpse itself.

Detect Undead

Range: 10' per level of the caster

Duration: 3 turns

Effect: Detects all undead creatures

During the duration of this spell the caster is aware of the presence of any undead creatures within range. The number and locations of such creatures becomes known to the caster, but not their type, power level or intent. Only undead on the same plane as the caster can be detected, and while the location of invisible undead creatures is revealed to the caster while concentrating they are not ‘seen’ as such.



Dictation

Range: 5'

Duration: 1 turn per level of the caster

Effect: Creates a dictation elemental

For the duration of the spell a small air elemental is summoned, carrying paper, pen and ink. The elemental will write down everything the caster says during the spells duration, word perfectly. The caster can dismiss the elemental at any time.

Dimensional Tool

Range: Caster only
Duration: Special
Effect: Secretly stores 1 tool

This spell allows the caster to indefinitely store one tool, anything that would fit inside the hand (lockpicks, a tiny blade, a rubber ball, a small screwdriver *etc.*) in an extradimensional space. The item immediately disappears from view, only reappearing when the caster chooses. This requires the longer term investment of the spell level – the caster can memorise and cast one fewer level 1 spells for as long as the item is hidden. The caster may have multiple dimensional tools – by casting the spell numerous times (and investing multiple first level spell slots) the caster may hide numerous items. If this spell is dispelled the item becomes unavailable for 1d6 turns, but is neither forced out of the extradimensional space, nor lost.

Dominate Least Undead

Range: 30'
Duration: Special
Effect: Controls skeletons and zombies

This spell allows the caster to attempt to control skeletons or zombies (or creatures turned at that level). The attempt to do so is as per the Undead Liege and Pawn rules in the Rules Cyclopeda, with the caster being treated as a liege of their own level in hit dice. All normal rules for controlling undead (maximum permitted HD of individual subject being half the level of the caster, total permitted HD being twice the level of the caster, undead are freed at the next full moon, turning releases the undead) are applied to *dominated* undead. Note that while this is a first level spell, said restrictions mean a first level caster cannot control a skeleton (that undead having 1HD) until they are second level, and cannot control a zombie until 4th level.

Feign Invisibility

Range: Touch
Duration: Until broken
Effect: Makes the creature believe he is invisible

The target of this spell, if they fail a saving throw against spells, becomes absolutely, totally convinced that they are invisible until such a time as they make an attack against another creature. It does nothing of the sort.

Firestick

Range: Caster Only
Duration: 2 rounds per level of the caster
Effect: One stick or staff

By means of this spell, the caster makes the ends of one stick or non-magical staff to burst into flame. The flame is ordinary fire, and can be used to start other fires, but will not damage the stick. This adds 1d4 damage to that inflicted normally.

Flattery

Range: 20'
Duration: Special (as per *Charm Person*)
Effect: 1 individual

This peculiar variant of *Charm Person* causes one individual, if they fail a saving throw vs. spells, to become fascinated with the caster to the point of imitation and impersonation. They will attempt to emulate the caster in dress, mannerisms, speech, *etc.* They may even follow the caster around and mimic them. The spell lasts for as long as *Charm Person*, with further saving throws being allowed at the same time intervals, and is of course broken if the victim is attacked.

Fumble

Range: 180'
Duration: Instant
Effect: Makes one target drop what they're holding.

The target of this spell may make a save versus spells; if he fails he will drop whatever he is holding. Only items held in the hand, such as weapons, drinks vessels, wands, *etc.* are dropped. Worn items or things that are strapped on such as shields are safe from being dropped.

Grease Sheet

Range: 240'
Duration: 1 round per level of the caster
Effect: Makes an area 10' across slippery

The caster of this spell must specify one 10' area within range, the ground there will immediately become slippery and hard to walk in. All creatures in or entering the area must make a saving throw against spells (with a -1 penalty to the roll and also modified by their dexterity bonus or penalty) or fall over. Huge creatures that take up more than 10' space are not affected, nor are incorporeal or floating creatures. Any fallen creature must make another saving throw (similarly modified) to stand up.

Guiding Light

Range: Special
Duration: 1d2 hours
Effect: one small floating light

This spell creates a small, glowing orb of light that will follow a path, determined at time of casting by the caster, at walking

pace, for the duration of the spell. It will not deviate from this path, and unless commanded to 'stop' by the caster it will continue until it reaches its destination or the duration ends. If it reaches its destination it will pulse twice before disappearing. The caster must know the location, and the route, and the location must be accessible – the orb cannot go through a closed door or window, for example.

Hair Growth*

Range: Touch
Duration: Permanence
Effect: 1 subject

The caster of this spell must touch 1 recipient, who will immediately grow 1d6 feet of hair on their heads. This will not restore a permanent bald patch, but otherwise perfectly normal hair (ready for cutting and styling) is created. An unwilling recipient may make a save vs. spells to avoid the effect of the spell. The reverse of this spell, *Dilapidation*, causes a victims hair to fall out entirely. Again, a save vs. spells allows the victim avoid this.

Ignore Road

Range: Special
Duration: 12 hours
Effect: Reduces the penalties of travelling off-road.

This spell is used on the drivers and animals of a caravan to counteract the slowing effects of bad roads. The caster helps the caravan pick out solid footing and thus make better time. This spell will reduce any movement penalties for bad roads by 1 mile per level of the caster per day. Thus, if a muddy road would normally slow a caravan down by 5 miles/day, use of this spell by a third level merchant would reduce that penalty by 3 miles per day.

Invisibility to Undead

Range: Touch
Duration: Special
Effect: Makes the recipient invisible to undead creatures

This spell is identical to the second level spell *invisibility* but only makes the subject invisible to undead creatures. No other creatures are affected.

Lethargy

Range: 120'
Duration: 2d6 turns
Effect: Tires 2d8 hd of creatures

This spell works similarly to *sleep* with the same constraints on victim type and power level. But instead of making the victims sleep it merely makes them feel lethargic and tired. They suffer a -1 penalty to hit and damage in combat, and a -2 penalty to all wisdom and intelligence based checks. Subjects are typically inattentive and tend to

miss what is happening around them. This is a useful spell to use before sneaking past guards.

Locate

Range: 0 (caster only)
Duration: 6 turns
Effect: Detects one animal or plant within 120'

This spell is identical to the druid spell of the same level.

Locate is treated as a 'common' spell for elves.

Longstride

Range: 0 (touch)
Duration: 5-8 hours
Effect: Doubles normal movement speed

This spell enables the recipient to move at twice their normal ground walking speed for 1d4+4 hours, without tiring. The recipient must then spend the same amount of time resting, and extra food and water must be consumed during this time. If he does not rest, he temporarily loses 2d4 points of constitution, that can only be recovered by resting for 1 day per point of constitution lost.

This spell is treated as 'common' for elves.

Magic Quiver

Range: Touch
Duration: 1 turn
Effect: 1d6 arrows

The caster of this spell must touch a quiver or other container in which ordinary, non-magical arrows are stored. For 1 turn, 1d6 arrows therein will take on a faint glow, and be magical (with +0 bonus) until the spells duration ends. No bonus to hit or damage is gained, but the arrows can hit creatures immune to up to +3 weapons.

Mental Block

Range: Touch
Duration: Special
Effect: 1 individual

This spell embeds a single message in the mind of a willing recipient. It becomes completely blocked off to him until a specific set trigger is met. Interrogation or torture will not reveal the message. The trigger may be as simple as 'when the church bell in the village square sounds six' or 'when you are in the presence of the king', or it can be incredibly specific, 'when your friend Elodriel the Elf asks you to pass him the salt at the dinner celebrating your victory over the Kopru'. The recipient is unable to recover the message by any other means.

Obsidians Arc

Range: 5'
Duration: Instant
Effect: One bolt of electricity.

This spell causes a single bolt of glowing blue electricity to arc from the caster to one target within 5'. This causes 1d4 damage per level of the caster, the target saving versus spells to take half damage.

Oilskin

Range: Touch
Duration: 2 turns per level of the caster
Effect: Keeps precipitation off one person

This spell prevents rain, fog, waves, hail and other forms of precipitation from touching a person (or object of similar size or smaller) it is cast upon. Precipitation comes within an inch of the person's body and simply runs off without penetrating it. The barrier does not stop water based attacks, missiles *etc.* and is not immune to wetting due to immersion. A person under this spell may see more clearly than those not protected, and they may ignore any penalties due to such conditions.

Orientation

Range: Caster Only
Duration: 12 hours
Effect: Sense direction

With use of this spell the caster can sense the direction of magnetic North and, thus, determine his or her direction of travel. It does not confer any map reading skills or knowledge of location.

Pallor Mortis

Range: Touch
Duration: Permanent
Effect: Makes a zombie glow

A single zombie touched by the caster upon completion of this spell takes on a bright, blueish glow, with the same range and effects as a continual light spell. The zombie continues to glow until killed, destroyed or the spell is dispelled, and the light moves with the zombie. This spell cannot be used to blind a foe, but a controlled zombie can be used as a handy, transportable light source.

Precipitation*

Range: 10' per level of the caster
Duration: 1 round per level of the caster
Effect: Light rain

This spell changes the dew point of water vapour in a localised area and turns it into light rain. This can be used to dampen sails (making them more efficient), clothing, douse small fires, make surfaces slippery, *etc.* When this precipitation encounters magical fire it turns into an obscuring cloud of fog of twice its original diameter, and if it

encounters magical or natural cold it may freeze, making the ground slippery and potentially obscuring vision with snow.

The reverse of this spell, *evaporation*, dries a similar area. Only a few gallons of liquid can be evaporated, at most, but this can be enough to dry surfaces such as mopped floors, washing, *etc.*

This spell is treated as 'common' for elves.

Protection from Sleep

Range: Touch
Duration: 2 turns per level of the caster
Effect: 1 individual

Upon casting a willing recipient is protected from sleep (magical or otherwise) and normal unconsciousness (such as from being punched) for the duration of the spell, and gives a +1 bonus to saves against knock out or paralysis for the duration of the spell.

Remove Hangover*

Range: Touch
Duration: Instant
Effect: One Individual

This spell will remove one hangover. The reverse, Bestow Hangover will, as the name implies, give a stinking, awful hangover, but the target may make a save versus spells. While this has no specific impact on the victims capacity to fight or do other tasks, it is very annoying.

Scent

Range: 5'
Duration: 1 turn per level of the caster + 1d6 turns
Effect: one 5' square area

Upon completion of this spell, a 5' by 5' area adjacent to the caster is sprayed with the pleasant aroma of some kind of perfume (casters choice). Any creature not expecting this to happen and who is in this area at the time of casting must make a save versus spells or lose their sense of smell for the duration of the spell. This handy spell can be used for confusing monsters, hiding from creatures that navigate by means of smell, and of course a malodorous party member a lot easier to tolerate.

Sea Legs*

Range: Touch
Duration: 1 hour per level of the caster
Effects: Stops seasickness, improves balance on deck

This spell stops the effect of oncoming or actual seasickness, and helps the recipient balance on the moving deck of a ship. When a dexterity check would be required to stay upright or carry out a task under such conditions, the recipient automatically succeeds in that.

The reverse of this spell, *Landlubber* causes the victim (if they fail a save vs. spells) to immediately start suffering from seasickness, and to become clumsy on deck of a ship. All dexterity checks and seamanship skill checks are made at -3.

Seethrough

Range: Touch

Duration: 1 round

Effect: 5' square

This spell makes a single surface see-through to the caster. An area about the size of the window is affected, and only the caster can see through. A wall, door, partition *etc.* can be seen through. This does not work on living matter or inert metals such as lead or gold, but otherwise any wall up to 4' thick can be seen through.

Shiny Kit*

Range: Touch

Duration: Instant

Effect: 1 individual

The recipient of this spell is cleaned, buffed, brushed, washed polished and blow dried to within an inch of his life. The process isn't comfortable, but it is brief, and at the end the recipient is clean enough to be presented anywhere. The reverse of this spell, *Mucky Pup* throws random globs of grease, dirt, phlegm and the like at the target whilst simultaneously tangling hair *etc.* The recipient of either version may, if so desired, make a save versus spells to avoid all effects.

Sicken

Range: 10'

Duration: 12 hours

Effect: One victim

This spell allows the caster to target one individual within range, who must make saving throw against spells or become sick. Symptoms are not debilitating – sneezing, feeling nauseous, a little sick, coughing, *etc.* but they are unpleasant.

Skull Soliloquy

Range: Touch

Duration: Special

Effect: One message

This characteristically macabre necromantic spell enchants a single human, demi-human or humanoid skull with a single purpose, that of recording and repeating a message. The message can be up to 30 words long and is recorded in the casters voice. When a stated event (a creature passing within 10', a specified door opening, *etc.*) occurs the message is repeated by the skull, once and once only. Specific named creatures cannot be specified, but 'living' or 'undead' descriptors are possible. The spell lasts until the message is discharged, or the next new moon. If moved before the message is

relayed, the spell ends with no further effect.



Take That, You Fiend!

Range: 60'

Duration: Instantaneous

Effect: 1 bolt of energy

This spell weaponises the intelligence of the caster against a single target within range. Upon casting a searing bolt of energy flies from the casters hand, in a straight line, to a single visible target. That target must make a saving throw versus spells or take 1+ the casters intelligence bonus in damage, multiplied by the level of the caster (up to 10). For example if this spell is cast by a tenth level magic user with an intelligence of 17 the damage is 3x10, or 30 points of damage. A successful saving throw will half the damage inflicted. Like *Magic Missile*, this spell can be entirely negated by a *Shield* spell.

Tar

Range: 30'

Duration: Permanent

Effect: Coats an item with tar

When this spell is cast, an item named is tarred. Tar weatherises rope on a ship board, caulks planks, *etc.* The spell produces enough tar to coat 50' of rope, or caulk 5' x 10' of planking. The tar is normal, and can ignite quite easily if it comes into contact with flame. Turpentine or similar will dissolve it.

Tattoo

Range: Touch

Duration: 1 day, or 1 day per level of the caster

Effect: 1 Individual

This cosmetic spell will create one tattoo on one individual; for it to be a 'good' one it's handy if the caster has some artistic ability. Upon casting the magic user must specify whether the spell is to last for one day, or for one day per caster level. An unwilling recipient may make a save versus spells to avoid the effect. A second application of the

same spell can render the tattoo permanent for a willing recipient.

Tragic Missile

Range: 180'

Duration: Instant (see below)

Effect: 1 arrow of pure misery

This unusual spell creates a dull brown missile of depression. The missile can hit any target in range. The target must save versus spells or suffer a -1 to morale, saving throws, hit and damage rolls for 1d6 rounds. Two extra missiles are created per five levels of experience of the caster, these missiles can be aimed at the same target or multiple targets. Any subject hit by multiple missiles must make more saving throws, the duration of effect being cumulative, but the effect is the same (still a -1 penalty).

Trust

Range: Caster only

Duration: 1 turn per level of the caster

Effect: Makes the caster seem trustworthy

Upon casting this spell a caster is enchanted with an aura of trustworthiness. In order to maintain this trust, the caster must not do anything that violates the trust of anyone being dealt with. Any reaction rolls made with creatures that have no reason to distrust the caster are made with a +2 bonus during the duration of the spell.

Trusty Steed

Range: Touch

Duration: 1 turn per level of the caster

Effect: Makes one mount

Upon casting this spell, a mount appears; this can be a horse, mule, donkey or camel, depending on the casters choice. The mount has tack and saddle, and will faithfully allow the caster (and only the caster) to ride for the duration of the spell.

Truth

Range: 10'

Duration: 1 round

Effect: 1 target

Upon casting, a single creature within 10' may be selected to be forced to answer a single yes or no question as honestly as they can. If the target wishes to lie, they must make a saving throw vs. spells to be allowed to do so.

Warp Wood

Range: 240'

Duration: Permanent

Effect: Causes wooden items to bend

This spell is identical to the 1st level druid spell except that it also affects ship board items of wood as well as weapons. One belying pin can be warped for every four levels of the caster, the arm of a catapult or a small yard arm requiring eight levels,

medium yardarm 1 levels, a rudder or large yard 20 levels, and a mast or keep 25. A warped keep makes a ship spring leaks and reduces its speed to one third normal.

Watcher

Range: 10'

Duration: 2-8 turns + 1 turn per level of the caster

Effect: Plants or animals give a warning

This spell is identical to the fairy spell of the same level, and is treated as a 'common' spell for elves.

Wideawake

Range: Touch

Duration: 2 turns per level of the caster

Effect: Keeps the target awake

This spell protects the recipient from drowsiness, making him effectively immune to magical sleep, and giving a +1 to all saves versus petrification, charm, and paralysis for the duration.

Level 2

Bar Fight

Range: 90'

Duration: 1 round per level of the caster

Effect: 1 individual

Any unsuspecting recipient of this spell will, upon failing a saving throw versus spells, become convinced that the nearest person to him who is unknown is trying to start a fight by means of giving gross insults. A reaction roll must be made, modified by the casters charisma modifier.

Battlecry

Range: 20'

Duration: 1 round per level of the caster, or until used

Effect: 1 weapon

The magic user casting this spell must specify one weapon within range; the weapon must be wielded, and the wielder must be willing. The weapon will glow with an intense magical energy, meaning that if the next attack made with the weapon hits 1 point of damage per level of the caster (up to a maximum of 20) is added to the damage inflicted. Whether or not the next attack hits, the magical energy is expended in the attack.

Careen

Range: 30'

Duration: Permanent

Effect: Scrapes barnacles and growths off a ship's hull

At least once per year, or per 10,000 miles of travelled, a ship's hull should be cleaned to remove growth which hinders its speed in the water. This spell speeds that chore up,

affecting up to 20' x 20' of hull area. When instead used offensively at a living target, a saving throw vs. spells must be made or that target will be similarly scraped, suffering 1d8 damage +1 point per level of the caster.

Cleaner

Range: 20'

Duration: Special

Effect: Up to 60 square feet per level

A small air elemental is summoned by this spell. Said elemental will tidy, clean and polish until things look fairly tidy, typically taking 2d10 minutes to complete its task

Colour

Range: Touch

Duration: Permanent until bleached (up to 2 hours casting time)

Effect: Changes the colour of an affected area

This spell allows the caster to lay colour down on any surface. Any surface from the shaft of an arrow or the detail on fine china, through to whole walls of 20'x20' areas can be affected. A simple change (painting a wall a single shade of pink) may take a round, whereas complex patterns or forms may take up to 2 hours to complete. During the duration of the spell the caster may vary the colour applied as desired. The colour is durable, virtually impervious to fading, and can be applied to skin, walls, wood, stone, plaster, metal, in fact almost any solid surface. To cover a *colour* spell with another *colour* a caster must be of equal or higher level than the original caster.

Colour can of course be covered up with conventional paint, makeup *etc.* as appropriate, but it cannot be *dispelled*. It can be removed with *bleach* or if so desired *wish*. Note that while normal writing can easily be applied, creating works of art requires as much skill from the artist as any other medium.

Continual Darkness*

Range: 120'

Duration: Permanent until dispelled

Effect: Volume of 60' diameter

This spell is identical to the reverse of the 1st level magic user spell *Continual Light*, except that in its normal (correct, forward) form it creates darkness. Note that this is of particular relevance to spellcasters under 4th level, who cannot memorise spells in reverse.

Create Gremlin

Range: 60'

Duration: 1 turn per level of the caster

Effect: Summons 1 gremlin

The gremlin (see RC for details of this critter) summoned by this spell will,

typically, look around to see what's happening, pick its nose and rapidly become bored. Then it's quite likely to get playful and plague whoever or whatever is nearby. Or it might wander off. It is, in effect, its own gremlin. It will remain until killed, dispelled or the spell duration ends.



Crowd Summoning

Range: 25' per level of experience

Duration: 1 turn per level of experience

Effect: Summon a crowd

After casting this spell, all those who can hear and understand the caster within range will be drawn towards the merchant. All creatures of 2HD or levels or less will be attracted to attend any speech or sale pitch the caster cares to make (although they may resist by making a save vs. Spells if they wish).

Dark Bolt

Range: 5' per level of the caster

Duration: Instant

Effect: One target

This spell fires a dark, shadowy bolt of force at a single target. This inflicts 1d6 damage +1 per level of the caster, and in the next round inflicts a -1 penalty to hit, damage, saving throws and morale. If the target makes a save versus spells this effect is negated, and only a single point of damage is taken.

Dead Bolt

Range: 10'

Duration: Permanent

Effect: Sacrifices undead to lock a door

This spell sacrifices one undead entity controlled by the caster. One door (or window, chest, *etc.*) is locked upon casting, as per a *wizard lock* spell. The caster may choose to open the door at any time, but others are unable to do so. While the door can be opened by a *knock* spell, the essence of the undead entity locking the door prevents another magic using character or creature merely opening the door. A cleric may attempt to turn the door, allowing it to be opened, with normal chances of success vs. the undead entity sacrificed. The character may choose to dismiss the spell

(thus killing the undead) or relinquish control of the undead holding the door shut (thus no longer counting towards the total HD they control but becoming unable to open the door) at any time

Dead Ringers

Range: 10'

Duration: 4 turns

Effect: Makes undead appear and act like the caster

When this spell is cast, up to 4 corporeal undead controlled by the caster take on the caster's illusionary visage. They appear to act the same way as the caster, motioning to cast spells, moving with the caster, for the whole duration. They are not made faster by this spell, the caster must move at the speed of a zombie or skeleton to keep up the ruse, and if the undead move more than 10' from the caster they return to their original appearance and stop mimicking the caster. If turned, the controlled return to normal and flee.

Delouse

Range: 0

Duration: 2 hours per level of the caster

Effect: 60' radius

This spell creates an area 60' in diameter, initially centred on the caster but subsequently immobile, in which any normal insects (non-magical, non-summoned, non-giant) will instantly perish

Detect Danger

Range: 5' per level of the caster

Duration: 1 hour

Effect: Reveals hazards

This spell is identical to the druid spell of the same name, and is treated as a 'common' spell by elves.

Dimensional Weapon

Range: Caster only

Duration: Special

Effect: Secretly stores 1 tool

This spell allows the caster to indefinitely store one large tool or small weapon, (a dagger, wand, baton, small saw, *etc.*) in an extradimensional space. The item immediately disappears from view, only reappearing when the caster chooses. This requires the longer term investment of the spell levels – the caster can memorise and cast one fewer level 2 spells or two fewer level 1 spells for as long as the item is hidden. The caster may have multiple dimensional weapons (or *dimensional tools*) – by casting the spell numerous times (and investing multiple spell slots) the caster may hide numerous items. If this spell is dispelled the item becomes unavailable for

1d6 turns, but is neither forced out of the extradimensional space, nor lost.

Echo

Range: 10'

Duration: Special

Effect: Leaves one auditory message

This spell sets a 25 word audible message to a specific location. If a listed event happens within 10' of that location (a specified door is opened, a chest touched, *etc.*) the message is heard by all present, loudly and in a language spoken by (and chosen at time of casting) by the caster. The trigger cannot be a specific person, but it can be a specific event.

Frosting*

Range: Touch

Duration: Instant

Effect: Up to 2 gallons/18lbs

Up to the stated quantity/volume of material touched by the caster is immediately reduced to a temperature chosen, down to freezing point, or a little higher if preferred. The material will then warm normally. This is useful for cooling beer, chilling food to keep it fresh all day, *etc.* At a push it can be used as an attack, if the caster hits a target with this spell it will inflict up to 1d6 cold damage.

The reverse of this spell, *Heating* will warm up the same volume of material up to a comfortably consumable piping hot. Thus a large kettle of water, platter of food *etc.* can be instantly affected. If used offensively this can cause up to 1d6 points of heat damage on a successful hit.

Ghoulish Touch

Range: Touch

Duration: 10 rounds (and 2d4 turns)

Effect: The caster can paralyse as a ghoul

Upon completing this spell, the casters hands momentarily glow a sickly green colour before returning to normal appearance. Thereafter, if the caster touches another creature within the next 10 rounds that creature must make a saving throw vs. paralysis or be held, as if struck by a ghoul, for two turns. Both the left and right hands of the caster are thus affected, and each can only affect one target (although if the target makes their saving throw the spell is not discharged). A normal hit roll is needed for the attack. Undead creatures, constructs, incorporeal creatures and elves are immune to the spell, and creatures that can only be hit by silver or magical weapons cannot be affected (the spell is magical but the casters hands are not).

Ice Flame

Range: 0

Duration: 3 turns

Effect: 10' per radius per level of the caster, up to a maximum of 120'

This unusual spell causes all normal and magical fire in the area to burn with equal intensity but be icy cold; in effect it converts all fire damage within its area of effect into cold damage.

Juivans Bands of Ice

Range: 120'

Duration: 1 turn plus 1 round per level of experience

Effect: 1-2 creatures

This spell can affect up to 2 human sized creatures. Upon failing a saving throw vs. paralysis, bands of ice bind them and hold them to the ground. They can be broken by inflicting 60 points of damage, or by waiting until the duration of the spell ends.



Lifeglass

Range: 10' per level of the caster

Duration: 1 round per level of the caster

Effect: 1 creature per level of the caster

This spell creates the image of an hourglass, containing blood rather than sand, to appear hovering next to the selected creatures. This image gives a measure of the surviving life force (hit points) of the creature. If it is wounded, blood drains from the top chamber to the bottom. The hourglasses are visible to all, but cannot be touched or damaged.

Mask Odours

Range: Touch

Duration: Permanent until broken or dispelled

Effect: 1 individual

This is essentially an olfactory equivalent of *Invisibility*. This hides the subject from creatures whose primary means of detection is scent, and used alongside *Invisibility* can render a subject harder to find.

Peeping Arrow

Range: Touch

Duration: 2 rounds

Effect: 1 arrow

A single arrow is enchanted with a limited form of clairaudience and clairvoyance. The caster can see and hear through the arrow

(or quarrel, sling stone, *etc.* from the moment of casting until the moment it strikes (or misses) a target.

Predict Weather

Range: 0 (merchant-prince only)

Duration: 12 hours

Effect: gives knowledge of coming weather

This spell is identical to the 1st level druid spell. It is treated as a 'common' spell by elves.

Protection from Weevil

Range: Touch

Duration: 2 hours per level of the caster

Effect: 1 Individual

The recipient of this spell cannot be touched by any normal, non-magical, non-summoned or non-giant insect for the duration of the spell.

Purify Food and Water

Range: 10'

Duration: Permanent

Effect: Makes food and water safe to consume

Identical to the 1st level clerical spell. The reverse form, *spoil food and water*, ruins food.

Produce Fire

Range: 0 (caster only)

Duration: 2 turns per level

Effect: creates fire in hand

This spell is identical to the 2nd level druid spell.

Quicken Pace

Range: Special

Duration: 12 hours (1 normal days travel)

Effect: Increases the speed of a merchant caravan

This spell applies to a wagon, group of people or entire merchant caravan. Those affected by the spell are better at picking a path along a road or trackway, and are able to make progress along such at an increased speed. The group can travel up to 1 mile extra per level of experience of the caster per day. No improvement in encounter or running speed is gained, and no recipients are faster in combat, only at traversing on trails, trackways or roads.

Quickstep

Range: 240'

Duration: 3 rounds

Effect: Up to 24 creatures

This spell functions in all ways but one exactly like Haste, with the important difference being that it lasts for only 3 rounds. The reverse of this spell, *Slow March* is similarly like *Slow*. This spell cannot be used in conjunction with Haste.



Resist Cold

Range: 0'

Duration: 6 turns

Effect: All creatures within 30'

This spell is identical to the clerical spell of the same name.

Rot

Range: 360'

Duration: 1 round per level of the caster

Effect: Causes leather, wood and cloth to rot and break

This spell is cast on a single item chosen by the caster. The designated material (wood, leather, cloth *etc.*) begins to rot and decay. The spell affects 1 foot of rope or leather per level of the caster, 1 square foot of cloth, or 3 cubic inches of wood. An item may not completely decay, but the rotted part typically becomes useless. Sails, masts, ropes or yardarms affected thus are likely to give way in the next strong wind, the rope holding a climber is likely to break, etc.

Savoir Faire

Range: Caster Only

Duration: 1 turn per level of experience

Effect: Allows the caster to blend in socially

This handy social spell gives the caster the apparent capacity to blend in to social occasions that they may otherwise stand out at. Any gauche or socially awkward acts (picking the wrong cutlery, drinking from the wrong wine glass, getting a royal title wrong, failing to sing along with a drinking song, *etc.*) will be missed by any creatures observing them unless they have specific reason to think that the character doesn't fit in, and in that instance the suspicious creature must still make a save vs. spells to spot that the caster isn't getting things right.

Shadowbolt

Range: 5' per level of the caster

Duration: Instant

Effect: 1 bolt of shadowy force

A single bolt of dark, shadowy force flies instantly to any one target within range. The victim must make a saving throw vs. spells or take 1d6 damage plus 1 for every level of experience of the caster, and suffer a -1 penalty to hit, damage and saving throws for the next 1d6 rounds. If the victim makes a successful save, they take only 1 point of damage and resist all other ill effects.

Shattertone

Range: 180'

Duration: Instant

Effect: 1 creature or 5' area

All non-magical crystalline glass, porcelain, pottery *etc.* items in the area of effect are instantly shattered by a localised high pitch tone. Objects more than 1lb in weight per level of the caster cannot be affected, and objects over 20lb in weight are entirely immune to the spell. Items carried by any creature can be saved if the victim makes a saving throw vs. spells. Specifically crystalline creatures take 3d6 damage (+1 per level of the caster), although a save vs. spells halves this damage. Bats are blinded for 3d6 turns if subject to this spell.

Silence Individual

Range: 120'

Duration: 2d4 rounds

Effect: 1 target

A single creature chosen by the caster, within range, must make a saving throw vs. spells or be silenced for the duration of the spell. They cannot speak, cast spells *etc.* until the duration ends.

Stage Presence

Range: Caster Only

Duration: 1 round per level of the caster

Effect: Caster only

This spell creates a charismatic, noticeable aura around the caster. This will make heads turn, people stop and listen or pay attention, etc. Effectively this gives a +2 to reaction rolls, +2 to any performance checks, +2 to information gathering rolls and is an invaluable way of grabbing attention in a crowd.

Temporary Wall

Range: 0 (casters reach)

Duration: 10 seconds (1 round)

Effect: 20'x20'x4"

Upon completion of this spell a force field (as per the spell of that name) will appear next to the caster. The dimensions are as specified above, but will be constrained by the presence of walls, doors, etc. The barrier lasts for exactly 10 seconds (until the same initiative 'slot' in the next round) before vanishing.

Thump You

Range: 120'
Duration: 3 rounds
Effect: One foe

A handy combat spell, this creates a compressed air hammer which will pound one target for three rounds. It attacks once per round, on the casters initiative, using the base THACO of the caster, each hit causing 1d6 damage and requiring the target to save versus death ray or be knocked out.

Water Tension

Range: 10'
Duration: 6 turns
Effect: up to 10 pints per casters level

Upon casting this spell a magic user becomes able to sculpt water; the surface tension of the water is increased to the point where it will support shapes that up to twice the height of their width. This spell is especially effective and striking when used in conjunction with Permanence.

Zap!

Range: 240'
Duration: Instant
Effect: One Target

A single, narrow bolt of lightning is created by this spell, a bolt that will hit any one target within range inflicting 1d6 points of electrical damage per two levels of the caster (rounded up, save versus spells to take half damage).



Zombie Valet

Range: 30'
Duration: Permanent
Effect: Imbues a zombie with intelligence

This handy spell turns a controlled or dominated zombie into a rather more useful servant. It loses its ability to fight, but it remains a zombie and can be turned as such, and it gains a menial level of intelligence and wisdom (a score of 5 in each) alongside the capacity to follow rather more complex verbal instructions than other zombies – they can tirelessly fetch and carry, clean, tidy, and even cook (but not

taste, so they rarely excel in this field). They can speak, to a degree, but in a rasping, stuttering sort of way. Unlike most other undead, they are not released of their bond at the next full moon, and they do not count towards the total number of HD that can be controlled. The caster may, at any one time, have up to 1 zombie valet per 5 levels of experience.

Level 3

Acid Gob

Range: 180'
Duration: Instant (1 round per 3 caster levels)
Effect: 1 acid gob

Upon casting this spell, a bolt of acid is fired at a stated foe. The bolt will do 2d4 damage to the foe in the first round, and each round thereafter will continue to do 2d4 damage. Each round after the first, the foe may make a save versus spells, the first effective save neutralising the acid.

Animate Dead Animals

Range: Touch
Duration: 1 hour per level of the caster
Effect: Up to four zombie animals

After casting this spell a caster can touch up to 4 dead mount or pack animals, and they will be animated as if zombies. While they cannot fight, they also don't require food or water to sustain them. They move at half the speed they did when alive, but can pull or carry the same loads. Each raised creature has 2 HD, and can be turned by a cleric as a zombie. While such raised animals have little practical worth, they can be the difference between a caravan making it to destination or being lost.

Assassins Arrow

Range: 240'
Duration: Instant (and see below)
Effect: Creates one magical, poisoned missile

Upon completion of this spell, a magical dart flies from the casters hand to a stated target within range. The victim will take 1d3 damage per casters level, a save versus spells reducing this to half damage. In the next round, the victim will take half of this damage again, and in the third round a further quarter (saving for half each time). In the first round the victim (if of lower level or having less HD than the caster) must also make a save versus poison or be paralysed for 2d6 turns. A neutralise poison spell will prevent any further damage, and remove the paralysis effect.

Bailriggs Baton

Range: Caster only
Duration: 1 turn per level of the caster
Effect: Creates 1 baton in the casters hand

An emergency spell for a mage caught unarmed, this spell creates a short, black, hard wooden baton in the hand of the caster. This mage cannot be disarmed, but may choose to drop the baton (at which point the spell ends). The baton is a +0 magical weapon, and can be used to attack inflicting 1d6+2 damage. Weapon mastery bonuses do not apply, and the baton confers no defensive bonus for the caster.

Batsight

Range: Touch
Duration: 1 Day
Effect: One recipient

Upon casting, a willing recipient will become able to emit and perceive ultrasound for one day. Effectively this gives the recipient the same capacity to use ultrasound as a bat, with a range of 120'. Areas of magical silence are impenetrable to this spell.

Broken Wings

Range: 120'
Duration: 1d6+6 turns
Effect: 1 individual

This spell can only be cast on flying target, or one capable of flight (natural or magical). If the target fails a saving throw vs. spells they immediately lose the capacity to fly, wings no longer functioning or magic temporarily nullified. If they fall to the earth, they will suffer 1d6 damage per 10' of falling (to a maximum of 20d6). The inability to fly lasts until the end of the spell.

Call Lightning

Range: 360'
Duration: 1 turn per level of caster
Effect: calls lightning bolts from storm

This spell is identical to the 3rd level druid spell.

Cardiac Arrest

Range: 120'
Duration: Instant
Effect: 1 Creature

The unfortunate recipient of this spell must make a saving throw versus spells or immediately have their heart stop. Death will occur in 2d4 rounds, unless healing is applied (dispel magic, cure serious wounds or more potent healing magic will save the victim; cure light wounds will not be effective). A successful saving throw versus spells will allow the victim to escape with a little light heartburn; for each HD or level of the victim above 1 a +1 bonus to the saving throw applies. No victim of above 6HD can be affected, nor can any creature lacking a functioning heart.

Chackram

Range: 240'
Duration: Instant
Effect: One target

This spell creates a single silver chackram, a plate sized ring of sharpened metal that instantly flies to a single target, inflicting 1d6 physical damage per caster level. The target may save vs. spells to take half damage.

Climate

Range: Immediate area
Duration: 1 hour per level of the caster
Effect: Maintains 8000 cubic feet to a specific climate

This spell is used to alter an area to be more comfortable to its residents. It affects up to 8000 cubic feet (typically 20'x20'x20' but potentially a more complex shape corresponding to the form of internal rooms) and changes the climate to that which the caster chooses. Each casting of the spell may change a different area to a different climate.

This cannot mediate the effect of a harmful climate. A frozen waste may not be made temperate, nor a deadly burning landscape tamed, but any reasonable internal temperature can be achieved. Thus a cold room for storage, a hot room for bathing, a temperate room for sleeping *etc.* can be created. The spell can be made *permanent*, and will then persist until *dispelled*.

Come Not Hither!

Range: 60'
Duration: 6 Turns
Effect: 10'x10'x1'

This spell creates a vaguely purple area of air which crackles audibly. Any creature passing through said barrier will suffer immense pain, take 1d10 points of damage, and suffer a -2 to hit, damage and skill checks for 1 turn (no saving throw).

Crackling Whip

Range: Caster Only
Duration: 1 round per level of experience
Effect: 1 electric whip

The caster summons a blue, crackling, 10' long whip that appears in the casters hand. Attacks using the whip cause 4d4 electrical damage, with the victim suffering a -2 to all attacks due to intense pain the next round. A save vs. spells halves both the damage and the penalty to hit. If the caster is stunned, unconscious or casts another spell the whip disappears.

Diana's Defence

Range: 0
Effect: Caster Only
Duration: 4 turns

Effectively a more powerful version of Shield, this spell bestows an armour class of 2 versus hand held attacks, and 4 versus all others. Immunity to Magic Missile spells is also granted

Dimensional Familiar

Range: Caster Only
Duration: Special
Effect: Casters familiar

A handy spell that allows the caster to store his familiar in an extra-dimensional pocket. The bond between the caster and familiar allows the familiar to reside there requiring no food or other sustenance (although the caster may be observed to eat more), and with a single gesture the caster can recall the familiar. While the familiar is thus stored, the caster can memorise 3 fewer spell levels per day (a single level three spell, a second and two first level spells, or three first level spells) per day.

Dimensional Trap

Range: 240'
Duration: Instant
Effect: 1 temporary magical pit trap

A magical pit trap opens beneath a target, causing the target to fall 10' per caster level (up to a maximum of 200'), suffering 1d6 damage per 10' fallen. Upon landing, the trap disappears, and the target is left prone on the ground where they stood. If the victim makes a saving throw vs. spells they avoid the effect of the spell entirely.

Dispel Fog

Range: 20' per level of the caster
Duration: Permanent
Effect: Removes fog from an area

This spell eliminates normal or magical fog from a spherical area within the diameter indicated by the spells range. Only fog and mist is affected – rain, snow, bodies of water *etc.* are not affected. While fresh fog may enter the area, that radius will remain clear for 1 turn per level of the caster regardless of whether more fog is present.

Dominate Lesser Undead

Range: 60'
Duration: Special
Effect: Controls skeletons, zombies, ghouls and wights

This spell allows the caster to attempt to control skeletons, zombies, ghouls or wights (or creatures turned at that level). The attempt to do so is as per the Undead Liege and Pawn rules in the Rules Cyclopeda, with the caster being treated as a liege of their own level in hit dice. All normal rules for controlling undead (maximum permitted HD of individual subject being half the level of the caster, total permitted HD being twice the level of the caster, undead are freed at the next full

moon, turning releases the undead) are applied to *dominated* undead.

Do Over

Range: 60'
Duration: Special
Effect: 1 foe

The victim of this spell, if they fail a saving throw vs. spells, will do precisely what they just did. If they attacked in the previous round, they will attempt to make precisely the same attack. If they ran, walked, talked *etc.* they will do exactly the same again. Each round they may attempt to make another saving throw vs. spells or will do the same thing. When a saving throw is made, the spell ends.

Finite Fireball

Range: 240'
Duration: Instant
Area of Effect: 40' diameter sphere

This spell is identical in all ways but one to the *fireball* spell. The only difference is that this spell is designed to be used among a casters own party, allowing the mage to clear out swarms of weak opponents slowing down their own companions while not necessarily killing the more powerful allies. Thus it only inflicts 1d3 damage per level of the caster, with a saving throw being allowed to reduce the damage to half.

Firebolt

Range: 240'
Duration: Instant
Effect: 1" bolt of fire

This spell creates a 1" bolt of hot, burning gas that instantly flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (fire damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Ferrymans Coin

Range: 60'
Duration: 3 turns
Effect: Sacrifice zombies and skeletons for a purpose

This spell utilises zombies and skeletons controlled or dominated by the caster as a power reserve. Up to 1HD of such creatures per two levels of experience of the caster can be sacrificed during the duration of the spell, the sacrifice being permanent, and the undead creatures being entirely obliterated in the process. All undead to be sacrificed must be within 60' of the caster. Such sacrifice can have any of the following effects.

Undead Reaction Bonus: Bonus to the standard reaction roll made when encountering any undead creatures. This will not make an already hostile undead entity friendly, but all normal reaction rolls with undead creatures are affected for the duration of the spell.

Saving Throw Bonus: When the caster is required to make any saving throw, they may sacrifice the specified number of HD of zombies or skeletons for the desired effect.

Damage Bonus: The damage inflicted by a single spell can be increased by the sacrifice, by the stated number, per dice of damage. For example, a fireball inflicting 10d6 damage would inflict 10d6 + 10 (before saving throws are made) if 6HD of zombies or skeletons are sacrificed.

HD Sacrificed	Undead Reaction Bonus	Saving Throw Bonus	Damage Bonus
3-5	+1	+1	+1/2
6-8	+2	+2	+1
9-14	+3	+3	+1 1/2
15-18	+4	+4	+2

Flim-Flam

Range: 0 (caster only)

Duration: 1 hour

Effect: Boosts the perceived value of a cargo

This subtle but powerful spell boosts the perceived value of any cargo or shipment that the caster is trying to sell. While the actual value remains the same, any other traders hearing the sellers pitch for a specific cargo and subsequently making an appraise roll to determine the value of the cargo must make a saving throw vs. spells or over-value it. The roll for cargo value (3d6 plus or minus the value modifier for value at that port) is unaffected, but the individual subject will over-value the cargo by 1d4 plus the charisma modifier of the caster.

While the victim of the spell will never realise that they have been swindled, unless told that they've been the subject of a spell, it is likely that at some point they will realise that they've paid over the odds and that will have an impact on how they respond to the caster later on.

Frostbite

Range: 240'

Duration: Instant

Effect: 1" bolt freezing ice

This spell creates a 1" intense cold blast that instantly flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (cold damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Heartcall

Range: Infinite

Duration: Instant

Effect: Indicates rough direction and distance of true love

An extremely dangerous spell, this spell indicates the direction and approximate direction in which a willing targets true love is to be found. It is possible (common, in fact) for the spell to reveal no results. If this is the case then that person either has no true love, or it is simply the wrong time to meet that person.

Ice Staff

Range: Caster only

Duration: 1 turn

Effect: 1 frozen staff

The caster creates a quarterstaff made of ice. The staff is +2 to hit and damage, and inflicts 1d8 cold damage per hit. The ice staff isn't identical in balance and form to a normal quarterstaff, and weapon mastery bonuses do not apply.

Ice Shard

Range: 80'

Duration: Instant

Effect: Ice shard 80' long, 5' wide

This creates a shard of ice that appears up to 80' from the caster and flies for 80' further. The shard is 5' wide, and all creatures in the area if flies through take 1d6 cold damage per caster level. A save against spells halving this damage. If the shard hits a hard surface such as a wall it explodes in a 10' sphere, all therein taking the same damage as if hit by the shard (although no victim can be damaged twice – if the shard hits a target they are not further damaged by this explosion).

Inventory

Range: 10'

Duration: 1 turn

Effect: Lists contents of a wagon, warehouse section, *etc.*

By using this spell a caster becomes aware of precisely what goods are within 10' of them whether in a wagon, section of a warehouse, shop, treasure pile, *etc.* Any magic items present are detected but not identified, and objects carried by creatures are not listed.

Lightning Staff

Range: Caster only

Duration: 3 rounds per level of experience

Effect: 1 lightning staff

An impressive and showy spell that creates a static staff made of glowing lightning to appear in the casters hands. This can be used as a staff, using staff weapon mastery, being well balanced and formed well as a weapon. The staff confers +1 to attack and

damage per 5 levels of experience of the caster, up to a maximum of +5, and gives off light as a torch.

Obsidians Shard

Range: 240'

Duration: Instant

Effect: 1 Shard of crystal

This spell creates a small shard of sharp, black crystal that flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (puncturing damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Peril Pitstop

Range: Caster

Duration: 1 Round per level of the caster

Effect: Caster Only

Upon casting this spell, the caster brings into effect an invisible barrier one inch from his body. This barrier will block the first 2d6+1 per caster level points of magical damage directed towards the caster. For example, a 9th level magic user casts this spell and rolls 7 on 2d6, giving him a barrier of 16 (7+9) points. He is then hit by a magic missile for 6 points of damage, reducing the shield to 10. He is then hit by a fighter wielding a two handed sword +3, for 11 points of damage, but takes only 8 due to the 3 points of magical damage absorbed by the shield. This spell does not provide a complete barrier against non-damage inflicting combat spells, but it does provide a +2 bonus to saving throws against such spells. If the save against such magic succeeds, then the shield will lose twice as many points as spell levels absorbed. In the case of spell like effects, the DM must adjudicate an effective spell level.

Pigeon

Range: Special

Duration: Special

Effect: 1 Message

This spell creates a homing pigeon that requires no sustenance. It will carry one message (any message that can be written as a short letter) to a location of the casters choice, and if the caster chooses wait for a named individual before delivering the message. The pigeon cannot pass a protection from evil spell, and can be dispelled. It travels at 400 miles per day, and is otherwise a normal pigeon (vulnerable to predation *etc.*). After delivering the message the pigeon will, unless detained, simply fly away. It will not return a message to the caster, and cannot be used to reply.

Putrefaction

Range: Touch

Duration: Instant
Effect: 1 comestible

Upon casting this spell and touching any consumable item (a foodstuff, a potion, a drink) or container holding it, the caster causes that to instantly rot to a sickening and inedible state. A potion is destroyed, a meal ruined, a drink tainted beyond use. Up to 1lb of food or 1 pint of liquid is thus destroyed per level of the caster. A magical food or drink (such as a potion) held by another creature can be saved if that creature makes a saving throw vs. spells. If used to attack a living creature, 1d6 damage per level of the caster is inflicted, although the caster must usually succeed in a hit roll to do so. Constructs are completely immune, as are moulds and fungi (such as yellow mould and myconids) and myxomycetes (such as green slime). Corporeal undead subject to this spell become infused with entropic energy and gain a +2 to hit and damage with all attacks for 1 turn per level of the spell caster (and this spell can be subject to permanence).

Quench

Range: 120'
Duration: 4 rounds
Effect: 40 radius

This handy utility spell will instantly douse all non-magical fires in its area of effect (anything less than a bonfire), and for the duration of the spell will prevent such fires from re-starting.

Raise Merchants

Range: 1 port or city
Duration: 1 week
Effect: Attract more traders

This subtle spell causes more traders to contact a caster after entering a city. When the DM randomly determines how many merchants and traders contact the caster, the dice (a d6) is rolled 3 times rather than once and the highest of the three rolls is used. Normal modifiers based on port or city class *etc.* are unmodified.

Rigor Mortis

Range: 60'
Duration: Until the next new full moon
Effect: Makes a corporeal undead more robust

Typically used on an undead entity controlled by the caster this spell is effective on any corporeal undead, effectively making their bodies stiffer and harder to damage. The effect is that the recipient gains a -3 bonus to their unmodified armour class for the duration of the spell. The effect lasts until the next full moon, or until dispelled.

Smuggling

Range: 30'
Duration: 1 turn per level of the caster

Effect: Hides one compartment

For the duration of this spell any hidden compartment, cupboard or chamber in a wagon, ship *etc.* is protected from anyone searching for it. In addition to requiring the normal effort to find, anyone searching must also make a save against Spells to detect it.

Shatterbolt

Range: 240'
Duration: Instantaneous
Effect: 1 exploding shard of crystal

This spell creates a single shard of crystal that flies in a straight line from the caster before exploding, essentially identically to a *fireball*, in a 40' diameter sphere. Fragments of crystal strike all in the area for 1d6 damage per level of the caster, with a saving throw vs. spells reducing the damage to half.

Skeletonise

Range: 240'
Duration: Instant
Effect: Animates a single skeleton (or tries to)

If cast a single human, demi-human or humanoid skeleton within range, this spell animates the skeleton and places it under control of the caster. If cast at a corpse of any of those categories of creature the skeleton will, over the course of 3 rounds, tear itself out from its fleshy prison and, likewise, become a skeleton under the control of the caster.

If cast at any living human, demi-human or non-giant humanoid creature (that has an internal skeleton) within range, that creature takes 1d6 damage per level of the caster, saving vs. spells for half damage. If the victim is killed by this then their skeleton will, within 3 rounds, tear its way out as an animated skeleton under the control of the caster.

Spark

Range: 240'
Duration: Instant
Effect: 1 Electric Spark

This spell creates a spark that flies from the casters hand to a chosen target. Only one individual target or creature can be struck, and the caster must have a clear line of site to any foe. Damage inflicted is 1d6 per level of experience of the caster (electrical damage), to a maximum of 20d6, but the victim may save versus spells for half damage.

Summon Gremlin 2 (Giggling Menace)

Range: 60'
Duration: 1 turn per level of the caster
Effect: Summons one determined gremlin

This annoying spell calls into existence a gremlin (see RC or Companion Rules). Said gremlin will then amuse itself at the expense of the casters stated target (who may save versus spells to avoid the effect) until the duration ends or (more likely) the gremlin is killed.

Thunderball

Range: 240'
Duration: Instantaneous
Effect: Sonic explosion in a 40' sphere

This spell is essentially similar to *fireball*, except that it creates a visible soundwave that travels instantly from the hand (or musical instrument, if carried) to the target location before exploding in a loud, sonic blast, causing 1d6 sonic damage per level of the caster (although a saving throw vs. spells is allowed for half damage).

Wall of Thorns

Range: 180'
Duration: 1 turn per level of the caster
Effect: 1 thorny wall

Upon casting, the caster specifies an area up to 5'thick, 10' high and up to 50' long that becomes filled with thorny bushes. Any creature trying to cross the wall must make a saving throw vs. paralysis or be stuck for 1 round, and all creatures crossing through the hedge take 2d6 points of damage (although a save vs. spells reduces this damage by half)

Water Sphere

Range: 10'
Duration: 6 turns
Effect: 1 water sphere

This spell creates a floating sphere of water, up to 6 inches in diameter per level of the caster. The caster can move the sphere by concentration, at walking pace. If sufficient water was present when the spell is cast, then the caster can choose to use the water already present. At the end of the spells duration, said water falls to ground wherever the sphere is. If no water is available, or if the caster chooses, water is created by the spell. Said water disappears at the end of the spells duration, and is therefore unsuitable for drinking. Fish and aquatic plants can be accommodated by the sphere, and the spell can be made permanent.

Watery Form

Range: Caster only
Duration: 1 turn per level of the caster
Effect: Gives the caster a watery form

When affected by this spell the caster and anything worn becomes near indistinguishable from a puddle of water. It cannot be absorbed into a greater body or divided into smaller parts. It retains the hit points and strength of the caster and moves

at a third of the casters normal speed on land or in the water. While in this form the spellcaster blends undetectably with the ocean, puddles *etc.* and cannot drown in any depth of water. If desired the form can flop up surfaces (e.g. walls or the side of a ship). There is no chance of falling, but the process is as tiring as normal climbing. While the pool cannot be divided, if attacked it takes damage normally. The caster can end the spell at any time by turning back to his normal form.



Wind Blast

Range: 180' + 20' throw
Duration: Instant
Effect: 1 blast of air

The caster of this spell creates a ball of hard, compressed air which travels at speed to one target. If said target is ogre sized or smaller, it must make a save versus spells or be flung backwards 20'. If said victim hits a hard, vertical surface then it will take 1d6 damage per caster level (up to 20d6) saving versus spells for half. If not, half of this damage is taken (save for quarter). This handy combat spell is also invaluable for opening doors, knocking over bookshelves, *etc.*

Level 4

Abandon Hope All Ye Who Enter Here

Range: 30'
Duration: 1 turn per level of the caster
Effect: 10' square per level of the caster

This spell creates an area of pure, sheer, dark, depressing, diabolical evil. All attempts to detect evil (by spell effect or a paladin concentrating) will automatically fail to detect any one source of evil in the area, as the entire zone radiates an intense evil. Lawful or good characters will feel unwelcome in the area. This spell can be permanenced, allowing the discerning dark wizard to make a real metaphysical architectural statement.

Air Hose

Range: 50'
Duration: 2-4 rounds
Effect: One constant stream of air

By creating a tiny wormhole to the elemental plane of air, the caster of this spell controls a powerful and dangerous stream of fast flowing air. This forms a cone, 50' long and 20' wide at its terminus. Any

airborne creatures will be blown away from the caster, and all flying within the cone will take 4d6 damage per round (save for half) if they remain within the area. The direction of the cone can be changed by the caster once per round, by concentration.

Ball Lightning

Range: 180'
Duration: 1 round per level of the caster
Effect: 1 or more balls if lightning

This spell creates one ball of lightning for every five levels of the caster. Each ball can be aimed at a different target. The balls fly through the air to strike their targets before moving rapidly (120' per round) along surfaces in random directions (up masts, down ropes, around stairwells, *etc.*). A ball of lightning inflicts one point of damage per level of the caster each time it touches a living creature (save for half) and there is a 10% chance that at the natural end of a route (the end of a mast, at the edge of a window ledge, *etc.*) it will come to a rest. When this occurs the lightning will start a small fire on a roll of 1 or 2 on 1d6.

Bang

Range: 240'
Duration: Instantaneous
Effect: 40' sphere of sound

Upon completion of this spell, a ball that in all respects resembles a fireball flies from the casters hand to a target within range. However, it does not release any heat or light when it explodes, instead it produces an ear-shattering bang. The noise can be heard for a huge distance (DM's judgement, but this may attract or scare off wandering monsters), and all within the 40' sphere area of effect must make a saving throw versus spells or be deafened for 1d4 hours. All windows, bottles, pottery, *etc.* (including potion bottles) are automatically destroyed.

Ditto

Range: Caster Only
Duration: Special
Effect: Allows caster to recast spell

This spell allows the caster to instantly recast whichever spell he used in the previous round, as long as it was of level 3 or less. Saving throws, damage *etc.* are determined again for the new spell.

Dead Arm

Range: Caster Only
Duration: Permanent until dispelled, destroyed or turned
Effect: Attaches a dead arm to the caster

This spell animates a severed arm from any creature roughly the casters size, the arm becoming an animated, attached extra arm. Most often the attached limb is on the casters side, although occasionally it may be attached to the back or chest of the caster.

The arm is functional, and can be used for carrying an item, wielding a weapon, *etc.* While the arm doesn't confer another attack, it may allow a caster to wield a two-handed weapon such as a staff while also holding something else. If the arm ends in a hand, it also allows the caster to wear a third magical ring.

The arm is impossible to hide – it is quite clear to anyone who sees the caster that the arm is there and that it is from a dead creature. Ordinary clothing cannot be worn (and must therefore be replaced with something tailor made), and there may be other unintended consequences (horses may be spooked by the presence of undead, for example). The arm can be dispelled or may be 'turned' as if a wraith, and if turned it becomes limp and immediately falls off. The same arm cannot be reattached, and another must be found if a replacement is sought.

Dimensional Arsenal

Range: Caster Only
Duration: Special
Effect: Stores multiple items

A rather more versatile version of *Dimensional Tool*, this spell allows the caster to store multiple mundane or magic items in an extradimensional space. Like its lower level equivalent, this spell requires the investment of the spell levels involved in casting it for the duration that items are stored away. Those spell levels are recovered, and may be used for memorising more spells, when all items are retrieved.

The full capacity of the spell allows the caster to store 1 staff sized item, 4 wand/dagger sized items, *etc.*

Feign Death

Range: Touch
Duration: 1 hour per level of experience
Effect: Apparent death

A spell used for infiltration or hiding, this spell only works on a willing recipient. Said recipient appears dead for the duration of the spell, for as long as they stay still. The recipient can choose to spring back to life at any time, but until then, or until the duration of the spell ends, the recipient will appear to all onlookers to be dead.

Firestorm

Range: 240'
Duration: Instant
Effect: Up to 4 volleys of fire

This spell creates up to 4 bolts of burning, oily fire that shoot forth towards one or more targets within range (one per 6 caster levels). Any creature hit takes 4d8 damage per bolt, a save vs. spells being allowed to reduce damage by half.

Force Barrier

Range: 180'

Duration: 1d6+ intelligence bonus rounds

Effect: An invisible barrier

This spell is identical to the higher level Force Field spell except for two important differences. (1) The duration is considerably shorter, equivalent to 1d6+ the casters intelligence bonus in rounds, and (2) the barrier can, unlike Force Field, be removed by a clerical Remove Barrier spell.

Gaseous Form

Range: Touch

Duration: 3 Turns

Effect: One individual

This handy, embarrassing spell turns one willing recipient into a cloud of gas for the duration of the spell, but unfortunately does not turn any worn or carried possessions into gas. The cloud is visible but hard to notice (unless someone is looking for it, they see it only on a 5-6 on 1d6) and the recipient can move by will at up to 120' per round.

Lightning Rebuke

Range: Caster only (60')

Duration: 1 turn

Effect: One retributive lightning bolt

For the duration of this spell the caster is empowered with electrical power that can be used to fire a narrow bolt of lightning at a single target within range who spills the casters blood. The caster may choose not to discharge this spell upon being wounded, but the decision to use this energy must be made immediately (i.e. the caster doesn't have to strike back at the first creature who damages him). This retributive attack is a free action, in addition to any other attacks the caster may make in a round. Damage inflicted is 1d6 per caster level, although a save is allowed for half damage.

Lightning Sands

Range: 120'

Duration: 1 turn per level of the caster

Effect: 2' diameter per level of the caster

When cast, the ground beneath a targeted foe, an area of 2' diameter per caster level around him become quicksand. All creatures in the area must make a save vs. paralysis or start sinking at a rate of 1' per round, until only their heads protrude. At the end of the spell duration, all victims are safely placed back on the surface of the ground.

Lodestone Lock

Range: 180'

Duration: 1 round per level of experience

Effect: Magnetises one target

All steel, nickel and iron items carried by a single target become strongly magnetised.

For example, armour components stick together, swords stick to shields or in scabbards, *etc.* The precise effects vary, but an armour clad foe will at least be immobilised and may be stuck to others. The target can make a saving throw vs. spells to avoid the effect, and if successful the spell will jump to the next nearest potential target. The spell can jump up to 6 times in search of a victim, or can jump for a total of 30'. The effect of this spell on other metals that are not ferromagnetic is unpredictable, and exotic materials may react in unexpected ways.

Melt

Range: Touch

Duration: Instant

Effect: 10 cubic feet of ice per level

A handy spell for freeing ships frozen in place, this spell allows a caster to immediately melt ice by touch. Unless there is a reason it should not, in freezing conditions the water will freeze again, in a time period depending upon temperature. The reverse of this spell, *freeze*, immediately turns the same volume of water to ice.

Mist of the Leech

Range: Special

Duration: 1 round per level of the caster

Effect: 6' diameter cloud

This spell creates a 6' diameter black cloud, which can be moved by concentration at walking speed. It will, unless the caster concentrates, envelop the nearest living organism that has blood and start bleeding it, inflicting 1d6hp per round; the victim must also save vs. paralysis or be made unconscious by the spell. The cloud turns progressively redder rather than black the more blood it drains. After inflicting 40 points of damage, the cloud is sated, and will dissipate.

Protection from Stunning

Range: Touch

Duration: 1 turn per level of experience

Effect: Protects the recipient from stunning

The recipient of this spell is completely protected from all non-magical stun or delay effects, they receive a +2 bonus against knock out, and they may make a save against spells if they encounter a magical stun such against which they would not usually receive a save (e.g. *power word stun*).

Curse*

Range: Touch

Duration: Permanent

Effect: Bestows one curse

This spell is identical to the 4th level Magic User spell *Remove Curse*, except that in its correct 'forward' form it bestows a curse

rather than removes one. If memorised in reverse it is likewise identical to *Remove Curse*.

Stop It

Range: Touch

Duration: 1d6 rounds + 1 round per level of the caster

Effect: 1 target

This spell is cast simultaneously with another that the caster has memorised. That spell is consumed by Stop It, and the recipient is made immune to any further castings of that spell for the duration. Note that this spell cannot be made *permanent*, effectively needing two spells to work, the latter being consumed rather than cast.

Seductresses Aid

Range: 120'

Duration: 1 round per level of the caster

Effect: One set of blankets, drapes, ropes, carpet, etc.

Essentially a more complex version of the entangle spell (see RC), with the additional commands grab, enfold and trip, and also working on a range of materials such as blankets, rugs, curtains, bed sheets, etc. Save vs. spells, possibly modified by -2 if the target is surprised.

Speak With Animals

Range: Caster only

Duration: 6 turn

Effect: Allows conversation with animals within 30'

This spell is identical to the second level clerical spell of the same name.

Transmute Water to Ice*

Range: 160'

Duration: 1 turn per level of the caster

Effect: Freezes water to ice

Both sea and fresh water are affected by this spell, which freezes 10 cubic feet of water per level of the caster. A 16th level caster may freeze enough water to bind a 50' vessel in ice. The reverse of this spell, *melt* is permanent unless the ambient temperature is cold enough to re-freeze the water.

Wall of Ectoplasm

Range: 120'

Duration: 3 turns

Effect: Up to 1200 cubic feet of ectoplasm

This spell creates a thin wall of sticky, slimy ectoplasm of any dimension and shape, determined by the spellcaster, totalling 1,200 cubic feet. The wall is greyish brown, opaque, and will block sight. The wall cannot be cast in a space occupied by another object. Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break

through, but the process is both unnerving and unpleasant. To break through the barrier a creature must roll under their wisdom score on 1d20 and save vs. spells or be *slowed* for 2d4 rounds. Undead creatures can freely pass through the wall.

Level 5

Acid Arrows

Range: 240'

Duration: Instantaneous

Effect: Up to 20 gobts of acid

An invaluable attack spell, which creates 1 bolt of acid per level of experience of the caster. The bolts fly in a straight line, each striking a target to which the caster has line of sight. All of the bolts can be aimed at one target, or they can be split between multiple foes any way the caster wishes.

Each target takes 1d6 damage per bolt, although a save versus spells is allowed for half damage.

Chuck You!

Range: 5' per level of the caster

Duration: Instant

Effect: One opponent is hurled away

An unusual and quite versatile combat spell, effective on giant sized or smaller opponents. Said creature will be bodily hurled up to 80' from the caster, suffering 2d6 damage (plus another 5d6 if it hits a solid obstruction), and inflicting 2d6 damage to any creature hit by the flying victim (DM's judgement whether said creatures stop the target; a kobold will be stopped by hitting an ogre, but an ogre should be hurled straight through a cloud of kobolds). If the target makes a save versus spells, it will completely avoid the spell. A hurled foe must roll equal to or under their dexterity score on 1d20 to land on their feet, otherwise they will fall and be considered prone until they can stand up.

Control Winds

Range: 10' radius per level of the caster

Duration: 1 turn per level of the caster

Effect: Calms or increases winds

This spell is identical to the 5th level druid spell.

Dead Leg

Range: Caster Only

Duration: Permanent until dispelled, destroyed or turned

Effect: Attaches a dead leg to the caster

This spell animates a severed leg from any creature roughly the size of the caster, becoming a functional leg for the caster. Most often the leg is attached to the casters lower half, although it may be attached

anywhere should the caster decide to do so. The leg is functional, and provides an extra 15' (5') movement for the caster if attached in a useable location. While the leg doesn't confer another attack, it confers a -4 penalty to attempts to trip the caster, and at any time the caster must make a saving throw vs. being toppled over or falling in any way they may do so with a +4 bonus. The caster may also wear a third magical shoe.

The leg is impossible to hide – it is quite clear to anyone who sees the caster that the leg is there and that it is from a dead creature. While ordinary robes may be worn, undergarments, trousers *etc.* must be made to fit. The leg can be dispelled or 'turned' as if a mummy, and if turned it becomes limp and immediately falls off. The same leg cannot be reattached, and another must be found if a replacement is desired.

Devolution

Range: 20'

Duration: 5 rounds + 1 round per level of the caster

Effect: 1 human or humanoid

An individual creature affected by this spell is forced back through its own evolutionary time. Essentially this adds 1d6 to strength, dexterity and constitution and takes 3d6 from intelligence, wisdom and charisma. Below an intelligence score of 3 the target will shun the use of weapons and attack using claw/claw/bite for 1d3/1d3/1d6 damage (or instead gains a +2/+2/+4 to damage if they already possess those attacks). Elves are immune to the ability score modifications of this spell but do suffer a -3 penalty to armour class and -3 to hit and damage. An unwilling target may make a saving throw vs. spells to avoid the effects of the spell.

Dominate Greater Undead

Range: 60'

Duration: Special

Effect: Controls skeletons, zombies, ghouls and wights, wraiths and mummies

This spell allows the caster to attempt to control skeletons, zombies, ghouls, wights, wraiths or mummies (or creatures turned at that level). The attempt to do so is as per the Undead Liege and Pawn rules in the Rules Cyclopeda, with the caster being treated as a liege of their own level in hit dice. All normal rules for controlling undead (maximum permitted HD of individual subject being half the level of the caster, total permitted HD being twice the level of the caster, undead are freed at the next full moon, turning releases the undead) are applied to *dominated* undead.

Fabricate

Range: 10'

Duration: Permanent (casting time up to 1

turn

Effect: Creates useful items

This is a catch-all utility spell allowing a character to create soft goods as and when needed. Food, drink, leather, softwoods, and some pottery or porcelain can be made. Harder materials (hardwood, metal, stone, *etc.*) can not. Each casting of the spell creates one persons worth of material – one days rations for a person, a single meal for 3 people, wooden or pottery table settings for 3 people, one outfit or one saddle for a person, a single poor quality staff, *etc.*

Note that the goods will be vaguely functional, but unless the caster has skill in making the item in question they will have little worth and no special quality.

Firetrap

Range: Touch

Duration: Permanent until discharged

Effect: One trapped opening

Any closable item (a book, a chest, a door, *etc.*) can have this spell cast on it. It is essentially a trap, and leaves a physical trace that can be removed as normal by a thief or dispelled. The caster, and anyone else knowing a pre-determined password can open the item safely, but any attempt to open it without that creates an explosion that damages everyone within 5' for 1d6 damage per level of the caster (a save vs. spells halving the damage). The item itself may be destroyed by this, at the DM's discretion (a book, for example, is unlikely to survive, but the contents of a chest may or may not be destroyed). Whether discharged explosively or opened harmlessly using the command word, opening the item ends the spell

Flame Bolts

Range: 240'

Duration: Instant

Effect: Up to 20 fiery bolts

As for acid arrows, but with fire damage instead of acid.

Flying Wedge

Range: Touch

Duration: 1d6 turns + 1 turn per level of experience

Effect: A group of creatures fly

This spell is an elaboration of the level 3 *fly* spell, allowing the caster to carry 1 other person per 5 levels of experience. Those creatures must touch the caster to remain in flight – this may be complex and make larger groups difficult to handle.

Scatterbrain

Range: 60'

Duration: 1d10+5 days

Effect: 1 foe

Upon casting, a target (if they fail a saving throw vs. spells) loses all track of time. They will always be late, irritatingly out of step, always lose initiative in combat, and if appropriate will be surprised at the start of combat. They are immune to the effect of *haste* and *slow* spells, and any other speed affecting spells, and if they are capable of multiple attacks in a round they will lose all but one of them.

Shadowblade

Range: Caster Only

Duration: 1 round per level of experience

Effect: 1 blade in the casters hand

The caster conjures a grey, smoky, indistinct sword. This can be wielded to inflict 2d4 damage per hit, that total curing the casters wounds for the same amount. It can hit creatures immune to up to +4 weapons. The caster cannot be disarmed, but can dismiss the sword at any time by putting it down. If the sword is used to damage undead creatures, it will instead damage the wielder and heal the undead.

Summon Animals

Range: 360'

Duration: 3 turns

Effect: Calms and befriends normal animals

This spell is identical to the fourth level druid spell of the same name.

Swaps

Range: 240'

Duration: Instant

Effect: Swaps the caster and another creature

An unusual spell which causes the caster and target to be swapped; the caster ends up where the target was, and the target is transported to where the caster was standing. Useful to get out of a tight spot. If the target is unwilling, he or she may make a saving throw to negate the spells effect.

Unholy Crusader

Range: Caster Only

Duration: 1 round per level of the caster

Effect: Caster is more effective in combat

The undead recipient of this spell temporarily gains an extra 6d6hp, a +2 to all hit and damage rolls and a +1 bonus on all saving throws for the spells duration. Any wounds taken come from the extra hit point pool first. If the undead is fighting a cleric or paladin then the bonus to hit and damage is increased to +4. The undead creature glows a lurid red while this spell is in effect.

Wall of Lightning

Range: 120'

Duration: 2d4 rounds

Effect: A 10' cube of lightning

This spell creates a terrifying barrier, a 10' cube of lightning, at a point of the casters choosing within range. Creatures within the area may make a save vs. spells to step out before they take damage. Any creature subsequently entering must save vs spells or take 1d6 lightning damage per caster level (the save halving the damage).

Wall of Magma

Range: 120'

Duration: 1 turn per level of the caster

Effect: 1 wall of magma

The caster creates a wall of glowing, almost solid magma up to 15' high, 10' thick and 10' long per 4 levels of experience. This spell cannot be cast 'on' an opponent but any creature stupid enough to enter or climb it will take 1d6 damage per level of experience of the caster, with a successful save vs. spells halving the damage.

Wall of the Dead

Range: 60'

Duration: 6 turns

Effect: Creates a barrier of skeletons and zombies

The caster of this spell may direct any skeletons and zombies controlled to merge into a single physical barrier. Ectoplasm exudes from each of them, fusing to form a sticky barrier with limbs and heads reaching out from it. The barrier is 1' thick and 5'x5' per skeleton or zombie used, may be up to 20' high, and in almost any form as long as the total area falls within the range of the spell. The wall is not static, and it can use its protruding limbs to attack, with each 5' section being able to attack any creature adjacent to it with a single claw per round (attacking as a monster of HD equivalent to half the casters level) for 1d6 damage. Alternatively, the wall can be instructed to wrestle a foe, making wrestling checks with a wrestling rating of 13. While it cannot itself be pinned, if it succeeds in pinning an opponent that foe is dragged into the ectoplasm where it suffers 1d3 hp damage per round until released or killed.

Any creatures within 5' of the wall when created may make a saving throw vs. paralysis to back out of range before the wall can attack.

The wall can be turned as if is a haunt, with a T or D result causing the wall to disassemble to its component undead parts (and still under the control of the caster). It may also simply be killed, having an armour class of 5 and a hit-point total equivalent to all of its constituent undead, saving as if a fighter of half of its total hit dice.

Whirlwind

Range: 30'

Duration: 3d4 rounds

Effect: 5' circle, 20' high vortex

A powerful vortex of swirling air is created, picking up dust and dirt, and any other loose material. It can be controlled by the caster by concentration, and moved at a rate of 30' per round up to a distance of 240'. Any creature caught in the vortex will suffer 1d3 damage per level of the caster, with a save vs. spells halving the damage. If there is insufficient space for the full cone of air, the spell cannot take effect.

Level 6

All That Glisters

Range: Touch

Duration: 6 turns

Effect: Temporarily makes coins seem like gold

This entirely disreputable incantation makes coins carried by the caster seem to be gold, even if they are copper, silver or electrum. The illusion won't stand up to any serious scrutiny, and if someone they're dealing with has reason to suspect that the coin is suspect (such as having been fooled by the caster before) then they will see through the ruse. Anyone having the coins passed to them (in trade, or for any other reason) may make a save vs. spells to see through the effect. Each casting of the spell enchants up to 200 coins per level of experience of the caster.

Bailriggs Butchery

Range: 30'

Duration: Instant

Effect: 1 creature/corpse

Bailrigg, beastmaster of the Great Zoo of Thothia, created this spell to allow him to rapidly portion up monsters that had died, to separate out useful components in the heat of the desert before decomposition set in. Upon casting, any chosen dead body within range will instantly become dissected, ordered, and labelled; each bone, muscle, organ, gland etc. will be neatly separated out and identified. While an invaluable spell for removing useful components for magical research, it is also an unpleasant attack spell. Any living creature not totally immune to cutting damage will take 1d6 points of damage per level of the caster, with a save versus spells allowed to reduce damage to half.

Black Inferno

Range: 240'

Duration: Instant

Effect: 1 ball of draining blackness

This spell sends a bead of black force to a target, which explodes into a 20' radius inky black sphere. All creatures in this area take 1d6 damage per caster level, saving for half.

Any creature killed by this temporarily adds 1hp to the caster per HD or level they possessed, this process being visible as crackling threads of purple lightning returning from the deceased to the caster. The caster loses these HP at one per two rounds, although any wounds suffered are lost from this pool first.

Blackstrike

Range: 240'
Duration: Instant
Effect: 1 target

This spell creates a black bolt of lightning that is directable to a single target within range. The damage inflicted is 1d6 per level of the caster, with the target saving for half damage. Purple lightning reverberates back from the target to the caster, and the caster temporarily gains half of the hit point damage inflicted, losing them at the rate of 1 every 2 rounds. Any damage taken is taken from this gained vitality first.

Calm Water*

Range: 360 yards
Duration: 1 turn per level of the caster
Effect: Calms oceans and inland waters

This spell reduces wave actions in the area of effect to the equivalent of calm seas (as defined under ship sailing rules). Chop, violent storms *etc.* are eliminated for the duration of the spell, all though any swell may continue. The reverse of the spell, *Ocean Tempest* creates waves in the specified area up to 1' tall per level of the caster.

Calm Wind

Range: 360 yards
Duration: 1 turn per level of the caster
Effect: Calms winds

In even the strongest of winds, this spell creates an "eye of the storm" effect, reducing the wind to a gentle breeze. Waves are not affected, and storm tossed waters may remain a problem. The spell has no effect on fogs or precipitation, only the wind that may be driving it.

Contain

Range: Touch
Duration: 1 day
Effect: 1 Container

An unusual spell that turns any container into a magical, extradimensional space, rather like a bag of holding, for the duration of the spell. The capacity of the container is equal to the casters level x 500cn. Any items in the container when the duration ends (or the spell is dispelled) will spill out, possibly at high speed.



Create Lesser Undead

Range: 60'
Duration: Permanent
Effect: Creates lesser undead

This spell requires the caster to conduct a necromantic personal sacrifice, rolling once on that table. The ritual produces ghouls or wights, according to the casters choice, or other creatures turned at the same levels. Only a single type of undead can be created in a single ritual. To create a ghoul or equivalent requires 1000gp worth of materials, and to create a wight requires 3000gp, and for each undead created an appropriate (typically human or demi-human) body is required. Up to the casters level in HD are created, and undead created thus are under the control of the caster until the next full moon, at which point the normal undead liege and pawn rules and limitations apply.

Create Steeds

Range: 30'
Duration: 1 turn per level of the caster
Effect: Summons steeds or pack animals

Similar to the magic user *Create Normal Monsters* spell, this spell allows a caster to summon mounts of a single type. A total number of HD of mounts or pack animals no greater than the caster level can be created, and only donkeys, mules, oxen, riding horses, draft horses, camels, sea-horses or manta rays (or other mounts if the DM permits) can be created. The mounts can be ridden by anyone specified by the caster, or can be used as pack animals. While ideal for creating draft animals with a significantly longer duration than *Create Monsters* spells, the animals thus created will not fight.

Dead Appendage

Range: Caster Only
Duration: Permanent until dispelled, destroyed or turned
Effect: Attaches a appendage to the caster

This spell animates and attaches a severed appendage from any dead creature that was roughly the size of the caster. This means any external appendage can be attached, whether a tentacle, wing, fin, flipper tail or

trunk. The appendage is functional, with an immense range of functions being possible. The spiked tail of a small armoured dinosaur can be used as a weapon, whereas a dolphins tail may provide a rapid swimming speed. The exact effects are up to the DM, but players should be encouraged to be creative in their choice.

The appendage is obvious to all who see it, and that it is dead will become clear to those who spend time observing. Ordinary clothing may be impossible. The appendage can be 'turned' as if a spectre, and if turned it becomes limp and immediately falls off. The same appendage cannot be reattached, and another must be found if a replacement is sought. Only a single appendage can be added by use of this spell – a caster may also have a dead arm, leg or head (for example) but only one appendage may be added by this spell at a time.

Disguise

Range: Caster only
Duration: 1 day
Effect: Disguises caster

The caster may choose a different appearance, changing height, weight, smell, gender, species (to other demi-human or non-giant humanoid), colour, eyes, hair, *etc.* The casters abilities and limitations remain the same, and no new immunities or abilities are gained. While the caster may change quite radically, individuals cannot be impersonated, even accidentally.

The form may be *dispelled* as per normal rules, or voluntarily dropped at any time. The spell also ends if the caster is killed.

Ethereality

Range: Touch
Duration: Up to 24 hours
Effect: 1 recipient

The recipient of this spell can choose to enter the ethereal plane once, any time until 24 hours after the spell is cast, and must return during the same period. The spell also provides movement on the plane at walking speed.

Familiar Spirit

Range: 240'
Duration: 2 turns per caster level
Effect: 1 illusionary familiar

This illusion spell creates a single illusionary familiar (halfling sized or smaller), the appearance of which is determined by the caster (although no specific creature can be imitated). It is a believable illusion, with a rudimentary intelligence of its own. It can obey simple commands, it can scout areas for the caster, and carry messages. It cannot attack, and a single hit in combat will cause it to disappear.

Fixer

Range: Touch
Duration: 1 Turn
Effect: Repairs one wagon, ship or structure, at a cost

This spell can be used to repair or restore any substantially wooden ship, cart, wagon or structure that has sustained HP damage, but at a cost. Repairs made thus require only 1 turn, do not need any wooden materials or even workers, but use treasure possessed by the caster. Only one set of damage can be repaired on any vessel or object using this spell, and the repairs cost exponentially more for each point repaired. 1 HP of repair cost 1gp, 2 HP cost 2gp, 3 costs 8gp, 4 costs 16gp, 5 costs 32gp, etc. The treasure is consumed during spellcasting, and naturally large repairs are enormously costly, but can be conducted anywhere and taking only 1 turn, making this spell potentially the difference between a shipment being lost or not.

Fredegars Corrosion

Range: Caster Only
Duration: 1 turn + 1 round per level of the spell
Effect: The casters hands

This inconvenient spell turns the casters hands sticky and brown, very obviously and visibly odd. For the duration of the spell the casters hands act in all ways like a rust monsters tentacles.

Hydrax

Range: 0
Duration: Special
Effect: Summons 1 hydrax

This spell draws one hydrax to the prime plane, the hydrax being compelled to complete a single task for the caster to the best of its ability. A water version of invisible stalker.

Mage Sight

Range: Caster only
Duration: Concentration
Range: Caster Only

This handy spell gives the caster an insight into ongoing magical spells and affects around him. The caster can see where magic spells are working and gains a rough idea what they are.

Mort Rouge

Range: touch
Duration: Special
Effect: Special

The victim of this spell must make a save versus spells or start bleeding, slowly, through minor cuts and pores in the skin. 1d4hp are lost per day, until a *cure disease*, *cureall* or *heal* spell is cast. No healing due to rest can be gained while suffering from the

disease. Anyone touching the victim must in turn make a save versus spells or start suffering a similar effect. This spell can thus be used to wipe out entire villages. Unsurprisingly, casting this spell is considered an evil act.

Recollection

Range: Caster only
Duration: Instant
Effect: Recalls one spell

This spell allows the caster to immediately recall a spell cast in the previous round, as long as it was of 6th level or lower. Essentially this spell is expended and the previous spell is restored to the casters memory.

Resist Turning

Range: 10'
Duration: 1 day/level of caster
Effect: 1 undead

Any undead upon whom this spell is cast will receive a saving throw (death ray) versus any attempt by a cleric to turn or destroy them.

Wormhole

Range: Touch
Duration: Instant
Effect: up to 2 targets plus caster

A handy transportation spell, effectively the same as dimension door but also affecting up to two willing recipients along with the caster.

Level 7

Arctic Blast

Range: Special
Duration: Instant
Effect: Cone 100' long, 60' wide at end.

This spell creates a cone of cold air, 100' long and 60' long at the far end. All creatures caught in the area take 1d6 damage per caster level (save for half). In addition, a second save is needed to avoid being blown away by the wind.

Target size	Distance	Blown
Tiny (to 1')	1d10x10'	
Small (to 4')	1d8x10'	
Medium (to 8')	1d6x10'	
Large (up to 20')	1d4x10'	
Huge (20' plus)	None	

Damage taken from being thrown is 2d6, plus 5d6 if the victim hits a solid object, or 2d6 if it hits another creature (that creature also suffering 2d6 damage).

A successful dexterity check (rolling equal or less than dex on 1d20) allows a victim to land on his feet.

Astral Leap

Range: Touch
Duration: 24 hours
Effect: Transport to the Astral plane

The recipient of this spell may, once in a 24 hour period, travel to the astral plane, and must return within the spells duration.

Create Greater Undead

Range: 60'
Duration: Permanent
Effect: Creates major undead

This spell requires the caster to conduct a necromantic personal sacrifice, rolling twice on that table. The ritual produces wraiths or mummies, according to the casters choice, or other creatures turned at the same levels. Only a single type of undead can be created in a single ritual. To create a wraith or equivalent requires 10000gp worth of materials, and to create a mummy or equivalent requires 15000gp, and for each undead created an appropriate (typically human or demi-human) body is required. Up to the casters level in HD are created and undead created thus are under the control of the caster until the next full moon, at which point normal undead liege and pawn rules and limitations apply.

Dead Heart

Range: Caster Only
Duration: Permanent until dispelled or turned
Effect: Installs the heart of a dead creature in the caster

This spell requires a caster obtains the heart of a dead creature that was roughly their own size and necessitates a single roll on the necromantic sacrifice table. At the end of the ritual of sacrifice, the dead heart sinks (painfully) into the casters chest and resides alongside their own heart. At any point, should the caster be reduced below 0 hp and they would die, they may make a saving throw vs. death ray to remain conscious and, after a fashion, alive, as their dead heart begins to beat. The caster essentially becomes undead, with the same capacity to move, talk, and even fight. They cannot cast spells or use class related magical items, but they can pick up and use any weapon using their own class and weapon mastery based ability.

As an undead creature the caster gains 1d6hp per level of experience up to level 9, +2hp per level thereafter (no constitution bonus applies to the dead). They cannot advance in experience, but by becoming undead they may be able to escape a dangerous situation. They may be *raised* as normal, at which point the dead heart becomes inactive and dissolves.

While undead the caster can be turned as a vampire, with normal chances of success. If

destroyed by the turn attempt, the caster will die.

Dead Spell

Range: 10'

Duration: Special

Effect: Imbues an undead creature with a single spell

This spell may be cast upon any undead creature within 10' that the spellcaster controls. Alongside it, a second memorised spell of 3rd level or less is also expended. The undead creature gains the capacity to cast that second spell, once, as if they are the caster, before the following dawn.

For example, a 20th level caster in control of a wight may choose to imbue that creature with the ability to cast *continual darkness*. The wight can do so once, and if another character tries to *dispel* the *continual darkness* they must succeed in an attempt to dispel magic cast by a 20th level caster.

Note that while this has potential to imbue a creature with a potentially quite potent spell, it does not imbue that creature with any degree of tactical intelligence. An skeleton with merely basal level intellect may end up *fireballing* itself and its colleagues in melee, for example.

Deferment

Range: Caster only

Duration: 1 turn + 1 round per level of the caster

Effect: Caster only

The caster of this spell can avoid a proportion of the damage they may receive until the end of the spells duration. Half of all HP damage incurred is deferred, only taking effect at the end of the spells duration. Any other attacks that causes non HP damage, such as energy drain, also takes effect at the end of the spell. However, non damaging attacks such as those that incapacitate (stun, paralysis, *etc.*) are not affected by this spell.

Dominate Greatest Undead

Range: 60'

Duration: Special

Effect: Controls skeletons, zombies, ghouls and wights, wraiths, mummies, spectres or vampires

This spell allows the caster to attempt to control skeletons, zombies, ghouls, wights, wraiths, mummies, spectres or vampires (or creatures turned at those levels). The attempt to do so is as per the Undead Liege and Pawn rules in the Rules Cyclopeda, with the caster being treated as a liege of their own level in hit dice. All normal rules for controlling undead (maximum permitted HD of individual subject being

half the level of the caster, total permitted HD being twice the level of the caster, undead are freed at the next full moon, turning releases the undead) are applied to *dominated* undead.

Gestalt Domination

Range: Special

Duration: Instantaneous

Effect: Rearranges and reorders undead pawns

Controlled undead who themselves can control others as part of a pawn command structure can be instantly rearranged into ranks – a skeleton controlled by the caster may be handed into control of a wraith, a zombie to a spectre, *etc.* All undead that are directly or indirectly controlled by the caster, no matter their location or range therefrom, may be thus rearranged when the spell is cast, potentially streamlining control and maximising the number of hit-dice of undead that can be controlled in the chain of command.

Lightning Storm

Range: 240'

Duration: Instant

Effect: An explosive ball of lightning

While potentially the most damaging spell most magic users can aspire to, this spell may also cause relatively little harm. Upon casting a spark flies from the casters finger to a target within range, which then explodes into a shower of lightning, inflicting a colossal 1d10 damage to all within a 20' sphere from the point of impact. However, each creature in the area may make *four* saving throws vs. spells. If all four saves are made, all of the bolts miss that target and no damage is inflicted. If one save is made, only a third of the damage is taken. If two saves are made, a quarter damage is taken, if three saves are made, only one point of damage per dice is taken.

Mage Blight

Range: 240'

Duration: Special

Effect: 1 target

This spell is a form of *Magic Missile*, creating 1 missile plus 2 more per 5 levels of experience of the caster, each inflicting 1d6+1 damage to a target. However, rather than all being loosed at once the missiles are produced 1 per round, on the same initiative as when the spell was first cast, without the caster needing to concentrate further. Missiles fly, once a round, from the caster to the target, so long as that target remains within range. No protective magic under 6th level is effective against this spell – a *shield* spell is no protection against this spell.

Planar Reckoning

Range: Special

Duration: Instant

Effect: Tells the caster the bias and address of a plane

An invaluable spell for the discerning planar explorer, the spellcaster immediately gains knowledge of sphere bias on the plane of existence he is on, along with a planar address (i.e. the names of planes that must be crossed from the Astral to reach the plane)

Revelation

Range: Within sight

Duration: Special

Effect: Interprets 1 sign

The caster must cast this spell during or immediately after a vision, omen or portent. It does not confer knowledge of the future or events to come in detail, but it does provide the caster a literal interpretation of the sign (if such is rational).

Sandstorm

Range: 240'

Duration: 1d6 rounds

Effect: 40' sphere

This spell creates a near irresistible tempest of air that whips up sand, soil stones *etc.* Each round, every creature in the area of effect must make a save vs. spells or take 1d4 damage per level of the caster, with a successful save vs. dragon breath halving the damage. This spell does not work over open water or underground. The saving throw is modified according to the terrain, thus:

Terrain	Saving throw modifier
Sand/gravel/shingle	-2
Farmland, ploughed	-1
Grass/pasture/urban	0
Mountains/Hills	+1
Woodland/Jungle	+3

Saved

Range: Caster only

Duration: 1 hour per level of the caster

Effect: Caster only

An invaluable spell that allows the caster to pre-cast protective spells. A total number of protective spell levels, equal to up to half the casters level, are cast immediately after casting this spell. At any time until the spells duration ends, all of the spells thus stored can be activated in a single round. Until that time, those spells are not available for use, unless of course the caster has chosen to memorise such spells more than once. All of the protective spells can affect only the caster; no area of effect spells are allowed.

Spear

Range: 240'

Duration: 1 round per levels.
Effect: Creates one flying spear.

This spell creates a spear, the appearance of which varies according to the caster (some spellcasters create a glowing red spear, others may create something resembling a ballista bolt, etc.). The spear floats in the air, and can attack one foe per round, up to a range of 240'. A normal hit roll (using the casters base chance to hit) is required. The spear returns at the end of the round to the caster. Damage is 1d10 (as a pike), and the spear can hit targets immune to magical weapons, striking as a +3 magical weapon. Maintaining the spear does not require concentration, and the caster can cast other spells while also attacking with the spear.

Level 8

Create Spectres

Range: 60'
Duration: Permanent
Effect: Creates Spectres or equivalent

This spell requires the caster to conduct a necromantic personal sacrifice, rolling three times on that table. The ritual produces spectres or other creatures turned as if spectres, according to the casters choice. Only a single type of undead can be created in a single ritual. To create a spectre or equivalent requires materials costing 20,000gp, and for each undead created an appropriate (typically human or demi-human) body is required. Up to the casters level in HD are created Undead creatures created thus are under the control of the caster until the next full moon, at which point the normal undead liege and pawn rules and limitations apply.

Dead Head

Range: Caster only
Duration: Permanent until dispelled or turned
Effect: Attaches a second, dead head to the caster

This disturbing incantation requires the caster roll once on the necromantic sacrifice table and needs the caster to have the detached head of a creature no larger than can be supported upon one of the shoulders of the caster. Upon completion of the ritual, the head becomes attached to the caster and is essentially second recipient of the intellect and consciousness of the caster.

The head has many uses. Firstly, the caster may use it to concentrate with while casting another spell with their own. So, for example, a caster may *conjure* an elemental and control it by concentrating with the dead head while casting other spells with their own. Secondly, to render the caster unconscious both heads must be affected. If, for example, an attacker knocks one head out with a blackjack, the other must also be rendered unconscious to disable the

caster. Having an undead head also confers certain other advantages, the caster is immune to all *sleep* effects, and has a +4 bonus to slaving throw vs. charm and paralysis. Having four eyes and four ears reduces the chance of being surprised to 1 on 1d6, and the caster may wear two magical hats or other pieces of headgear. If the head had a bite attack, the caster can also attack using a bite.

The head can be dispelled or turned as if a phantom, and if turned it quickly withers and falls off. The caster must, if another head is desired, find another and conduct a new ritual.



Death Sentence

Range: 120'
Duration: Special
Effect: Kills up to the casters level in HD or levels

The caster learns a specific phrase or sentence that is empowered with this spell. The words are those of entropy and must be spoken slowly. The sentence has 1 word per level of the caster, 5 may be recited per round, the spell continuing until all words are recited or the spell is interrupted. The lowest level or HD creature within range of the spell (which affects only the living – undead and constructs are immune) is affected first, and when as many words as that creature has levels or hit dice have been recited, that creature dies (no saving throw). It may therefore take several rounds to kill a higher level or hit dice foe, and if during that time the spellcasters concentration is disturbed (by taking any damage) or that creature moves out of range of the spell, they suffer no ill effects. All victims must be able to hear and see the caster for this spell to take effect. Once a victim is killed, the next lowest level or hit dice victim is targeted, until all creatures within range are killed or the sentence is finished. All human, humanoid and demi-human creatures killed by this spell rise as zombies under control of the caster 1d4 rounds later.

Note that this spell ignores foes of ¼ HD or lower, but it does not distinguish between friend and foe. Where there are multiple creatures of identical hit dice or levels that may be affected, the closest

becomes the next victim of the spell. Note that in the case of lower level victims multiple may be killed within a round.

Death Trap

Range: 120'
Duration: Permanent until triggered or dispelled
Effect: Creates 1 trap

By sacrificing controlled undead, the caster creates a magical trap that kills creatures within 10' when it is triggered. The trap is triggered when an event stated at the time of casting occurs within 5' of the trap location (“a sentient creature passes by”, “the door is opened”, *etc.*), and affects as many victims as undead are sacrificed, with each potential victim being effectively targeted by each undead creature sacrificed. Undead sacrificed thus no longer count towards the total number of HD the caster controls.

Targets within 10' of the trap are assigned to sacrificed undead randomly, and the effects of the trap are calculated from the most powerful undead to the least. Each victim must make a save vs. death ray or die, modified by -1 if they have fewer levels or HD than the sacrificed undead, or +1 if they are of a higher level or number of HD. Each victim must only make one save vs. death ray, and any ‘excess’ undead from the trap are lost.

A caster may only have one active death trap on a single plane of existence at a time, and retains a psychic link to the trap while on the same plane of existence, being instantly aware if the trap is triggered. If on another plane of existence the spellcaster is not aware of the trap being triggered, but the link to the trap is re-established when they return to the same plane.

Dimensional Ally

Range: Caster Only
Duration: Special
Effect: 1 person

Upon casting this spell, one ally (a willing creature) of roughly the same size or smaller than the caster can be sequestered into an extradimensional space. The recipient sees as if through the casters eyes and requires no sustenance while this hidden. This spell requires the investment of 8 spell levels, that are recovered when the hidden creature is released (see *Dimensional tool*, *Dimensional familiar*, *Dimensional arsenal*). The ally or the caster can end the spell at any time, by simply stepping out and leaving the other party, at will. If the spell caster is killed while their ally is hidden, the ally is also killed, and is released from the dimensional space.

Dominate Any Undead

Range: 60'
Duration: Special

Effect: Controls skeletons, zombies, ghouls and wights, wraiths, mummies, spectres, vampires, phantoms, haunts or spirits.

This spell allows the caster to attempt to control skeletons, zombies, ghouls, wights, wraiths, mummies, spectres, vampires, phantoms, haunts or spirits (or creatures turned at those levels). The attempt to do so is as per the Undead Liege and Pawn rules in the Rules Cyclopeda, with the caster being treated as a liege of their own level in hit dice. All normal rules for controlling undead (maximum permitted HD of individual subject being half the level of the caster, total permitted HD being twice the level of the caster, undead are freed at the next full moon, turning releases the undead) are applied to *dominated* undead.

Regeneration*

Range: touch

Duration: 2 turns/level of caster

Effect: Regenerates...

This spell allows the recipient to regain hit points at the rate of 1hp per turn for the duration of the spell. Only damage taken after the spell has been cast can be recovered; fire and acid cannot be 'regenerated', normal or clerical healing is required. The reverse of this spell, *degeneration*, causes the recipient to slowly take damage; the damage is continuous for the duration of the spell, 1 point per turn, and the victim must make a concentration check to cast a spell. A save (versus spells) is allowed, and a successful attack is required to inflict the spell.

Slipstream Teleport

Range: Special (100')

Duration: Instant

Effect: Teleports with another creature

If cast in the same round or up to 1 round after any other spellcaster in range has teleported, word of recalled or otherwise used magic to instantly change location, then it allows the caster of this spell to 'slipstream' that target. The caster appears at the nearest safe point to the target, usually within 10', but if that location is within a solid object then the caster appears in the nearest available space to the target, in a straight line towards the starting location.

Summon Elemental

Range: 240'

Duration: 6 turns

Effect: Summons one 16hd elemental

This spell is identical to the druidic spell of the same name.

Level 9

Army of the Dead

Range: 1 mile

Duration: Permanent

Effect: Creates an army of skeletons and zombies

This spell requires a single roll on the Necromancy Personal Sacrifice Table. Upon completion of the sacrifice, bodies and skeletons of humans and humanoids within a 1 mile radius of the caster start rising from their graves, beginning with those closest, until 10x the casters level in hit dice have risen. Skeletons thus created are all 1HD, and zombies 2HD. All of the undead thus created are under control of the caster and will at a single thought assemble into an army centred thereupon. Bodies buried upon hallowed ground may resist (if the patriarch or matriarch responsible for or having consecrated that ground is of a higher level than the caster), but all skeletons and zombies already within this area may be enlisted in this force (if they are presently uncontrolled this is automatic, if not their current controller must make a saving throw vs. spells to retain their services).

These undead are turned as if normal skeletons and zombies, rather than according to the rules for undead pawns, and do not count towards the total number of hit dice of undead that can be controlled. They remain in service of the caster until killed, destroyed, dismissed or for one full moon.

Black Heart

Range: 120'

Duration: Instant

Effect: Kills one or more creatures

This potent spell allows the caster to sacrifice controlled undead within range to kill foes. One or more foes can be affected, and any number of undead may be sacrificed. The total number of HP of undead is calculated, and if a targeted enemy has fewer HP than that they are instantly slain with no saving throw. If the total number of HP of the undead sacrificed is lower than the number of HP of the victim, then that victim takes that number of HP damage. If extra sacrificed undead HP are left over then the caster may target a second foe, moving on to a third, fourth, *etc.* if each enemy is killed.

Victims able to cast magic user spells may make a saving throw vs. spells with a -4 penalty to avoid the effect of this spell, and those able to turn undead may make a turn attempt vs. the most powerful creature sacrificed to avoid the impact of the spell.

Chaos Wish

Range: Special

Duration: Special

Effect: Goodness knows...

In terms of sheer magical power, this is almost certainly the single most potent spell created by any mortal on Mystara. It is, however, utterly without any control; the caster MAY try to word a wish associated with it, but it doesn't help.

Upon casting, the DM rolls 1d20, and compares the result to this table.

- 1- The caster dies, instantly, permanently, and irrecoverably
- 2- The caster dies, instantly, but can be raised
- 3-8 Bad effect, the power of the spell is unleashed in an appalling way
- 9-12 Neutral effect, the power of the spell is immense but does something neither beneficial nor of hindrance to the caster
- 13-18 Good effect, and whatever the hell the spell does it helps the caster
- 19- Excellent effect
- 20- Massive effect

The DM should be creative and unrestrained; if for example a caster is faced by an army of undead he cannot defeat, casts this spell and the DM rolls a 15, then perhaps a group of wandering archons will turn up and help, pledging loyalty to the caster for an extended period of time. If he rolls a 5, then a nightwalker may be attracted to join the army of undead, bringing its own legion of minions.

Create Vampires

Range: 60'

Duration: Permanent

Effect: Creates Vampires or equivalent

This spell requires the caster to conduct a necromantic personal sacrifice, rolling four times on that table. The ritual produces vampires or other creatures turned as if vampires, according to the casters choice. Only a single type of undead can be created in a single ritual. To create a vampire or equivalent requires materials costing 50,000gp, and for each undead created an appropriate (typically human or demi-human) body is required. Up to the casters level in HD are created Undead creatures created thus are under the control of the caster until the next full moon, at which point the normal undead liege and pawn rules and limitations apply.

Detonate

Range: 240'

Duration: Instant

Effect: 1 spellcaster

This spell can only be cast on a spellcaster. If the victim is of a lower level than the caster then no save is possible, otherwise a

save vs. spells is allowed with a -3 penalty to the roll.

The spell causes a spell memorised by the target to go off centred on the target; if said spell normally gives a save, no further save is allowed. The DM should choose at random, and the exact effect is up to the DM.

Fleshcraft*

Range: Touch

Duration: Permanent

Effect: 1 creature

This spell allows the caster to restore lost limbs or organs to any damaged undead, although not instantly. If the severed limb (or eye, organ, *etc.*) is present and held in place, then the spell works in a single round. If the severed material is not present, they will regrow within 2d4 turns. This spell will work on any corporeal undead creatures.

If cast on a living (rather than undead creature) this spell is referred to as *Wither* and causes the touched body part to wither and become useless. The body part must be touched, and the target can save vs. spells to avoid the effect.

When used on a willing undead target it can achieve more than the restoration of lost parts, and if the correct materials are used (costing 5,000gp per HD + 5,000gp per asterisk of the undead creature) can be used to graft extra parts to physical undead creatures. For example a 9HD** vampire could have wings removed from a red dragon grafted on, the materials necessary costing 55,000gp per wing. The wings would subsequently be functional and useable. Likewise a skeleton (1HD) could have an extra arm attached for 5000gp.

Modifying undead creatures in such a way is considered an evil, entropic act. It is not impossible that when cast in reverse *fleshcraft* may work to modify living creatures in the same as the spell does with undead, but there are no records of this having been tried.

Fortress of the Dead

Range: 60'

Duration: Permanent

Effect: Creates permanent structures

Each casting of this spell requires a single roll on the Personal Sacrifice table.

This spell converts 13 undead creatures controlled by the caster into components of a structure of the casters desire. The structure is permanent and cannot be turned. Essentially the structure becomes a single, animated, unliving creation of nightmarish undeath. Once merged into this structure the sacrificed undead no longer count towards the total number of

HD that the caster can control. Each casting of the spell may be used to begin a new structure or may be instead be used to add to an existing one, but no caster may control more than one fortress of the dead (although in principle that fortress may comprise a keep, walls, towers, *etc.*). Only a single caster may add to a structure – no fortress of undeath may have two masters. One undead creature produces 5'x5' of interior or exterior wall, door, staircase, floor or ceiling, and exotic uncture costing 1,000gp per HD of the creature sacrificed are consumed. Structures can be no more than twice as high as they are wide in their shortest horizontal measurement, and they can be no taller than 100'.

The building itself appears shimmering and black, un-natural, and permanently gives off an air of evil. It has a rudimentary intelligence of its own, and will obey the caster to the best of its ability. Windows of the dead are clear, but looking through them always gives a view of the world at night. At the casters instruction all doors and windows may be locked as if by a *wizard lock* spell of the casters level.

The energies of the undead are merged to create the structure, dispersing hit points into the whole. The building otherwise has the armour class and structural properties of a stone structure. Any undead controlled by the caster within the fortress regain a saving throw against death ray vs. T or D turn results (or a bonus of +4 to that save if they would already receive a saving throw). Attempts to *detect evil* are impossible within the fortress, the fortress itself exuding such an aura.

While the structure only has fairly rudimentary intelligence, its dispersed mind gives it great power. It may psychically attack one creature within its bounds per round if so instructed by the caster, and to defend against such attacks a creature must make a successful wisdom check on 1d20. If they fail, they lose 1 point of wisdom until they spend a full night outside of the castle. If a victim is reduced to 0 wisdom, they die, becoming a wight under the control of the caster.

Pearl (a.k.a. Augustus's Gopping Dragon)

Range: 30'

Duration: 3 turns

Effect: Summons pearl

To research this spell, the caster must obtain the heart and brain from two different huge evil gemstone dragons. This spell creates a carbon copy of the mortal avatar of Pearl, goddess of all chaotic dragons. She obeys the caster for the duration of the spell, taking whatever evil liberties to cause more destruction that she

can while doing so. Pearl is aware of the existence of this spell and is, presumably, biding her time before dealing with Augustus...

Razzle Dazzle

Range: 240'

Duration: 1d6+charisma modifier rounds

Effect: Enthral and engages everyone

Arguably the most potent of all Merchant spells, upon casting every sentient creature of a lower level of experience (or with fewer HD than the casters level) who can hear the caster and is not protected by antimagic is obliged, for 1d6 plus or minus the casters charisma modifier rounds, to pay attention to the Merchant. This can affect any number of targets, including undead creatures and constructs. Any creature of a higher level or number of HD must also make a saving throw vs. spells to avoid the effect. While casting the Merchant may choose up to 6 allies who will not be affected by the spell.

During the spells duration the Merchant continues with a monologue such as an extended sales pitch. (this does not have to be roleplayed). If he stops talking, the spell ends one full round later, giving the Merchant one round in which they may do as they choose. The Merchant may take no other actions while pitching other than to move (up to normal encounter speed). Any creatures who are further than 240' away by the end of the Merchants round will no longer be affected by the spell, but no new creatures that come in to range become subject to it. If any of the Merchants allies or anyone else chooses to take any offensive action against any affected creature then they are immediately released from the spell and can act freely that round, even if their initiative would mean they act before the attacker.



After being released from the spell, even if kept in place for the full duration, the victims of the spell are not necessarily hostile to the Merchant. From their perspective, they simply stopped and chose to listen to the sales pitch, however strange that may seem to them later.

Note that enthralled creatures do not become stupid and don't forget about their own safety. A flying creature, for example, will not lose concentration and crash, they

will either circle the merchant or land. A creature that is on fire doesn't stop and burn, they will continue trying to put out the flame. But they will be largely oblivious to things going on around them other than the Merchant (the effects of this, such as the relative ease by which they may be sneaked up on, is determined by the DM).

Tempestcone

Range: Caster only

Duration: 1 round per level of the caster

Effect: Turns incoming magic into outgoing attacks

This spell creates a whirling cloud of antimagic that surrounds the caster. Any further spells cast by or at the caster are absorbed, becoming glowing blobs of force circling the caster. This is a precarious state, and those bolts must be used by the caster before they ground themselves after 2 rounds. For each spell level (or spell level equivalent) cast at the tempestcone, one glowing bolt appears. For example if a 9d6 fireball is centred on the caster, 3 bolts appear, as it is a third level spell. Bolts can be targeted at any creature within 180', each inflicting 1d6+1 damage (no saving throw). Note that any spells the caster uses during the tempestcone are eaten by the spell, as are helpful or friendly spells cast at him. The spell even gives some chance of protection against area of effect spells, with spells centred within 5' of the caster being 90% likely to be absorbed, reducing by 5% per further 1' (so for example a *fireball* set to detonate 10' from the caster would be 65% likely absorbed). While there is no theoretical limit to the number of spell levels a tempestcone can absorb, the maximum number that can be discharged in a single round is 1 plus 2 per 5 levels of experience of the caster (as per *Magic Missile*). Note that only magic is absorbed – natural or physical attacks based on the elemental nature of a creature (such as a

Medusas petrification attack or a dragons breath) are not absorbed, and no protection is gained from weapon attacks. Attacks made with bolts from a tempest cone are made in addition to other actions the caster takes in the round – the caster may cast other spells (although they will be absorbed by the tempestcone), attack, move, *etc.*

Necromantic Personal Sacrifice

Necromancy is a dangerous business, involving the exploitation of energies that shouldn't be known by mortals. Such power always comes at a cost. But a cost that is neither stated up-front nor necessarily a fair one. And some crafts require more than a single sacrifice to be empowered.

The personal sacrifice involves an hour of incantation and obscene ritual that will not be discussed here. Very often mortal remains of the dead are also employed for full effect. Said rituals may be used in the creation of undead, but also in other forms of necromantic empowerment. Spells requiring multiple rolls on the table take longer to complete - a single ritual spell takes an hour, two ritual spell two hours, *etc.* If, in the same ritual, the same result is rolled twice, then the result is permanent, not just for the initial period of controlling the undead created (other than "Subsumed by the Dark Forces" and "Escape from the Void", each of which by their very nature is only possible once per ritual).

Occasionally a being of such moral repugnance is born, capable of such vile acts that the immortals of Entropy take it upon themselves to 'reward' them with more opportunities to further their dark crafts after death. Some, the most potent of and devout adherents of Entropy, are rewarded with the status of exalted creatures, becoming demons within the sphere. But others, perhaps those whose sickening desire has not been matched by

practice, are known as Masters of Chaos, and their essences are returned to the Prime Plane in the form of potent undead. A particularly favoured necromancer may find themselves in control of just such a creature.

Masters of Chaos

Occasionally a being of extreme moral repugnance is born, capable of such vile acts that the immortals of Entropy take it upon themselves to allow them more opportunities to further their dark crafts after death. Some, the most potent and devout adherents of Entropy, are rewarded with the status of exalted creatures, becoming demons within the sphere. But others, perhaps those whose sickening desire has not been matched by practice, become what is known as Masters of Chaos, and their essences are returned to the Prime Plane in the form of potent undead. A particularly favoured necromancer may find themselves in control of just such a creature.

Masters of Chaos are more mentally capable than most undead, typically having 3d6+3 intelligence and wisdom scores (up to a maximum of 18), and can control undead pawns as creatures of twice their own HD. Each is a named, specific individual with their own name, powers and desires, determined by the DM. These powers may include, for example, being able to cast spells as a magic user or cleric of equal level to their own HD, greater weapon immunity than other undead of the same type (needing magical weapons to be struck instead of silver, or a +2 weapon rather than +1), having the ability to polymorph into human form to better blend in, *etc.* But with this extra power comes the cost of needing to sate a thirst for their own specific form of evil in addition to obeying the will of the caster, and where those goals are at odds this conflict may become difficult for the necromancer.

Personal Sacrifice Table

Percentage Roll	Effect
01	<i>Subsumed by the Dark Forces</i> – a denizen of the Sphere of Entropy approves of your plans, if not some of the details. You become an undead of the type you are trying to create under the control of the undead you created.
02-05	<i>Escape from the Void</i> – a Master of Chaos has snuck into undead you have created. The undead has the powers and abilities of the type created as well as those of a Master of Chaos.* The goals of Master of Chaos are left to the DM.
06-15	<i>Unholy Favour</i> - The forces take payment in the form of 2 points of constitution, but reward you with 1 point of intelligence or wisdom until the next full moon
16-29	<i>Blessing of Entropy</i> – Character obtains a disabling wound that cannot be magically healed until the next full moon, losing 1 point of constitution for the duration.
30-49	<i>The Forces Accept Your Payment</i> – Caster loses 1 hp per hit dice of undead created until the next full moon.
50-69	<i>The Forces are Pleased With You</i> – Caster loses 1d4 hp and can memorise one extra spell of the level cast to create the undead per day until the next full moon.
70-89	<i>Marked by the Dead</i> – The created undead gains 2 hp per hit dice however the caster loses 1 hp per level or 1 hp per hit dice until the next full moon - no gift of entropy comes free.
90-95	<i>Death Becomes You</i> – Your deal with immortals of Entropy has rubbed off on you, you gain a special ability of the undead that you are creating until the next full moon.
96-00	<i>One With the Dark Forces</i> – powers from the sphere of Entropy approve. Twice the number of the created undead appear, under control of the caster, instead of one.

Chapter 4: Additional General Skills

Aerial Tactics (Int): The tactics of deploying and fighting using aerial vessels, flying mounts, etc.

Agility Training (Dex): Allows a spellcaster to cast a spell while moving. A normal, unmodified check is made to cast a spell while walking at normal speed, to move faster than encounter speed a caster will have to make a check modified by speed. To move full running speed requires a check be made at -4, at half running speed -2, between combat and half running speed there is no modifier at all.

Animal Crafting (Int): Neathar make use of every part of the animals they hunt, including the blood, organs, skin, flesh, bones, horns, hooves, antlers and intestines. Animal crafting is the complex skill of using simple tools to turn such creatures into products that the Neathar need, everything from bone and antler tools to sinew bow strings, furs for warmth and shelter, blood and manure based daub, etc. While there is a general form of this skill, allowing a character to make good use of components of most creatures, there are also specific forms known to several tribes allowign them to make more remarkable and idiosyncratic items from individual animals, for example Mammoth Crafting, Triceraops Crafting, Auroch Crafting, Pilot Whale Crafting, etc.

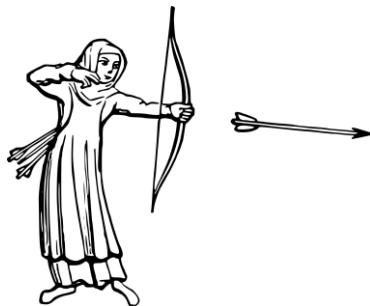
Animal Empathy (Wis): Generally knowing how to keep a wild animal on side – not so much controlling them or communicating with them, a successful check will inform a character as to whether an animal is likely to be aggressive, friendly, dangerous, or in general how it is likely to react. The character may then be able to change their behaviour accordingly and affect how the animal will react. This will not tame an aggressive animal that has already attacked, but it may allow a character to avert an attack or, at least, be ignored by an animal.

Archery (Dex): The ability to loose extra arrows in combat, but not necessarily with any accuracy, usually as part of a unit of archers. A well trained unit of archers is expected to loose 15 arrows per archer per minute, and the percentage of trained archers in a unit affects BR cumulatively such that:

- 10% of a unit of archers possesses the archer skill - +10% BFR bonus to BR
- 50% of a unit of archers possesses the archer skill - +10% BFR bonus to BR

Note that this skill isn't especially useful for hitting a single target, that being covered by weapon mastery and character level. But a skill check will allow 1d6 extra arrows to be loosed per minute (or 2d6 for a *basted* character, 4d6 for a double *basted* character) at any block of 20 or more foes, but all at basic mastery level.

This skill works with any long or short bow type weapon.



Arrow Cutting (Dex): A successful check will allow the warrior to intercept an arrow or similar incoming missile with a hand held weapon. One arrow may be 'cut' at the cost of one hand held attack, fighters able to make multiple attacks due to level or *baste* may cut multiple arrows. The skill check is modified as follows:

Basic Mastery	Weapon	+1
Skilled Mastery	Weapon	+2
Expert Mastery	Weapon	+3
Master Mastery	Weapon	+4
Grand Mastery	Master Weapon Mastery	+6
Arrow attack hit by more than 4		-2
...by more than 8		-4
...by more than 13		-8

Art, Illusion (Int): The use of illusion and phantasm spells for creating art.

Atlatl (Dex): A skill common in primitive societies, an atlatl is a spear thrower that acts as a lever, or an extension of the arm. A successful check will allow a javelin to inflict extra damage at short or medium range (+1d4) and adds the stun ability to a javelin (as for a spear) from skilled mastery upwards. To load an atlatl requires two hands, and the user cannot use a shield.

Autopsy (Int): The knowledge of causes of death and injury. A successful check will allow a character to know what killed or

injured a creature. While cuts, abrasions and wounds may be fairly obvious, a character skilled in autopsy will be able to determine roughly the type of weapon. This skill also tells a character whether something was further injured after death, poisoned, electrocuted, etc.

Battle Charge (Str): The knack of charging into battle screaming and at full speed, often with no regard for one's own safety. Much used in so called 'barbarian' cultures, to break opponent's lines and formations.

In appropriate terrain it cumulatively confers bonuses to BR thus:

- 20% of an infantry unit is trained in this skill - +10% BFR bonus
- 40% of an infantry unit is trained in this skill - +10% BFR bonus

A single warrior may use this skill if he has room to do so, a successful check allowing the warrior to move up to his full running speed to enter combat without the usual loss of initiative. If the distance charged is greater than the fighters usual encounter speed, their first attack is at +2 to hit and damage.

Berserker (Con): The unnerving knack of going ape-shit. More common in the northern reaches and among humanoids such as orcs and bugbears, but prevalent across the world. A successful skill check allows the fighter to enter a berserk state. A berserker makes all melee attacks with a +2 to hit and damage, but until the end of combat cannot retreat or surrender. His chance of deflecting any blow is reduced by -6, but all modifiers due to fatigue are ignored.

Even after all enemies are defeated, a berserker must make a wisdom check once per round thereafter until passed, otherwise the berserker will attack the nearest 'friendly' target.

Note a berserker cannot refuse to make a skill check to enter a berserk state while in any melee combat.

Big Enough Lever (Str): A successful check, following a successful hit in melee, allows a character wielding a spear/polearm (category I/J) weapon to benefit from the 'Hook' weapon special effect to knock a foe to the ground or knock backward 5ft. As per the Hook description, the weapon attack will only do minimum damage, and save vs Paralysis negates the movement.

Blending (Wis): The ability to meld into a crowd, useful for thieves and others up to

no good. The crowd must be at least 6 people, and the character must not be dressed or otherwise act conspicuously. Hiding in absurd crowds (an orc obfuscating among hobbits, for example) may not be possible.



Block Fighting (Int): Fighting in a line or block. A unit of such warriors will make their way up field more solidly than those without, probably less quickly but while retaining form and structure. The skill cumulatively confers BR bonuses as follows:

1. 40% of an infantry unit trained in block fighting - +10% BFR bonus
2. 100% of an infantry unit trained in block fighting - +10% BFR bonus

Note that this bonus is situational and may be nullified by terrain.

A successful check can allow a lone fighter to hold his footing when he may otherwise be forced backwards, and negates the bonus of skills such as for example battle charge.

Bow Melee Fighter (Dex): A successful check will allow a character to use a longbow as if it is a staff. This will confer the ability to use the defensive and offensive capabilities of the staff using the bow as a melee weapon.

Bowyer (Int): How to make, maintain, modify and string bow weapons.

Brawling (Dex): The ability to always have a tankard, hand full of sand, or broken chair leg conveniently to hand in a fight. A successful check will avail a character of a useful advantage in any unarmed dirty fight.

Brewing (Int): Making good quality beer, wine or mead, a practice frequently practiced by clerics and monks. Often the best means of making water safe to drink, this skill allows the user, with time, to create a large volume of safe, drinkable material.

Cantrip (Int): The skill of releasing a negligible amount of energy from a memorised spell. For example, a mage capable of cantrip and who has the fireball spell memorised ought not to have to light his pipe with a match. Cannot be used to

cause damage or for any real offensive purpose, but can add an element of panache to the spellcasters life.

Cavalry Combat (Dex): The skill of making the most of fighting from horseback. A successful skill check confers a +1 to hit and damage against unmounted foes, and confers a -1 to hit and damage from enemies on foot. Cumulative BR bonuses for units possessing this skill are as follows.

1. 20% of a mounted force possess the Cavalry Combat skill - +10% BFR bonus
2. 60% of a mounted force possess the Cavalry Combat skill - +10% BFR bonus



Channeler (Int): This skill allows a spell caster to work with another of the same type. When memorising spells, they may keep a number of slots open and unused. These spell slots then allow another caster

to direct a spell to them, they receive the spell and re-cast it at their own level. The caster must be within range, and the spell must be cast 'to' rather than 'at' him. The spell is essentially recast, using the channelers action for the round, at the channelers level. So for example, a 7th level magic user working with a 15th level magic user channels a fireball at the higher level caster. The 15th level channeler can now redirect the fireball at any target within the full range of their spell, and all victims are affected by a 15d6 (not a 7d6) fireball. This uses a spell slot of the level of spell originally cast or higher. A channeler with lower level backup can thus trade a small number of their own spell slots for far greater flexibility, and the lower level casters can boost their own power by cooperating with a higher level channeler.

Charioteering (Dex): Driving a chariot, usually pulled by a single horse or two horses.

Chariot Jumping (Dex): Performing jumps or other tricks with a chariot. Requires Charioteering.

Church Politics (Wis): Being skilled in coming out best in the internal wrangling's of church politics in any given following.

Cleave (Str): If enough damage is inflicted with a melee attack to drop an opponent, a skill check allows the attacker to make a second attack against any other melee opponent within reach. The second attack is made at -2 to hit, and inflicts half damage.

Conjure Companion (Int) (MU only): Can create a familiar. The familiar's intelligence is d10+8, and is mentally linked to its creator within 360'. Part of a creature to be emulated must be used in the creation of a familiar, and there is a -2 chance of success per asterisk the creature has. The creature has a number of hit points equal to the level of spellcaster, and the casters alignment, but the original creature's temperament. No new familiar can be created until a year after the death of a previous familiar.

Del-Chliss (Dex): A rare skill known from Caltia, Denagoth and Yannify. The capacity to spin a spear on throwing. A successful check confers a -2 to hit, but upon impact the spear inflicts an extra 1d4+1 damage. Attempts to catch a spinning spear are made with a -3 penalty.

Dwarf Throwing (Str): Throwing dwarves, halflings, gnomes, kobolds, etc. The throwee must be willing, and the range is limited (5/10/15), and unless the thrown character possesses the skill 'right stuff' or makes a successful dexterity check with a -4 penalty, that character will take 2d6 damage.

Envenom Weapon (Con): Only useable by creatures possessing a natural venom. The skill of applying one's own venom to a weapon. A successful skill check allows a single dose of venom to be applied to one piercing or cutting weapon (a sword, spear point, an arrow, *etc.*). The venom remains active for up to 6 rounds, or until a successful hit is achieved. Any saving throw is made as if the poison was delivered directly from the source.

Fence Goods (Wis): Selling stolen or valuable goods through underworld sources. May obtain better prices than legitimate sources, or simply facilitate getting rid of 'hot' goods that cannot be liquidated otherwise

Fighting Frenzy (Con): An unnerving skill possessed by various humanoid tribes and some in the Northern Reaches. A skill check is made each round after the character reaches 0 hit points in combat, a success allowing the fighter to keep fighting until reaching their negative constitution score, or until the fight ends.

Fletcher (Int): Making good quality arrows.

Foraging (Int): How to identify and sustainably and safely harvest useful plants, fungi, shellfish, seaweed, fruit and nuts. An essential survival skill, and in some regions a means of producing harvests for sale or trade.

Forest Construction (Int): Building structures from naturally obtained materials in forests or jungles. Constructing simple woven platforms or nests that last for a few nights does not requiring any kind of skill check, but to build more complex structures that may last for longer requires a high degree of skill. Successful use of this skill can also allow for construction of living, growing shelters made from still live branches and twigs within the trees, structures that will continue to grow and develop over many years.

Fortune Telling (Cha): Spinning a convincing tale interpreting the stars, bird flight, chicken entrails, tea leaves, *etc.* Includes knowledge of methods of fortune telling and how to lie convincingly about how they work.

Gae-Bolga (Dex): A legendary skill known only in Caltia, Denagoth and Yannify. Requires that the fighter already have the skill Del-Chliss. When this skill is attempted the fighter rests a specially crafted (costing 9gp) barbed spear on his foot, aiming it at a foe and using the strength of his entire body to throw it. For AC modifiers, time taken to attack and hit modifiers this attack is then treated as a smash. If the skill check is successful and the attack hits, the fighters

entire strength score is added to the damage. Note that this skill can be used with Del-Chliss, and that modifiers to hit and damage are cumulative.

Hard Ball (Dex): The skill of the commoner who plays the dangerous, rapid hard-ball sport in Alphatia. A successful hard-ball roll will give a character a +1 to hit with any missile weapon, or a +3 with anything approximately like a hard ball (4" to 6" hard rubber spherical ball of less than 3 lb in weight), or a +2 to saving throws based on agility, or a +1 on opening doors.

Howling (Con): Being able to howl to communicate general thoughts and feelings over a wide range. A successful check will allow all creatures of the same species, if outdoors and within half a mile, to hear the character howling. Each howl takes around a minute, and can contain any sentence of 8 words or less that the character wishes to convey.

Immortal Laws (Int): Knowledge of the rules by which immortals interact with each other and with the mortal world, and the rules imposed by hierarchs of each sphere and councils of immortals.

Immortal Lore (Int): Knowledge of the pantheons and individual immortals, including beliefs of each set of followings, the interests of individual immortals and where and how they are followed.

Information Gathering (Int): Allows a character to gather information, especially from underworld and tavern sources, and in regard to roguish people and jobs. A successful check will, for example, allow a character to gather 2-3 times more rumours than other characters, or will allow gathering of information about specific topics. The chance for success will be modified by whether a character is in their home town, their charisma, *etc.*

Jarring Blow (Str): The skill is used in conjunction with a melee attack to break an item or smash through defences. If a skill check is successful and a melee attack hits, the chance of damaging an item is increased, and the saving throw to deflect a jarring blow attack suffers a -3 penalty.

Juggling (Dex): A character can juggle normally with no need for a check, but difficult tricks require a check. If attempting to catch a small object thrown at a character rather than to a character, the chance of catching is based on the hit roll made by the attacker, with a -1 penalty per number rolled above the needed number to hit.

Knapping (Int): The skill of making stone tools, by breaking flint or other stones to create useful sharp edges. This skill allows a character to make or repair any of a number

of specialised stone tools (knives, scrapers, axe heads, *etc.*) using other stones, antler, horn and other materials to form sharp edges.



Languages (Int): To speak and read languages other than a characters native language or those gained due to a characters intelligence bonus. Each time a character takes this skill the can learn their intelligence bonus +1 new languages (for example, a character with an intelligence score of 17 gains 3 languages). Access to tutors and practice speaking the language is necessary, and the use of a skill slot to learn languages may take longer if this is not the case.

Lockjaw (Str): Any reptilian may learn this skill. When hitting with a bite attack, the character may make a skill check to effectively lock their jaw in place. While no further damage is inflicted, if the victim is effectively grabbed. If roughly the same size as the attacker or smaller, they suffer a -4 penalty to armour class and a -3 penalty to wrestling rating while thus locked on to. While obviously unable to attack with a bite while locked to a victim, the attacker may choose to attack with claws (if they have such an attack) or alternatively with any small melee weapon.

Looting (Wis): A successful check allows a character to immediately ascertain what the most valuable item visible is, even while only glancing for a moment.

Magical Forging (Int): The sacred knowledge of how to employ the dwarven forges of power for creating items.

Meditation (Wis): After an hour of uninterrupted meditation (and a successful skill check) a single intelligence or wisdom check can be made at +1 per 5 levels of experience of the caster (rounded up).

Military Cooking (Wis): How to feed the masses with food that is vaguely edible and nutritious.

Military Intelligence (Int): The art of interpreting the movement of military forces and bringing together otherwise intangible information sources necessary to work out an opposing forces plan. A

successful check allows the character to get hints as to what complex pieces of military evidence might mean.

Monkey Wrestling (Dex): Only characters capable of brachiation and tree walking can learn this skill, which involves climbing over a foe in combat. With a successful skill check, the character may choose to climb an opponent to either make a wrestling or unarmed attack with either a +2 bonus to hit or +2 bonus to wrestling rating. Normal bonuses to strike an unarmed foe attempting to wrestle do not apply in the event of the skill check being made, but the target may still make a normal weapon attack.

This skill can only be used if the enemy is significantly larger than the character using this skill. Once that character has climbed on to the target, if they gain initiative in the following round they may choose to climb over and continue their movement on the other side of their enemy, to continue making melee attacks, to continue wrestling or to back away into normal melee combat. Note that only a single hand attack can be made while monkey wrestling, the other hand is needed to hold on.

Monster Lore (I): A knowledge of the common monster types of Mystara. An understanding of the typical abilities of creatures normally encountered in the campaign is given, and with a successful check the player may apply their own knowledge or be given a background by the DM into the typical capabilities of a monster type encountered.

Narcotic Foraging (Int): Finding, identifying and 'safely' preparing narcotics from wild plants, animals and fungi.

Naval Tactics (Int): How to organise a ship or fleet for battle – does not include piloting or captaincy, but does include how and where artillery and magic may be best deployed.

Panache (Cha): This requires the expenditure of two skill slots for any character who is not a Rake (who get this skill for free). Panache has its own special rules, which are explained in the class description for Rakes.

Parting Blow (Dex): Making a wild, misleading blow in melee combat prior to disengaging. A successful check allows the fighter to make an attack before taking his combat movement.

Permaculture (Int): Forest farming, for production of crops at ground level, mid-storey and forest canopy through the year to sustainably maximise production of leaves, berries, nuts and fruits, fibres, wood and other products in a semi-natural

woodland. An important part of primate food production, also practiced by other species elsewhere.

Piloting (Dex): Piloting or driving a flying ship or launch.

Practical Monsterology (Int): Similar to monster lore but with a focus for using creature parts in practical crafts such as forging, making tools, clothing, food, *etc.*

Prestidigitation (Dex): The skill of palming small objects to impress others or hide objects. Any single handed object can be handled thus, with objects larger than the palm requiring a -2 or -4 penalty, depending on size.

Rend (Str): A skill that can only be obtained if a fighter already possesses both Parting Blow and Cleave. This skill effectively extends Cleave to allow the warrior to sweep through all opponents he drops.



Research (Int): Obtaining and collating a large number of facts. A successful check allows the character to utilise a library or information source to its fullest potential.

Rigging Combat (Dex): The ability to successfully fight in or loose arrows from within a ships rigging or similar roped environment. A successful check negates melee penalties, and the skill is required to use bows from rigging.

Right Stuff (Con): The ability to take a fall and bounce back. A successful check will allow a character to ignore the first 2d6 damage from a fall, provide a +1 bonus against KO or stun, *etc.* A skill check that succeeds by 5 or more will, if the player wishes DM deems it possible, leave the character dangling from a ledge, hanging by their shoelaces, *etc.*

Riposte (Dex): Can only be used with a single handed weapon weighing 30cn or less, that can be used to deflect. The fighter must gain individual initiative over a foe, and waits for them to attack. If that attack is successfully deflected the fighter may make a skill check, which if successful allows an attack to be made in return with a

+2 bonus to hit and with a -4 penalty to deflect.

Sentinel (Dex): A successful check allows a character to apply all defensive bonuses (including AC bonuses against M and H attacks, any deflects, armour class bonuses from a shield, and if the character chooses not to attack a -4 bonus to armour class from parrying) to any other willing adjacent character, for 1 round. During this time the character cannot use those defences to defend themselves - the Sentinel only gains benefit from armour, dexterity and magical devices such as rings, all other defensive benefits going to the recipient.



Shell slam (Str): Only useable by testudinata. A form of unarmed attack used by both turtles and snappers. If the character makes a successful skill check they can in place of any other attacks made in a combat round attempt to force a foe to the ground, (see 'trip' special effect, as per weapon mastery). Physical damage inflicted thus is minimal (1d4 plus strength bonus) when using a shell as a weapon, but this may leave an enemy prone and vulnerable.

Siege Tactics (Int): Skill in running a siege (on either side). Includes tactics, resource management, sapping, the use of belfries, gallery sheds, rams, bores, *etc.*

Singing Marches (Cha): Used by drill sergeants everywhere. Successful use of the skill increases a troops morale by 1 and alleviates the impact of mild fatigue.

Slingshot (Dex): Requires the skills hardball and spear catching or juggling. The skill of returning an incoming thrown missile or projectile and immediately returning to sender. At the cost of one attack action for the round an incoming projectile caught using spear catching or juggling can be thrown back at the attacker on the same initiative slot, with a +2 to hit

and damage. If the PC has no skill with the weapon, damage is calculated as per basic weapon mastery.

Slow Respiration (Con): Being blocky or bulky enough to not fall down when poisoned or even deprived of oxygen. A successful check is needed every round after being poisoned, drowned, etc., with a cumulative -1 penalty per round after the first. A successful check allows the character to continue acting as normal with no penalties. When a check is failed, the poison (*etc.*) takes full, normal effect.

Spear Brawling (Dex): A successful skill check allows the user to combine spear and staff weapon mastery during a fight. The character may choose from both offensive and defensive characteristics of each weapon at appropriate levels of mastery.

Spear Catching (Dex): Catching spears, tridents, javelins etc. Rolls modified as per arrow cutting (above).

Spell Combination (Int) (MU Only): While memorising spells for the day, the magic user may add up the total number of spell levels they are capable of casting and memorise a total number of spell levels not exceeding that. This does not increase the maximum level of spell the caster is capable of.

Stone Tool Woodworking (Int): The ability to construct useful items, from shelters in which to live, rafts and canoes through to spears, blowguns and hand axes using simple stone tools. Note that while some of the fine detail and complex joints known to other cultures may be beyond the capacity of Neathar using more primitive tools, the principles of solid wooden joints and the correct selection of wood for different purposes are both key elements of Neathar woodcrafting.

Sumpit (Dex): This skill is known to tribes that employ the sumpit, a long hunting blowgun with a bladed end, essentially a blowgun with an integral bayonet. A successful skill check allows the seamless transition to using the blowgun either as a staff or spear, whichever the wielder prefers, using the bearers weapon mastery

and ability with that weapon rather than the blowgun.

Surfing (Dex): Surfing. On Waves. Dude.

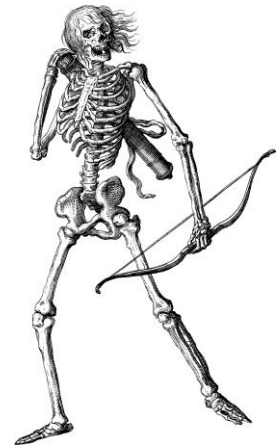
Taste the Air (Wis): Only useable by snake kin and lizard kin. Many reptiles sense their surroundings by flicking their tongue out, collecting samples of scents in the air, and returning their tongue to an organ in the roof of their mouth to transfer the scent. This gives them an excellent sense of smell, but some learn to use this ability to an extraordinary degree. By means of a successful skill check, a reptilian may compose a complete olfactory picture of creatures in front of them, within 10', including invisible or hidden creatures. Use of this skill can also give a +3 bonus to the tracking skill.

Tatterdemailion (Cha): Making jewellery, clothing, trinkets and decorative items from scraps, bones, hide and fur, horns, antlers, branches, etc. Includes a rudimentary understanding of preserving said components and how to attach them to each other. Created items may appear crude but are functional.

Trailing (Dex): Following someone in an urban setting without being spotted. Modified by cover, speed, etc.

Treewalking (Dex): A skill known only in certain Elven lands, the capacity to travel from one closely set tree to another, allowing working and fighting from tree to tree. Normal movement between trees does not require a skill check, such is only necessary if the character tries to travel faster than 15'/round or perform complex actions.

Undead Lore (I): A deeper knowledge of the undead than is provided by monster lore, giving the character a deeper understanding of undead mentality, methods of control, behaviour, where they are found and how they operate, *etc.*



Warrior Scream (Con): Used primarily in primitive and 'warrior' cultures, although not confined to them. The art of letting out an ear piercing scream to threaten opponents and psyche oneself up for combat. After spending a round screaming, a successful check will confer a +1 to hit and damage for 2d4 rounds, and may depending on circumstances force opponents to make a morale check.

Weapon Length (Dex): The skill of using long weapons (pikes, spears, halberds, etc.) to keep enemies at range. A successful check confers a +2 bonus to hit and damage against any foe closing to within 5' of the fighter.

Cumulative BR bonuses for units making use of this skill are:

1. 20% of an infantry unit has appropriate weapons and Weapon Length - +10% BFR
2. 60% of an infantry unit has appropriate weapons and Weapon Length - +10% BFR

Note that most creatures of animal intelligence will simply not engage a well presented spear line.

Weaponsmithing (Int): How to make and maintain simple melee weapons.

Whip Tricks (Dex): Using a whip as an acrobatics tool. Requires the use of a whip. The whip may be used as a swing, to knock drinks out of peoples hands, *etc.* The full Indy.

Chapter 5: Weapons and Mastery

Weapon Mastery - Similarity Table.

When a character uses a weapon in which they have no mastery, they may still benefit from mastery with a similar weapon, if used in a similar way. Weapons are divided into four usage categories - device, thrown, melee and siege engines. Some fit into both thrown and melee, but use determines which comparison applies. For example, a dagger is somewhat like a cestus in melee combat, but not at all similar when thrown. When thrown it is very like a throwing hammer.

When using a different weapon in the same category with the same letter code, that weapon is used at one lower weapon mastery level. Where a weapon has an adjacent letter it is used at two weapon mastery slots lower. So, for example, an expert with a dagger is treated as skilled when using a short sword in melee, but only basic with a two handed sword.

If a character wishes to train in the use of a similar weapon, their base mastery level is calculated from the closest equivalent they have. A grand master with a staff, for example, is considered to be an expert with a war hammer and would gain weapon mastery training in war hammer as if an expert.

Lower mastery with weapons that are similar is cumulative with the mastery penalty for off-hand use. For example a grand master with a short sword using a dagger in his off-hand is in total three levels lower - effectively skilled with the dagger in the off-hand (dagger being class A and sword being class B means that a penalty of two levels is added to a penalty of one level for off-hand use).



Category 1 – Missile Device

Weapon	Class
Sling	A
Short bow	B
Pellet Bow	B
Longbow	B
Crossbow, Light	C
Crossbow, Heavy	C
Crossbow, Hand	C
Blowgun	E
Hunting Blowgun	E

Category 2 – Thrown

Spear	A
Trident	A
Javelin	A
Harpoon	A
Hand Axe	B
Dagger	B
Throwing Hammer	B
Plumbata	B
Kpinga	C
Francesca	C
Shuriken	D
Chackram	E
Bolas	G
Boomerang	I

Category 3 – Melee Weapons

Dagger	A
Haladie	A
Cestus	A
War Claw	A
Normal Sword	B
Short Sword	B
Rapier	B
Bastard Sword 1h	B
Bastard Sword 2h	C
Two handed Sword	C
Battle Axe	D
Hand Axe	D
Mace	E
War Hammer	E
Morningstar	E
Flail	E
Club	E
Billy Club	E
Maul, Light	E
Throwing Hammer	E
Staff	F
Tetsubo	F
Kumade	F
Holy Water Sprinkler	G
Maul, Heavy	G
Monks Spade	G
Scythe	H
Spear	I
Spontoon	I
Trident	I
Javelin	I
Harpoon	I
Lance	J
Pike (family)	J
Poleaxe (family)	J
Halberd (family)	J
Shield Weapons	M
Whip	P
Urumi	P
Net	p

Category 4 – Siege Engines

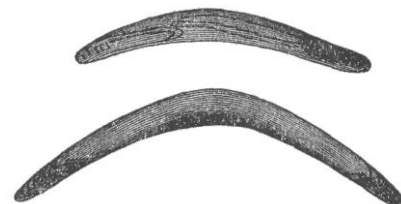
Trebuchet	A
Heavy Catapult	B
Light Catapult	B
Springal	C
Ballista	D
Scorpio	D

Weapon Mastery – Additional Weapons

New Weapon Descriptions

Billy Club: The classic short, stout, weighted policeman's truncheon. When used in standard melee combat rather less effective in skilled hands than a club, but when used in non-lethal combat a skilled user can gain bonus non-lethal damage (hence it is much favoured by police services).

Boomerang: The legendary weapon of the Wallara, only available in the tribelands of the chameleon men. Each is crafted for the specific height and strength of the wielder, using a boomerang made for another wielder confers a -2 penalty to hit. If a boomerang thrown outdoors misses its target, it will return to its wielder at the end of the round. If the thrower is not in melee combat, they may automatically catch it, otherwise they must make a successful dexterity check to do so. An expert (or better) boomerang wielder may attempt to hit an obscured (e.g. behind a tree) target on the return leg of the throw, with a -2 penalty to the roll. Magic boomerangs exist, and always fly in a figure of 8 motion. If an attack with a magic boomerang misses a second attack roll may be made on the return section, with a +2 bonus if the target is unaware.



Broad Axe: Otherwise known as a hand-and-half axe, this is a longer shafted, single handed axe. Lighter than a battle axe but more substantial than a hand axe, it can only be thrown at high levels of mastery.

Chackram: A ring of sharpened steel, typically of a one inch wide ribbon, the ring having a total diameter around the size of a dinner plate, this weapon cannot effectively be used to attack in melee but can be wielded defensively. To attack, the wielder typically spins the disc around the hand or fingers to build up speed to throw.



Flail, Heavy: A studded ball on a short chain, attached to a handle, wielded by swinging the ball on the chain to hit a foe. Clerics can use the heavy flail, which is a two handed weapon for all characters with a strength score of 15 or less, while exceptionally strong (16+) characters can wield it in a single hand.

Flail, Light: A single, light ball or multiple smaller balls on the end of chains, attached to a handle and swung such that the ends of the chains or the ball strikes foes. A lighter option than the heavy flail, any character who can use light flail may do so with a single hand. Light flails can be used by clerics.

Haladie: A central handle with a dagger blade protruding from either side, often with a knuckle guard that may be spiked. While being in many ways equivalent to the dagger, it has certain defensive benefits but cannot be thrown. Magic users may use haladies.

Hand Crossbow: Also known as an assassin's crossbow, this small hand-held crossbow fires smaller bolts, for less damage, and to a shorter distance than two handed crossbows. It can however be loosed using a single hand, although two hands are needed to reload.

Harpoon: Similar to a light spear or javelin with a barbed head for embedding within a target, attached to a strong, light cord that the wielder may hold or tie to an object. Harpoons have two unique effects: *Impale.* A victim of the stated number of HD or less must make a save vs. paralysis or the weapon is embedded in them. To remove the weapon inflicts the same damage as the original wound, takes 1 round, and a creature doing so must either use a hand, scrape the wound on the ground or a rock, *etc.* Alternatively, the victim may, if they have a blade, simply cut the rope, but this does not remove the harpoon. In addition to being impaled, the victim is delayed, although they may make a saving throw each round to recover from delay without removing the weapon. The wielder of the weapon may attempt to hold the cord to which it is attached or may choose to let it go – note that harpooning a large creature may only be the beginning of trying to capture it, as holding on to the cord while that creature moves may be difficult. To drag a foe in (which requires two hands), the wielder must win an opposed strength check, and if they do so they can drag their foe up to 5' per point they have won by. If the target is moved more than their combat speed, they are pulled off their feet in the process. Note that if dragging a target of significantly greater mass than the wielder of the weapon, it may be necessary to brace against an immovable object, or in the case

of a great disparity it may not be possible to reel the target in at all. *Retrieve:* If an attack with a weapon with the retrieve ability misses, the wielder may retrieve the weapon next round by simply pulling on the rope to which it is attached.

Holy Water Sprinkler: A heavy, spiked ball at the end of a pole weapon which, when swung at full speed, is able to cause terrible wounds. Also known as the aspergillum, it takes its name from its resemblance to holy water sprinklers used in certain temples.

Hunting Blowgun: A long (5' to 6') tube, from which tight fitting darts or pellets are shot. A deep breath is needed to expel a projectile at great force, and such weapons are used in primitive societies in hunting and occasionally warfare. Long thorns are most often employed, usually backed by a fur wad that both ensures the missile flies straight and maintains a gas seal allowing rapid and accurate acceleration through the length of the tube. The length of the weapon maximises time for acceleration, allowing the very light projectile to fly at an incredibly fast speed. While this weapon only inflicts limited damage, it is sufficient for small game and varmint hunting, and poison may be employed for tackling larger targets. A hunting blowgun with a spear blade attached is known as a sumpit.

Kpinga: A multi bladed melee or thrown weapon, consisting of blades pointing both back and forwards which may hook into any opponent. Common among the tribal peoples of the Isle of Dread and Northern Davania.



Kumade: A short pole weapon derived from agricultural rakes, with the tines sharpened to inflict damage. A two handed weapon.

Lucerne Hammer: A three-to-four-pronged head mounted atop a 6-7 foot polearm shaft. It bears a long spike on its reverse, and an even longer spike extending from the top. They are occasionally found to have spikes on the side of the head as well.

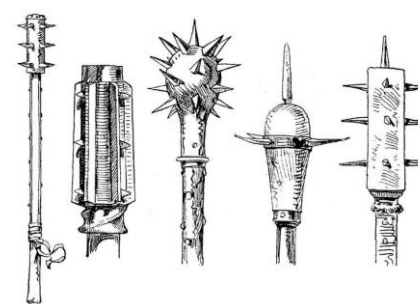


Maul, Heavy: Usually a longer wooden haft with a stout, heavy, sharpened metal hammer point reminiscent of a sledgehammer, typically with a hammer head on the opposite side. The heavy head allows huge, piercing damage to be inflicted.

Maul, Light: Varying from all metal to wooden construction, essentially a single spike on swung shaft. This can be as simple as a short plank with a nail in it (referred to as a kobold morningstar) to a fully metal construction referred to as a footman's maul.

Monks Spade: A pole weapon consisting of a long pole with a flat spade-like blade on one end and a smaller crescent shaped blade on the other. As neither is usually sharpened, this weapon may be used by a cleric.

Morningstar: A club or mace with sharp spikes (hence unlike clubs or maces cannot be used by clerics).



Pellet Bow: A short bow strung to hold a pouch in the centre of the string. The pouch may be cloth or leather, and it is used to propel a small stone or bullet rather than an arrow. This offers great advantage when hunting small game (that would otherwise may be an inedible mess after being impaled on an arrow) and allows the bow to be used by clerics.

Plumbata: A heavy, weighted lead dart that is of no use in melee combat but which can be thrown. At higher levels of mastery multiple plumbata can be thrown in a single round, although this is not cumulative with a fighters multiple attacks.

Prodd: A crossbow made with a wider groove fitting stone or lead bullets rather than crossbow bolts. The Prodd can be used by clerics.

Pyeongon: A long large pole (with a shorter stick attached to it by a metal chain). The short stick is covered with spikes.



Rapier: A longer form of a normal sword often thought to be lighter but typically of similar weight but with a somewhat different balance.

Scythe: Adapted from the agricultural implement of the same name, scythes are rarely used as weapons but either for religious reasons (clerics of Thanatos are obliged to use scythes) or out of desperation they may be adapted for such use.



Shuriken: Small, sharpened, metallic star shaped objects otherwise known as throwing stars. Often little more than a nuisance, they are however small and very quick to use. They cannot be used in melee combat.

Tetsubo: A mace, in two handed form, at the end of a longer pole. Essentially a pole arm version of the mace, useable by clerics.



Throwing Axe: Historically the Francesca was a large axe thrown at bodies of men, but in game terms this is a smaller, lighter throwing axe balanced to fly further than a hand axe. It is less durable than a hand axe, and less useful as a tool.

Urumi: An Urumi is a sword with a flexible, whip-like blade, the use of which is more similar to that of a whip than to that of another sword. It is typically anything up to 6' long, and can be used to strike at targets at such a distance (but not to strike past friendly creatures at a target in front of them). Uniquely among melee weapons, attacks with an urumi are treated as 'M' attacks for determining weapon mastery based armour class bonuses, as the urumi is difficult to defend against using a weapon.

Weapon	Lvl	Range	Damage	Defence	Special
Hand	BS	30/65/100	1d4		
Crossbow					
Cost:80	SK	40/70/100	1d6	H:-1AC/1	
Enc:20 (small)	EX	50/80/100	P:1d6+2	H:-1AC/2	Delay (s)
P=H	MS	60/80/100	P:1d8+4 S:1d6+4	H:-2AC/2	Delay (s)
1 hand (use)	GM	70/90/100	P:1d6+6	H:-2AC/3	Delay (s)
2 hands (load)			S:2d4+4		
Hunting Blowgun	BS	20/35/50	1d2	-	
Cost:10	SK	25/40/55	1d4	-	Delay (S)
Enc:40 (med)	EX	30/45/60	1d4+1	-	Delay (S/M)
P=M	MS	35/50/65	P: 1d4+2 S: 1d3+2	-	Delay (S/M/L) Save -1
2 hands	GM	40/55/70	P: 1d4+4 S: 1d3+4	-	Delay (S/M/L) Save -3
Pellet Bow	BS	50/100/150	1d4		
Cost:30	SK	60/110/160	1d6	H:-1AC/1	Delay (s)
Enc:25 (med)	EX	80/130/170	2d4	H:-1AC/2	Delay (s)
P=A	MS	90/130/180	3d4	H:-2AC/2	Delay (s)
2 hands	GM	110/140/190	4d4	H:-2AC/3	Delay (s)
Prodd	BS	80/120/200	1d4		
Cost: 60	SK	100/140/300	1d6	M:-1AC/1	Stun (s/m)
Enc:60 (med)	EX	120/160/200	2d4	M:-2AC/2	Stun (s/m)
P=A	MS	130/170/200	3d4	M:-2AC/3	Stun (s/m)
2 hands	GM	150/180/200	4d4	M:-3AC/3	Stun (s/m)

Melee and Thrown Weapons

Bardiche ✓	BS		1d10		Hook, Disarm
Cost: 10	SK		1d10+2	H:-1AC/1	Hook (save -1), Disarm, Deflect (1)
Enc: 170 (large)	EX		1d10+5	H:-2AC/1	Hook (save-2), Deflect (1), Disarm
P=H	MS		P:1d8+10 S:1d8+8	H:-2AC/2	Hook (save-3), Deflect (2), Disarm
2 hands (Halberd Family)	GM		P:1d6+15 S:1d6+12	H:-3AC/2	Hook (save-4), Deflect (2), Disarm
Bill	BS		1d10		Hook
Cost: 4	SK		1d10+3	H:-1AC/1	Deflect (1), Hook (save-1)
Enc: 120 (large)	EX		1d10+6	H:-2AC/1	Deflect (1), Hook (save-2)
P=H	MS		P:1d10+10 S:1d10+8	H:-2AC/2	Deflect (2), Hook (save-3)
2 hands (Poleaxe Family)	GM		P:1d8+16 S:1d8+12	H:-3AC/2	Deflect (2), Hook (save-4)

Billy Club	BS	-/-/-	1d4		Subdual+3, Delay
Cost:9	SK	-/-/-	1d6+1	H:-1AC/1	Subdual+4, Delay, Stun
Enc:25 (small)	EX	-/15/20	1d6+3	H:-2AC/2	Subdual+5, Delay (save-1), Stun (Save -1)
P=H	MS	-/15/25	P:1d6+5 S:1d4+5	H:-3AC/3	Subdual+6, Delay (save-1), Stun (save-1)
1 hand	GM	10/25/30	P:1d6+6 S:1d4+6	H:-4AC/4	Subdual+7, Delay (save-2), Stun (save-2)

Boomerang	BS	40/80/160	1d4		Return
Cost:10	SK	50/90/160	1d6+1	H:-1AC/2	Stun (s/m), Return
Enc:50 (small)	EX	60/00/170	1d6+3	H:-2AC/3	Stun (s/m), Return
P=H	MS	70/110/170	P:1d6+5 S:1d4+5	H:-3AC/3	Stun (s/m), Return
1 hand	GM	80/120/180	P:1d6+6 S:1d4+6	M:-4AC/4	Stun (s/m), Return

Broad Axe	BS	-/-/-	1d6+1		
Cost:10	SK	-/5/10	1d6+3	M:-1AC/1	Delay
Enc:50 (med)	EX	5/10/15	1d8+3	M:-2AC/2	Delay
P=M	MS	5/10/15	P:1d8+5 S:1d6+6	M:-3AC/3	Delay
1 hand	GM	5/10/15	P:1d10+5 S:1d8+5	M:-3AC/4	Delay, Stun

Flail, Heavy	BS		1d8		
Cost:15	SK		1d12	H:-1AC/1	Disarm
Enc:80 (large)	EX		2d8	H:-2AC/1	Disarm, Stun
P=A	MS		2d8+4	H:-3AC/2	Disarm (save+1), Stun
1 hand (Str<16), 2 hands (Str 17+)	GM		2d8+8	H:-4AC/3	Disarm (save+1), Stun

Flail, Light	BS		1d6		
Cost:10	SK		2d4	H:-1AC/1	Disarm
Enc:50 (med)	EX		2d4+4	H:-1AC/2	Disarm (save+2), Delay
P=A	MS		1d6+7	H:-2AC/3	Disarm (save+3), Delay
1 hand	GM		1d6+9	H:-4AC/3	Disarm (save+4), Delay

Gisarme ✓	BS		1d10		Hook
Cost: 3	SK		1d12+2	H:-2AC/1	Deflect (1), Hook (save-1)
Enc: 80 (large)	EX		1d12+5	H:-2AC/2	Deflect (1), Hook (save-2)
P=H	MS		P:1d12+9 S:1d10+8	H:-3AC/2	Deflect (2), Hook (save-3)
2 hands (Pike family)	GM		P:1d10+14 S:1d8+10	H:-3AC/3	Deflect (2), Hook (save-4)
Glaive ✓	BS		1d10		
Cost: 7	SK		1d10+3	H:-1AC/1	Deflect (1), Double Damage (20)
Enc: 150 (large)	EX		1d10+6	H:-2AC/1	Deflect (1), Double Damage (19-20)
P=H	MS		P:1d10+10 S:1d10+8	H:-2AC/2	Deflect (2), Double Damage (18-20)
2 hands (Poleaxe family)	GM		P:1d8+16 S:1d8+12	H:-3AC/2	Deflect (2), Double Damage (17-20)
Haladie	BS		1d4		
Cost:10	SK		1d6	H:-1AC/1	Double Damage (20)
Enc:15 (small)	EX		2d4	H:-2AC/3	Double Damage (19-20)
P=H	MS		P:3d4 S:2d4+2	H:-3AC/4	Double Damage (18-20), Deflect (1)
1 hand	GM		P:4d4 S:3d4+1	H:-4AC/5	Double Damage (17-20), Deflect (2)
Halberd	BS		1d10		Hook, Disarm
Cost: 7	SK		1d10+2	H:-1AC/1	Hook (save -1), Disarm
Enc: 150 (large)	EX		1d10+5	H:-2AC/1	Hook (save-2), Deflect (1), Disarm
P=H	MS		P:1d8+10 S:1d8+8	H:-2AC/2	Hook (save-3), Deflect (1), Disarm
2 hands	GM		P:1d6+15 S:1d6+12	H:-3AC/2	Hook (save-4), Deflect (2), Disarm
Harpoon	BS	10/20/30	1d4	-	Retrieve
Cost: 7gp	SK	25/35/45	1d6	-	Retrieve, Impale (8HD)
Enc:20 (med)	EX	30/40/50	1d6+2	-	Retrieve, Impale (16HD) (Save-2)
P=M	MS	35/45/55	P: 1d6+5 S: 1d6+3	-	Retrieve, Impale (24HD) (Save-4)
1 hand	GM	40/50/60	P: 1d6+7 S: 1d6+5	-	Retrieve, Impale (32HD) (Save-6)

Holy Water Sprinkler	BS		1d10		
Cost:9	SK		1d10+3	H:-1AC/1	Deflect (1)
Enc:150 (large)	EX		1d10+6	H:-2AC/1	Deflect (1), Delay
P=M	MS		P:1d10+10 S:1d10+8	H:-2AC/2	Deflect (2), Delay
2 hands	GM		P:1d8+16 S:1d8+12	H:-3AC/2	Deflect (2), Delay (save -1)
Kumade	BS		1d6		
Cost:5	SK		1d6+4	A:-1AC/2	Deflect (1)
Enc:90 (large)	EX		1d8+4	A:-2AC/2	Deflect (2)
P=M	MS		1d8+6	A:-3AC/3	Deflect (2), Stun
2 hands	GM		1d8+9	A:-4AC/4	Deflect (3), Stun
Kpinga	BS	20/40/60	1d5		
Cost:9	SK	30/50/70	1d6+1	A:-1AC/2	Skewer (up to 3HD), Double Damage(20)
Enc:30 (small)	EX	40/60/80	2d4+1	A:-2AC/2	Skewer (up to 6HD), Double Damage (19-20)
P=A	MS	40/60/80	2d4+2	A:-3AC/2	Skewer (up to 9HD), Double Damage (19-20)
1 hand	GM	50/70/90	2d4+4	A:-4AC/3	Skewer (up to 12HD), Dpouble Damage (18-20)
Lochaber Axe	BS		1d10		Hook, Disarm
Cost: 10	SK		1d10+2	H:-1AC/1	Hook (save -1), Disarm
Enc: 170 (large)	EX		1d10+5	H:-2AC/1	Hook (save-2), Deflect (1), Disarm
P=H	MS		P:1d8+10 S:1d8+8	H:-2AC/2	Hook (save-3), Deflect (1), Disarm, Stun
2 hands (Halberd Family)	GM		P:1d6+15 S:1d6+12	H:-3AC/2	Hook (save-4), Deflect (2), Disarm, Stun
Lucerne Hammer ✓	BS		1d10		
Cost: 8	SK		1d10+3	H:-1AC/1	Deflect (1)
Enc: 120 (large)	EX		1d10+6	H:-2AC/1	Deflect (1)
P=H	MS		P:1d10+10 S:1d10+8	H:-2AC/2	Deflect (2)
2 hands (Poleaxe family)	GM		P:1d8+16 S:1d8+12	H:-3AC/2	Deflect (2)

Maul, Heavy	BS		1d8+1		
Cost:7	SK		1d8+3	M:-1AC/1	Hook
Enc:80 (large)	EX		1d8+5	M:-2AC/1	Hook (save-1)
P=M	MS		P:1d8+7 S:1d8+6	M:-2AC/2	Hook (save-1), Stun
2 hands	GM		P:1d10+7 S:1d8+8	M:-3AC/2	Hook (save-3), Stun (save-1)
Maul, Light	BS		1d6+1		
Cost:3	SK	0/5/10	1d6+2	A:-1AC/1	Deflect (1)
Enc:35 (small)	EX	5/10/15	2d4+2	A:-1AC/2	Deflect (2)
P=M	MS	10/15/20	P:2d4+5 S:2d4+3	A:-2AC/3	Deflect (2)
1 hand	GM	15/20/25	P:2d4+7 S:2d4+5	A:-3AC/4	Deflect (3)
Monks Spade	BS		1d8		
Cost:10	SK		1d8+2	H:-1AC/1	Deflect (1)
Enc:150 (large)	EX		1d10+2	H:-2AC/1	Deflect (1), Delay
P=A	MS		1d10+5	H:-2AC/2	Deflect (2), Delay
2 hands	GM		1d10+7	H:-3AC/2	Deflect (2), Delay (save -1)
Morningstar	BS		1d6		
Cost:8	SK		1d6+3	A:-1AC/1	Deflect (1)
Enc:75 (med)	EX	-/10/20	1d6+5	A:-2AC/1	Deflect (1)
P=M	MS	-/15/30	P:1d8+8 S:1d6+7	A:-3AC/2	Deflect (2)
1 hand	GM	10/25/35	P:1d8+10 S:1d6+8	A:-4AC/3	Deflect (2)
Partisan ✓	BS		1d10		Disarm
Cost: 5	SK		1d12+2	H:-2AC/1	Deflect (1), Disarm
Enc: 80 (large)	EX		1d12+5	H:-2AC/2	Deflect (1), Disarm
P=H	MS		P:1d12+9 S:1d10+8	H:-3AC/2	Deflect (2), Disarm
2 hands (Pike family)	GM		P:1d10+14 S:1d8+10	H:-3AC/3	Deflect (2), Disarm
Pike ✓	BS		1d10		
Cost: 3	SK		1d12+2	H:-2AC/1	Deflect (1)
Enc: 80 (large)	EX		1d12+5	H:-2AC/2	Deflect (1)
P=H	MS		P:1d12+9 S:1d10+8	H:-3AC/2	Deflect (2)
2 hands	GM		P:1d10+14 S:1d8+10	H:-3AC/3	Deflect (2)
Poleaxe	BS		1d10		
Cost: 5	SK		1d10+3	H:-1AC/1	Deflect (1)
Enc: 120 (large)	EX		1d10+6	H:-2AC/1	Deflect (1)
P=H	MS		P:1d10+10 S:1d10+8	H:-2AC/2	Deflect (2)
2 hands	GM		P:1d8+16 S:1d8+12	H:-3AC/2	Deflect (2)

Pyongon	BS		1d10		
Cost:15	SK		1d10+3	H:-1AC/1	Delay
Enc:150 (large)	EX		1d10+6	H:-2AC/1	Delay (save -1), Stun
P=M	MS		P:1d10+10 S:1d10+8	H:-2AC/2	Delay (save -2), Stun (save-1)
2 hands	GM		P:1d8+16 S:1d8+12	H:-3AC/2	Delay (save -3), Stun (save-2)
Ranseur ✓	BS		1d10		Hook, Disarm
Cost: 10	SK		1d10+2	H:-1AC/1	Hook (save -1), Disarm
Enc: 160 (large)	EX		1d10+5	H:-2AC/1	Hook (save-2), Deflect (1), Disarm
P=H	MS		P:1d8+10 S:1d8+8	H:-2AC/2	Hook (save-3), Deflect (1), Disarm
2 hands (Halberd family)	GM		P:1d6+15 S:1d6+12	H:-3AC/2	Hook (save-4), Deflect (2), Disarm
Rapier	BS		2d4-1		
Cost:12	SK		1d8+1	H:-2AC/2	Deflect (1), Disarm
Enc:55 (med)	EX	-/10/20	1d8+2	H:-2AC/3	Deflect (2), Disarm (Save+2)
P=H	MS	-/15/30	P:1d12 S:1d10	H:-3AC/3	Deflect (3), Disarm (Save+4)
1 hand	GM	10/20/30	P:1d12+1 S:1d10+1	H:-4AC/4	Deflect (3), Disarm (Save+6)
Rakasta war claw	BS		1d4		No offhand penalty
Cost:N/A	SK		1d6	M:-2AC/2	No offhand penalty, double damage (20)
Enc:N/A	EX		1d8	M:-2AC/3	No offhand penalty, double damage (19-20)
P=M	MS		P:1d10+1 S:1d8+1	M:-3AC/3	No offhand penalty, double damage (18-20)
1 hand	GM		P:1d12+2 S:1d10+1	M:-4AC/4	No offhand penalty, double damage (17-20)
Scythe	BS		1d8		
Cost:2	SK		1d8+2	A:-1AC/1	Delay
Enc:80 (large)	EX		2d8	A:-2AC/1	Delay, Double Damage (20)
P=M	MS		P:2d8+2 S:2d8+1	A:-2AC/2	Delay (save-1), Double Damage (20)
2 hands	GM		P:2d8+6 S:2d8+3	A:-3AC/3	Delay (save-2), Double Damage (19-20)

Spetum ✓	BS		1d10		
Cost: 6	SK		1d12+2	H:-2AC/1	Deflect (1), Disarm
Enc: 100 (large)	EX		1d12+5	H:-2AC/2	Deflect (1), Disarm
P=H	MS		P:1d12+9	H:-3AC/2	Deflect (2), Disarm
			S:1d10+8		
2 hands (Pike family)	GM		P:1d10+14	H:-3AC/3	Deflect (2), Disarm
			S:1d8+10		

Spontoon ✓	BS		1d6		
Cost: 4	SK		1d6+2		Double Damage (20)
Enc: 40 (Medium)	EX		2d4+2		Double Damage (19-20)
P=A	MS		2d4+4		Double Damage (18-20), Deflect (1)
1 hand (Spear family)	GM		2d4+5		Double Damage (17-20), Deflect (2)

Tetsubo	BS		1d8		
Cost:10	SK		1d8+2	H:-2AC/1	Delay
Enc:80 (large)	EX		1d8+4	H:-3AC/2	Delay
P=A	MS		1d8+8	H:-3AC/3	Delay, Stun
2 hands	GM		1d8+10	H:-4AC/4	Delay, Stun

Throwing Axe (Francesca)	BS	20/30/40	1d4		
Cost:6	SK	30/40/50	1d6	M:-1AC/1	
Enc:15 (small)	EX	40/50/60	1d6+2	M:-2AC/2	
P=M	MS	60/70/80	P:1d6+4	M:-2AC/3	
			S:1d4+4		
1 hand	GM	70/80/90	P:1d6+6	M:-3AC/3	
			S:1d4+6		

Urumi	BS		1d4		
Cost:8	SK		1d6	M:-2AC/2	Double Damage (20), M attack
Enc:15 (small)	EX		2d4	M:-3AC/3	Double Damage (19-20), M attack
P=M	MS		P:3d4	M:-4AC/3	Double Damage (18-20), M attack
			S:2d4+2		
1 hand	GM		P:4d4	M:-4AC/4	Double Damage (17-20)
			S:3d4+1		

Voulge	BS		1d10+2		
Cost: 10	SK		1d10+5	H:-1AC/1	Deflect (1), Double Damage (20)
Enc: 140 (large)	EX		1d10+8	H:-2AC/1	Deflect (1), Double Damage (19-20)
P=H	MS		P:1d10+12	H:-2AC/2	Deflect (2), Double Damage (18-20)
			S:1d10+10		
2 hands (Poleaxe family)	GM		P:1d8+18	H:-3AC/2	Deflect (2), Double Damage (17-20)
			S:1d8+14		

Thrown Weapons that cannot be used in melee.

Chackram	BS	20/40/60	1d4		
Cost:5	SK	40/50/65	1d6	H:-1AC/1	Deflect (1)
Enc:10 (small)	EX	50/60/70	2d4	H:-2AC/2	Deflect (2)
P=M	MS	60/70/80	P:2d4+4	H:-2AC/2	Deflect (2), Disarm
			S:1d6+4		
1 hand	GM	70/80/90	P:2d4+7	H:-3AC/3	Deflect (3), Disarm (save+1)
			S:1d6+6		

Plumbata	BS	40/60/80	1d4		Stun
Cost:1	SK	50/70/100	1d6+1		Extra Attack, Stun (save-1)
Enc:15 (small)	EX	60/80/110	1d8+1		Extra Attack (2), Stun (save-2)
P=H	MS	70/90/120	P:1d6+4		Extra Attack (3), Stun (save-4)
			S:1d4+4		
1 hand	GM	80/100/130	P:1d6+6		Extra Attack (4), Stun (save-6)
			S:1d4+6		

Shuriken	BS	10/30/50	1d3		
Cost:2	SK	15/35/55	1d5		+1 Initiative
Enc:2 (small)	EX	20/40/60	1d8		+2 Initiative
P=H	MS	25/45/65	P:1d10		+2 Initiative, Double Damage (20)
			S:1d8+1		
1 hand	GM	35/55/70	P:1d12		+3 Initiative, Double Damage (19-20)
			S:1d10		

Exotic Ammunition Types

Type	Cost	Range Modifier	Hit Modifier
Alchemical Fire	30gp	-10%	-2
Corrosion	100gp	-30%	-3
Fire Cage*	1gp	-20%	-4
Flashbang	50gp	-20%	-3
Glue	75gp	-30%	-3
Grappling*	5gp	-30%	-3
Holy Water	40gp	-30%	-3
Injector*	50gp	-20%	-2
Silver	5gp	0	0
Small Game*	2sp	0	0
Whistling	2gp	-10%	0

Ammunition types annotated with * cannot be adapted for use with sling, prodd or pellet bows.

Alchemical Fire: Made up of a somewhat enlarged head, containing a small volume of oil that ignites on exposure to air. There is a 6% chance per alchemical fire arrow landing on a flammable target (thatched roof, sail, etc.) within a round of starting a fire. Creatures struck with alchemical fire arrows take fire as opposed to piercing damage.

Corrosion: This ammunition contain a small volume of extremely corrosive acid. Such ammunition inflicts 2d4 acid damage in place of the normal damage done by the weapon, and may be used to burn ropes, corrode locks, etc.

Fire Cage: Made up of a complex iron cage to hold flammable materials, fire cage arrows are used to cause fires, usually in mass combats. When used to inflict damage on single opponents, a fire cage arrow does half damage, but that damage is treated as fire rather than piercing damage. Fire arrows have a 3% cumulative chance of

starting a fire per arrow landing on a flammable target (thatch, rope coils, etc.) in a single round.

Flashbang: Contains a small amount of alchemical powder that explodes on impact. This is not designed to cause harm (the ammunition causes half damage), but it can cause a distraction. Anyone within 5' of the explosion must make a save vs. dragon breath or any ongoing spellcasting or concentration on magical effects is broken, and at the DM's discretion unintelligent monsters may have to make a moral check or flee.

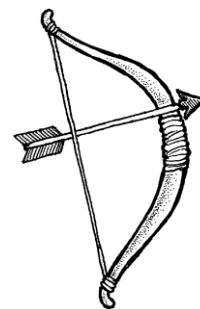
Glue: Glue arrows contain a small volume of strong alchemical glue. This may be used to try to destroy locks, stick coils of rope, etc. If targeted at an individual a glue arrow inflicts half damage if it hits, and the victim must make a save vs. paralysis or have one limb stuck in place or to their sides, until they spend 3d6 rounds cutting themselves free.

Grappling: Essentially a grappling hook on the end of an arrow or crossbow bolt, with a small hoop at the rear to which a cord is attached, this is used to try to attach a rope. A light, silk rope is used, as a heavier rope is too weight to be used in this application. If the grapnel holds, a single character can be supported by said light rope.

Holy Water: At the head of this ammunition is a small vial containing holy water, rather heavier than a projectile should be and inflicting no damage to most creatures. If it strikes an undead target, it inflicts damage as per a normal flask of holy water.

Injector: Contains a small syringe tipped with a needle. The syringe can contain a single potion, dose of poison or other liquid. Any unwilling target struck by this may make a saving throw as appropriate. Whether the arrow hits a target or not, the liquid is expended.

Silver: Ammunition made of silver can be used to hit targets immune to normal weapons but vulnerable to silver.



Small Game: Arrowheads of this type are blunt, typically used to hunt small game without causing enormous damage to the meat. Only half normal damage is inflicted. A cleric may use this ammunition.

Whistling: Typically made with small holes or vents in the side of the head or stone, whistling ammunition makes a loud noise as it flies through the air. Of little impact in itself, but massed volleys of whistling ammunition can be used to strike fear into enemy units, and when loosed into the darkness the time until the sound stops can be indicative of the distance that the ammunition travelled before hitting a wall.

Weapon Mastery for Specialist Magical Items

A spellcaster can attune a single item that becomes an extension of their spellcasting ability. Casters of Magic User spells can choose a wand, staff, ring or crystal. Casters of clerical spells can choose a holy symbol of their patron immortal. Wicca and shamen casters can select an appropriate gris-gris which is the equivalent of any of the items below (DM's discretion). Druids are limited to staffs and crystals.

A caster can only attune to a single item at a time Training in the use of the attuned item is never offered to outsiders so, for example, wizards in a particular nation may all be masters of crystals and will not train those from other nations in the use of the crystal. Such crafts are rare and secretive,

potentially necessitating great standing in a theocracy or status within an organisation of wizards. This will be dependent on your campaign.

Attunement uses the same mechanism (and slots) as weapon mastery. Basic mastery allows the caster to attune to the specific item. Only one item can be attuned at a time (a ring user cannot be attuned to multiple rings, for example), and it must be used appropriately - i.e. a ring must be worn, a wand or staff wielded, a crystal held, etc. Further training works in the same way as for weapon mastery, taking the same amount of time and costing the same amount of gold, but trainers are rare and

likely to be restricted to small geographical areas.

The item can be a mundane or magical - a wand, for example, may be a simple stick or a magic wand of any type. A staff can be a magical weapon or simple broom handle. If the approximate description fits, it can be attuned to. The attunement ritual (learned at basic level) takes 1d4 hours, and can only be carried out once per month, at most.

These items incur no off-hand penalty and can be wielded in either hand. For Weapon Mastery Similarity purposes, none confer any advantage when learning any other.

Ring	Bonus	Special
Basic	-	-
Skilled	+2 Spell Levels	Interrupt (30')
Expert	+4 Spell Levels	Interrupt (60', save -1)
Master	+8 Spell Levels	Interrupt (90', Save -2)
Grand	+12 Spell Levels	Interrupt (120', Save -4)
Master		

Wand	Bonus	Special
Basic	-	-
Skilled	Range +10%	Save -1
Expert	Range +20%	Save -2, Spell Deflect (1)
Master	Range +40%	Save -3, Spell Deflect (1)
Grand	Range +80%	Save -4, Spell Deflect (2)
Master		

Staff	Bonus	Special
Basic	-	-
Skilled	Damage +1/4 dice	Spell Deflect (1)
Expert	Damage +1/3 dice	Spell Deflect (2)
Master	Damage +1/2 dice	Spell Deflect (3)
Grand	Damage +1/1 dice	Spell Deflect (4)
Master		

Crystal	Bonus	Special
Basic	-	-
Skilled	Save +1	Save -1
Expert	Save +2	Save -2
Master	Save +4	Save -4
Grand	Save +6	Save -6
Master		

Holy Symbol - Energy	Bonus	Special
Basic	-	-
Skilled	Turn +1d4 hd	Undead Lore
Expert	Turn +2d4 hd	Undead Lore +1
Master	Turn +4d4 hd	Undead Lore +2
Grand	Turn +6d4 hd	Undead Lore +3
Master		

Holy Symbol - Matter	Bonus	Special
Basic	-	-
Skilled	Healing +1/die	Nature Lore
Expert	Healing +2/die	Nature Lore +1
Master	Healing +3/die	Nature Lore +2
Grand	Healing +4/die	Nature Lore +3
Master		

Holy Symbol - Thought	Bonus	Special
Basic	-	-
Skilled	+2 Spell Levels	Concentration
Expert	+4 Spell Levels	Concentration +1
Master	+8 Spell Levels	Concentration +2
Grand	+12 Spell Levels	Concentration +3
Master		

Holy Symbol - Time	Bonus	Special
Basic	-	-
Skilled	Duration + 25%	History Lore
Expert	Duration + 50%	History Lore +1
Master	Duration + 100%	History Lore +2
Grand	Duration + 150%	History Lore +3
Master		

Holy Symbol - Entropy	Bonus	Special
Basic	-	-
Skilled	Control Undead (1/4 level)	Undead Lore
Expert	Control Undead (1/2 level)	Undead Lore +1
Master	Control Undead (3/4 level)	Undead Lore +2
Grand	Control Undead (at level)	Undead Lore +3
Master		

Bonus Spell Levels: The spellcaster can memorise the stated number of extra spell levels, divided as he sees fit. For example, an Expert with the ring can memorise four extra first level spells, a second and two first, a third and a first, or one fourth. The normal limit for spell levels is not changed, a caster may not memorise a higher level spell than they otherwise would be able to. And if the ring is removed, the same number of spell levels of memorised spells (determined randomly) are forgotten.

Range Increase: All spells can be cast with an increase in maximum range, as stated. Spells with a zero or touch range are unaffected, and areas of effect are not modified.

Damage Increase: Any damage inflicting spell cast is increased in damage as stated. The minimum damage increase is +1, even where there are fewer damage dices rolled. For example, a third level magic user skilled with a staff would be able to cast a magic missile for 1d6+2 damage. A twentieth level magic user who is a master with a staff would inflict 20d6+10 damage to all within the area of effect of a fireball (although normal saving throws for half damage are unaffected).

Saving Throw Bonus: If the caster is wielding an attuned crystal they gain a saving throw to all saving throws vs. spells, wands, staves, rods and spell like effects (such as from a beholders eye stalks, for example). Saves versus natural attacks and breath weapons are not affected.

Interrupt: A ring user may choose to declare 'interrupt' as their intention for the round, in place of casting a spell or taking other actions. A single target within range is specified, and if that target chooses to cast a spell they must make a saving throw against wands to do so successfully. The result of a failed saving throw is that the spell is lost. Spells and spell like effects from devices (wands, staves, etc.) are affected.

Saving Throw Penalty: While the attuned item is wielded, any saving throws against spells cast by the wielder are at the stated penalty.

Spell Deflect: The wielder of a staff may declare that it is their intention to deflect incoming spells that round. Spells to be deflected must be directly aimed at the wielder of the staff, rather than area of effect spells cast around them. Only one deflect attempt can be made per spell cast at the user, although multiple spells can be

deflected in the same round. A spell is successfully deflected if the caster makes the normal save against the spell, but if no save is normally permitted a save vs. spells is allowed, but with a -4 penalty to the roll. A deflected spell is effectively re-directed towards another target, chosen by the wielder of the attuned staff, as long as sufficient range exists. For example, if the mage wielding the attuned staff is targeted with a Power Word Kill, which has a 120' range from 90' away, only targets up to 30' away can be chosen. Any recipient of a deflected spell may also make a save to avoid the effects thereof, regardless of whether a saving throw is normally allowed for that spell. Deflecting a spell requires concentration - no other actions can be taken in the same round.

Undead Lore/Concentration/History Lore/Nature Lore: The wielder gains the general skill stated (with the stated bonus). If the skill is already known, a +1 bonus is gained in addition to any other bonuses due to a higher level of mastery.

Turn Bonus: Clerics with a mastery of holy symbols of Energy immortals gain a bonus to the total number of HD of undead affected by turning, whether the result is a

turn determined by rolling 2d6, T, D, D+ or D#.

Healing Bonus: All healing spells cast by the cleric are affected, as is healing produced from wands or staffs of healing. For example an expert with a matter symbol casting Cure Light Wounds would heal 1d6+3 instead of the usual 1d6+1

Siege Weapon Mastery

This section is adapted from “Ready, Aim Fire” in Dragon Magazine issue 199.

Siege weapons can be used by any characters regardless of class, with the exception of druids (who cannot use them due to metal parts) and clerics (who cannot

Control Undead: A cleric attuned to a symbol of an entropic immortal may, instead of trying to turn undead, attempt to control them. This is not the same as an avenger controlling undead, but uses the same mechanism as undead lieges and pawns. The cleric operates as if an undead creature of their level in hit dice. Note that the same limitations also apply. Turning

use ballistae or their smaller relative, scorpions, being piercing weapons). Those crewing a siege weapon (each of which needs a team of people to work) must select a leader, and attacks are made using that character’s base chance for attack. Ordinary

undead controlled thus works in the normal manner for breaking undead control, with a skilled wielder being treated as a wraith, an expert as expert a spectre, a master a phantom, and a grand master a spirit.

bonuses to attack roles apply to those who have weapon mastery levels above basic.

If the weapon is under crewed but more than half crewed, the weapons rate of fire is halved. If below half but more than a quarter, the weapons rate of fire is quartered.

Weapon	Level	Ranges	Damage	Special
Ballista P=L	BS	100/200/300	1d10+6	
	SK	110/210/300	1d12+7	Skewer (S)
	EX	120/210/300	2d8+7	Skewer (S/M)
	MS	130/220/300	P:3d6+7 S:4d4+7	Skewer (S/M) Death (S)
	GM	140/220/300	P:3d8+8 S:3d6+8	Skewer (S/M) Death (S/M)
Scorpio P=L	BS	100/180/280	1d10+1	
	SK	120/200/280	1d12+2	Skewer (S)
	EX	140/220/280	2d8+2	Skewer (S)
	MS	160/240/280	P:3d4+4 S:4d4+3	Skewer (S)
	GM	140/220/300	P:3d8+2 S:3d6+2	Skewer (S) Death (S)
Springal P=L	BS	80/160/240	2d8+8	
	SK	100/170/240	2d10+9	Skewer (S/M)
	EX	120/180/240	2d12+10	Skewer(S/M)
	MS	140/190/240	P:3d10+11 S:3d8+11	Skewer (S/M) Death (S)
	GM	160/200/240	P:3d12+12	Skewer (S/M) Death (S/M)

Light Catapult P=L	BS	200/250/300	1d8+8	
	SK	210/260/300	1d10+9	Stun (S/M)
	EX	220/260/300	2d6+9	Stun (S/M/L)
	MS	230/270/300	P:2d8+10 S:1d12+11	Stun (S/M/L) KO (S/M)
	GM	240/270/300	P2d10+12 S:2d8+12	Stun (S/M/L) KO (S/M/L)
Heavy Catapult P=L	BS	250/320/400	1d10+10	
	SK	270/330/400	1d12+12	Stun (S/M)
	EX	290/340/400	2d8+12	Stun (S/M/L)
	MS	310/350/400	P:2d12+12 S: 2d10+12	Stun (S/M/L) KO (S/M)
	GM	330/360/400	P:3d10+12 S:4d6+10	Stun (S/M/L) KO (S/M/L)
Trebuchet P=L	BS	250/375/500	1d12+13	
	SK	280/390/500	2d8+14	Stun (S/M)
	EX	320/410/500	2d10+15	Stun (S/M/L)
	MS	360/430/500	P:2d12+16 S:2d10+16	Stun (S/M/L) KO (S/M)
	GM		P:5d6+16 S:3d10+12	Stun (S/M/L) KO (S/M/L)

Descriptions

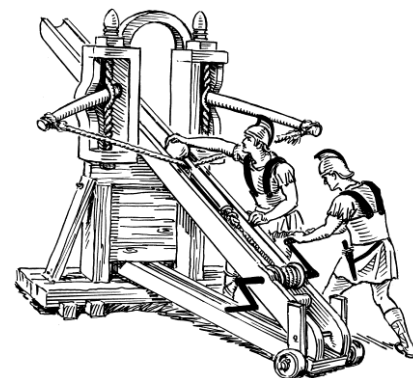


Ballista: A large (8'-10' long) crossbow that uses ammunition not unlike heavy spears. A crew is required to move and load the ballista, which is typically mounted on a large stand or wagon. The largest of giants may use ballista's as if crossbows.

Scorpio: In between a ballista and a crossbow, a single person can aim and loose bolts from a scorpio but optimally two are needed to load it. The device is typically around 5' long, and can be mounted on a hefty tripod or stand. It is far too big and unwieldy for a single operative to move, but for larger armies the logistics of moving these smaller ballista's (and their ammunition) is more straightforward than for larger weapons, and volley fire from a bank of Scorpions can be devastating. It is not unknown for certain mid-sized giants to use the scorpio as a hand held ballista.

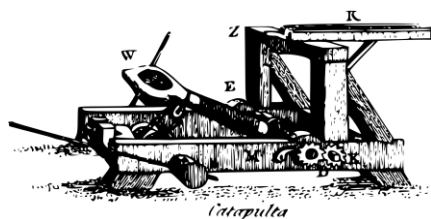
Springal: Very like a ballista, but more compact, with inward swinging arms held under torsion with animal skins or sinews. Typically Springal use bolts as ammunition, but it can also be made to release heavy

rocks or lead bullets. In this form the range of the weapon is reduced by 10', but it can be used by a cleric.



Catapult, Light (onager): A torsion based device, essentially a cup on an arm drawn

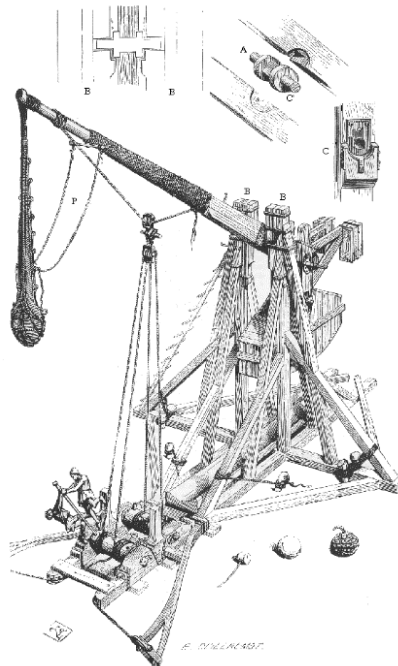
back and the torsion on sinews, ropes or animal skins to which it is attached is increased. The shot is placed within the cup, which upon release of a trigger rapidly accelerates and stops at a crossbeam, releasing the shot. Note that the minimum range of a catapult is defined by the parabola of the projectile.



Catapult, Heavy: Identical to light catapults, except for size and ammunition being loaded into a swinging (often cloth or leather) pouch.

Trebuchet: Similar to the heavy catapult, a trebuchet is a huge wooden bar with a sling at one end, mounted on a wooden frame in seesaw fashion. The bar is mounted on a pivot so that part of the bar projects towards the target. There are two forms of Trebuchet. The Counterweight trebuchet works by having a large basket or net hung from the opposite end of the arm, filled with weights. Ropes are used to pull the long sling arm down and hold it for loading. When released, the weights pull the short arm downward, and the long arm pivots quickly upward. The sling slows naturally as the weights reach the bottom of the arc and flies open, causing the shot to fly off in a high, arched trajectory. The range of fire is

determined by the amount of weight in the basket or net, and by the exact position of the basket on the short arm of the bar. Traction trebuchets work by sheer manpower – the crew pull on ropes to pull the opposite end of the arm down rapidly, accelerating the arm until the roped end reaches a low point and the shot end slows, sending the payload on an arcing trajectory. Traction trebuchets require far more crew but are essentially simpler (therefore cheaper) devices.



Weapon Effects Explanation

Siege weapons have a different primary and secondary targeting system to normal weapons. All have 'large' as primary targets. Siege weapons confer no defensive bonus per se, but may provide hard cover from missile attacks. For example, standing with only a head visible leaning out from behind a trebuchet might confer ¾ hard cover.

Special effects caused by the weapon are also based on target size rather than range, and the siege weapon special effects 'skewer' and 'death' are described thus.

Skewer: Unless the defender saves vs. Death Ray, the ballista bolt lodges through the defender. The defender may make a strength check on 1d20 each round to remove it, or will take an extra 1d6 damage per round.

Death: If the defender fails a saving throw vs. Death Ray, he will be immediately reduced to 0hp and die.

The encumbrance listed for each item is for the items carried towed rather than carried. If towed the total encumbrance is divided by 12. For example, a horse towing a light catapult has an encumbrance of 1000, not 12000

Weapon	Cost	Enc	AC	HP	Crew	Minimum Range	Rate of Fire
Ballista	75	6000	4	9	4	NA	1 per 2
Scorpio	50	2000	4	6	2	NA	1 per 1
Springal	100	12000	4	18	5	NA	1 per 4
Light Catapult	150	12000	4	18	6	150	1 per 5
Heavy Catapult	250	18000	0	27	8	175	1 per 6
Trebuchet, counterweight	400	24000	0	36	12	100	1 per 6
Trebuchet, Traction	200	18000	0	18	25	100	1 per 5

Ammunition Type	Cost	Enc
Catapult Shot, Normal	5	60
Shot, Pitch (Catapult or trebuchet)	25	30
Trebuchet Shot, Normal	6	90
Ballista Bolt	5	40
Springal Bolt	3	30
Scorpio Bolt	3	20

Chapter 6: Procedures

Spell Research and Magic Item Creation

This version is abridged from multiple canon sources and in house rules.

Magic users, clerics, druids, bards, fey-casters, race-class Elves and theists of any level may research existing or new spells and make magic items. This has a cost in money, time and materials. To make magic items requires being name level, whereas making big magic items (flying ships *etc.*) is only possible from level 18.

Spell Research

Library

Researching spells requires access to a library. This can be the casters own library or one that belongs to another spellcaster, but to obtain any bonus to the spell research chance of success from the size of the library it must belong to the caster – no one else's set of thumbed notes has quite the same value.

The minimum library value for researching 1st level spells is 4000gp, and each spell level above that necessitates an extra 2000gp in value. Thus:

Maximum Spell Level Possible	Minimum Library Value
2000gp	1
4000gp	2
6000gp	3
8000gp	4
10000gp	5
12000gp	6
14000gp	7
16000gp	8
18000gp	9



For every 2000gp in excess of the libraries minimum value, the chance of spell research succeeding is increased by 1%, up to a maximum of +10%. For example a magic user researching a level 1 spell in a level 5 library has a +4% chance of success.

The chance of spell research succeeding is based on the casters PR (prime requisite, intelligence or wisdom), level of experience, and the level and novelty of the spell.

'Common' spells are those listed in the Rules Cyclopedia and in the common spell lists for druids and clerics. All other spells, even if already known by other spellcasters, are considered novel for the purpose of spell research.

The chance for success is as follows:

Common spell

$((PR+level) \times 2) - (\text{spell level} \times 3)$

Novel spell

$((PR+level) \times 2) - (\text{spell level} \times 5)$

Cost and Time

Spell research costs 1000gp per level of spell attempted. This money is spent on rare inks and other materials that are consumed in the process. The money is spent whether the spell research is successful or not. Spell research takes 1 week + 1 day per 1000gp spent.

Special Components

Spell research requires the researcher obtain by adventuring an appropriate special component. While some low level (4 and below) common spells can, at DM's discretion, be recreated using alchemical components that can be bought, all novel and high level spells need components that can only be obtained *via*. adventuring, either by the spellcaster or other adventurers commissioned to get the component.

The nature of the component is up to the players and the DM, and players are encouraged to be creative. For example, to research *delayed blast fireball* a magic user might need to use tonsils from a flame salamander or the sweat of a fire giant. Whereas to research *polymorph other* it may be better to use the hair from hair from a pooka.

Other Modifiers

Per interruption in spell research, there is a -5% (cumulative) modifier to the chance of success. If the component used is much more potent than required, for example if the requirement was for scales from a small white dragon but the component obtained is a selection of scales from a huge crystal dragon, the DM may award a +5% or +10% bonus to the chance of success.

Lastly, if the character managed to obtain the ingredient with exceptional roleplay, a further +5% bonus may be applied.

Magic Item Production

The process is similar to spell research, with some differences.

Simple bonuses to magic items, whether weapons, armour, *etc.* can be made by any spellcaster who can also research spells, working alongside an appropriate craftsman (weaponsmith, bowyer, armourer, *etc.*) unless the caster has the appropriate skill and access to the necessary facility, in which case no assistance is needed.

If specific magical effects are to be imbued, then a related spell must be known. For example to create a *wand of fireballs* the caster must know the fireball spell, or to make a *ring of telekinesis* requires knowing the telekinesis spell. Some powerful items may have no possible spell equivalent, for example a *staff of the druids*. For the production of such items the character may need to research an appropriate new spell or spell equivalent that may even have no application other than for creation of the item. In such an instance it is possible that the spell equivalent may be of higher than maximum normally permitted level.

When creating an item that has multiple magical effects, each one is initially enchanted separately. So, for example, constructing a *wand of fireballs* that can only be used to create fireballs requires a single enchantment, whereas creating a *staff of fire* that can create fireball, fire bolt or flame arrows spells has three separate enchantments which are created one at a time.

Magic Item Components

In the same way that spells require components for research, the production of magic items also costs treasure, time and necessitates adventuring for components. The components are typically similar to those needed for spell research, evoking a similar sense as the magic's intent. All items with spell like powers require adventured for components, even those only embodying low level spells.

Cost

The initial enchantment cost of an item is based on the spell levels in the item, multiplied by 1000gp. For example, a *wand of fireballs* has a single third level spell, so has an initial enchantment cost of 3000gp. A *Staff of Fire* with fire arrows (a 5th level spell), *firebolt* (a 3rd level spell) and *fireball* (a 3rd level spell) has 11 spell levels, so the initial enchantment cost is 11,000gp (spent in three parts, as each enchantment is created).

The cost of charges is equivalent to a tenth of the initial enchantment cost, multiplied by the number of charges. To use the same examples, a single charge if the *wand of*

fireballs costs 300gp, whereas a charge of the *staff of fire* costs 1,100gp.

Permanent Magic Items

To make a permanent magic item, the cost is equivalent to making an item with 50 charges (or, 5 times the initial enchantment cost.

Uses per Time Period

Most permanent magic items can only be used a limited number of times in a day (see Item Types, below). The initial enchantment cost is reduced by a set percentage according to how often the item can be used. The cost is then calculated as if the item had 30 charges, +1 charge per use in that time period.

Uses per...	Percent cost change
Hour	-20%
Day	-25%
Week	-30%
Month	-35%

For example, a *ring of haste* that can be used three times per week has an initial enchantment cost of 3,000gp (as a third level spell) reduced by 30% (for uses per week), to 2,700gp. To this the cost of 33 charges is added (30 for the permanent item with limited uses in a timeframe, and 3 for the number of uses), for a total of 11,619gp.

Item recharging and Non-rechargeable items: Any staff, wand or other charged item can be made non-rechargeable, this reduces the initial enchantment cost by 20%.

To recharge a magic item costs the a tenth of the combined initial enchantment cost per charge. To use the above examples, the *staff of fire* with 11 spell levels costs 1,100gp per charge, and the *wand of fireballs* costs 300gp per charge. The caster must know all of the relevant spells, and there is no chance of failure when recharging items.

Chance for Success and Time Taken: Essentially this is the same as per magic item research, i.e:

$$((PR+Level)x2) - (\text{spell level } x3)$$

Making magic items takes 1 week, + 1 day per 1000gp spent.

Weapons and Armour

These are made *via* a different process. The initial enchantment cost of making an item creates a +1 version thereof, and is calculated using the cost and encumbrance of the item according to the equations below:

$$\text{Armour: nonmagical price } x \text{ enc}/3$$

$$\text{Weapons: nonmagical price } x \text{ enc } X5$$

Note that the minimum cost enchantment cost for armour is 3000gp, and for a weapon 100gp.

An exception to this is that daggers (and similar small stabbing weapons such as haladies) count as short swords for calculating initial enchantment cost.

Once an item has been made +1 the creator may try to add other enchantments. Each further magical +1 bonus is added successively, and the cost is equal to the total levels added. To turn a +1 item into a +2 is equivalent to triple the initial enchantment cost (1 + 2), a +3 item is equivalent to 6 times the initial enchantment cost (1+2+3) *etc.* The maximum enchantment that a magic item created by mortals can carry is +5, and the costs are shown below.

Enchantment	Cost
+1	Initial Enchantment
+2	Initial cost x 3
+3	Initial cost x 6
+4	Initial cost x 10
+5	Initial cost x 15

Restricting the usefulness of a weapon to a specific opponent reduces the cost by 20% per restriction. So, for example, turning a +1 *sword* into a *sword +1, +2vs. Vampires* would reduce the cost of making a +2 sword by 40% (a 20% reduction for undead, and another for vampires).

Adding Other Abilities

The process for adding other abilities to magic weapons or armour is exactly the same as for making other magic items, with the same cost, chance of success and time requirements.

Chance for Success: Making magical weapons requires a success roll be made for each subsequent enchantment. The chance for success is as follows:

$$((PR+Level)x2)-(3x \text{ magical bonus sought})$$

Time

Making magical weapons and armour takes the same time as for any other magic item construction – 1 week, + 1 day per 1000gp cost.



Other Modifiers

As per Spell Research, a penalty of 5% per interruption in the construction process applies. And similar bonuses for

exceptional components of up to 5% also apply.

Further, if higher value components are used a small bonus to the chance of success is also obtainable, as shown below.

Material (Example)	Chance mod.	Cost mod.
Extremely precious (gems, crystals)	+6%	+25%
Precious Metals, rare metals	+4%	+20%
Rare woods, cloths	+2%	+10%
Common Materials	0	0
Mundane Materials (softwood, copper)	-2%	-5%
Very mundane (rock, steel)	-4%	-10%
Terrible (leather, chalk)	-6%	-15%

Result of Failure

If making a magic item fails at the initial enchantment stage, the money and components are spent for no gain.

If after initial enchantment adding further powers or bonuses fails, then the item is still useable but no further enchantments are possible. So for example, a magic user creating a *Staff of Fire* succeeds with *Fireball* and *Fire Bolt* but fails with *Fire Arrows*, he still has a useful item but he cannot add more magical powers at a later date.

Making the Same Item Again

Once a spellcaster has made a specific item, he can make that item again at any time. The cost, time and material requirements are the same, but there is no chance of failure. For example, a cleric who has constructed a *Mace +3* and who fails to convert it to a *Mace +4* can in future make a *Mace +1, +2* and *+3* without making a check, but has the same chance of failure if attempting to make a *Mace +4*.

Experience and Notes

A spellcaster learns from making magic items or researching spells. The first time an item is made, the caster gains 1xp per gp spent on the item. Making the same item again (with no risk) does not earn experience points. 10% of the value of the spells or item is added to the casters library, in the form of their own notes (which they may, if they wish, add a title to as their own work).

Specific Item Capabilities

Different types of magic items have different capacities for charges and uses, as shown below.

Wands or staffs may be constructed such that they are either charged or useable a number of times in a period. Rings are usually permanent, with the exception of specific types as listed in the Rules Cyclopedia, and are typically useable 3 times

per day. Rods, while useable by many different classes, are not typically charged and each has its own specific terms. Most weapon and armour abilities are useable once per day.

Item Type	Max # powers	Max # charges	Max # uses/time
Potion	1	1	1/duration
Ring	3	n/a	3/day

Rod	4	n/a	Special
Staff	10	40	1/hour
Wand	2	30	1/hour
Weapon	1	n/a	1/day
Armour	1	n/a	1/day

Making Holy Water

Only clerics of name level or higher can make holy water, and only in temples consecrated to their patron immortal. The process involves the use of a special bowl or basin, which must be made of unreactive, precious materials of high value, and is a ritual process taking 2 hours. Each temple can have one such consecrated bowl, and the volume produced depends both on the materials the bowl is made from and the population of the settlement where the temple is located. Per 5,000 people in the settlement (rounding up) 1 vial can be made – multiplied by the value of materials used in making the bowl (1 per 1000gp value, rounding up).



So, for example, in a settlement of 11,000 people a Matriarch with a consecrated bowl worth 10,000gp can make $3 \text{ (for 11,000 people)} \times 10 \text{ (for 10,000gp)} = 30$ vials of holy water in a ceremony, once per week. The psychic energy of more souls in the settlement allows the priest to harness more positive energy to bless more holy water. Any value in a bowl above 25,000gp has on further benefit, and cities of more than 100,000 people become too great to draw more power from, giving a maximum (theoretical) limit of 500 vials that can be produced in even the greatest of temples in the biggest metropolis, per month.

Potion Miscibility

The Rules Cyclopedia rule regarding potions (potions can only be used one at a time, except for healing potions) is replaced with the potion miscibility rule. If a character imbibes a second potion while already under the influence of a first potion, the DM rolls on the table below to determine the effect.

D% roll	Effect
01-05	Explosion! Internal damage 20d6 (no saving throw), those within 10' take 8d6 damage (save for half). If potions mixed externally then radius of explosion for 8d6 damage (save for half) is 20'
06-15	Lethal! Imbiber drops stone cold dead, expelling lethal gas from every orifice. If anyone is stupid enough to sniff, they must also save vs. poison or die. If mixed externally creates a 10' wide cloud of poisonous gas for 1 round, every creature with no poison resistance therein must save vs. poison or die
16-30	Mildly poisonous. Imbiber loses 1 from strength, dexterity and constitution for 5d6 turns. One potion (determined randomly) is cancelled, the other works at half strength or duration.
31-45	Immiscible. Both potions are cancelled and imbiber vomits for 1 round and cannot attack or cast spells during that time.
46-60	Immiscible. One potion cancelled (determined randomly). Imbiber vomits up the second potion, which is destroyed, taking one round, during which the imbiber cannot attack or cast spells.
61-75	Cross reactive. Both potions work, at half duration or effect.
76-90	Miscible. Both potions work normally.
91-99	Compatible. Both potions work, one (determined randomly) at 150% normal effect or duration.
100	DISCOVERY! Only one potion (determined randomly) functions, but its effects are permanent. This can only subsequently be negated with a wish. Note that this may have some dangerous and unpredictable side effects. A permanent <i>potion of longevity</i> may revert the imbiber out of existence, whereas a permanent <i>potion of super healing</i> may give the imbiber a regenerate ability.

Spell Books

The Basic Spell Book

A typical spell book is a tome around 12"-16" by 8"-10", with a variable number of pages of vellum, parchment, paper or papyrus (typically starting with 24 pages). It is bound with thick wood or board with leather or silk coating and a hard spine,

often with metal fittings, corner protectors and either straps or a clamp (sometimes with a lock) to hold it shut and prevent it swelling and warping in humid air. It may subsequently be elaborately decorated, gilt with gold leaf, painted or left plain. To add more pages, the leather or cloth coating is removed, and pegs holding the leather or

cloth cords holding the quires (folded sheets of vellum or paper) removed to allow the book to be disassembled to add or remove pages. Scribing new spells into a spellbook involves more than merely writing words on to the pages, the work of a scribe also involves this book maintenance.

A spellbook is more than just a set of spell texts, it contains a shorthand version of a spellcasters own magical philosophy and learning, allowing only the spellcaster themselves to memorise spells from that book. Said writings take up around 1 page per level of spell that the caster is capable of learning (for example, a merchant able to cast up to third level spells will have three pages of such notes). Each spell included in the book also takes up a single page.

While typical spell books are thus simple books maintained by their users, strange examples are known across the world. Etchings on metal or glass, bundles of scrolls, even collections of etchings on bark are known. An almost infinite variety of spellbook formats is possible.

Copies of Spell Books

It may be prudent for a character a spell book using class to create a copy of their book in case of loss. If the character has access to their own spell book, they may copy spells into a spare spellbook for no cost, at a rate of 4 spells per day. The spare spellbook cannot be used for memorising directly, nor can pages be used as spell scrolls. Copying spells from this book costs as much in materials as researching spells

from a lost spell book, but it is considerably faster, again with the transcription of up to 4 spells a day being possible.



Transcribing Scrolls or Spellbook Pages

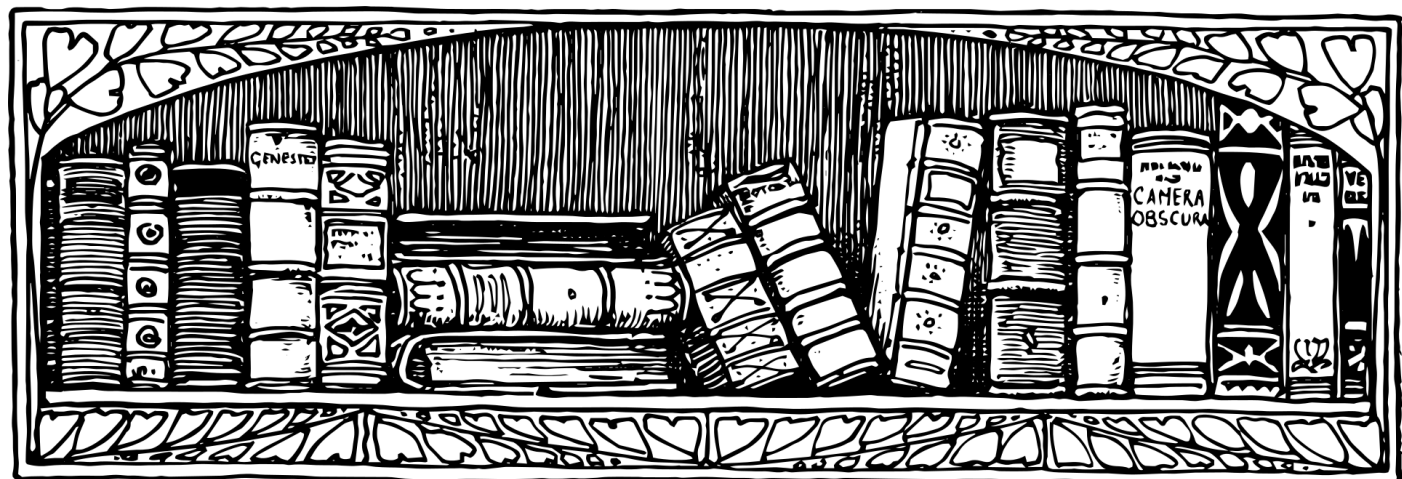
If a spell is copied from a captured spellbook or a scroll without the owner of the spellbook being present and consenting to share the spell, then copying that spell destroys the original. As per the rules on page 44 of the Rules Cyclopedia, up to 4 spells per day can be transcribed.

Modifying Spells at Transcription

While the fundamental nature of a spell cannot be changed once it has been researched, a caster may change the nuance

of a spell when transcribing it. This in effect creates a new variant of the same spell. The process is simple, an appropriate ingredient or component must be used in the ink or page of the spellbook such that the spell becomes a subtly different enchantment and with the DM's approval the variant version of the spell works precisely the same way as the original but with a subtly different effect. For example, by transcribing onto a sheet of vellum from the skin of a giant snake a *magic missile* spell might make missiles that appear as if vipers flying to and biting their targets. Whereas a *stone to flesh* spell using some ground garnet powder in the ink might when reversed transform a victim into a dull, red, crystalline statue. If an appropriate material can be found by adventuring this process is essentially free, whereas if components must be bought they will typically cost 100gp per level of the spell. Once transcribed thus, this is now essentially a new version of the original spell, and if taught to or copied by another spellcaster no special components are needed.

Note that the effect of this is wholly cosmetic. A *shield* spell may instead of being an invisible barrier be a translucent rather than an invisible protection, a *fireball* spell may appear to be a dull green fire, but the ranges, areas of effect, types and amounts of damage inflicted remain the same.



Exotic Materials for Weapons and Armour

There are many reasons why a character may need adventuring equipment made from non-standard materials. Sidhe, for example, cannot use ferrous metal, and many creatures can only be hit by silver

weapons. The impact of this on how equipment behaves is explained below.

Weapons that become blunt after a defined number of rounds can be sharpened. This

takes one turn per degree of bluntness (i.e. a copper sword used for 20 rounds needs 2 turns to sharpen).

Material	Cost Modifier	Enc	Weapons	Armour
Adamantine	X100	Standard	Never blunts. Can hit creatures immune to magic weapons up to +2, cannot hit creatures that require silver to hit.	Looks like darkened steel. +1 to saves vs. fire based attacks
Aluminium	X100	-50%	Blunts in 5 rounds, -1 to hit and damage per 5 rounds.	Soft, armour class penalised by 3. Never tarnishes. +1 to saves vs. electricity and acid
Arachnium	X10000 (very little on Mystara)	-75%	Never blunts. Holds perfect edge. +3 to hit, double damage on a roll of 17-20. Cannot be enchanted.	Blocks mental attacks, including scrying and immortal probes and power attacks. Armour class improved by 2. Cannot be enchanted.
Bronze	X1.5	Standard	Blunts in 10 rounds, -1 to hit and damage per 10 rounds use	Component breaks if attacker rolls a 20, -1 penalty to armour class per broken part
Copper	X5	+10%	Blunts in 5 rounds, -1 to hit and damage per 5 rounds use.	Turns green with time. +2 save vs. electrical attacks. Armour class penalised by 2.
Cinnabryl (depleted, a.k.a. Red Steel)	X3	-50%	Very rare.	Can only be worn by those afflicted with the Red Curse
Collapsium	X500	-25%	Identical to steel unless powered – each blow from powered weapon causes 6d6 electrical damage per charge used	Identical to steel unless powered. Powered collapsium uses 1 charge per blow taken, improves armour class by 5
Duralloy	X4000	Standard	Never requires sharpening. Almost indestructible. Double damage on 20. Can hit up to magical +3. Cannot be enchanted.	Improves AC by 3. Saves vs. spells improved by 2. Cannot be enchanted.
Eisenmond Steel	X50 – extremely rare (one mine, Rockhome, Dwarves not saying where)	Standard	Standard, glows blue. -10% initial enchantment cost, +5% chance.	Standard, glows blue. -10% initial enchantment cost, +5% chance.
Electrum	X50	+75%	Heavy, -1 to hit. Blunts in 10 rounds, -1 to hit and damage per 10 rounds use. Half damage to creatures needing silver to hit	Heavy. Armour class penalised by 2. +1 save vs mental attacks and acid.
Flint	X5	Standard	Blunts in 10 rounds, -1 to hit and damage per 10 rounds use – CANNOT be sharpened other than by a craftsman skilled in flint knapping. Maximum weapon size is dagger	Impossible.
Gold	X100	+150%	Very heavy, -2 to hit. Blunts in 5 rounds, -1 to hit and damage per 5 rounds use.	Extremely heavy. Looks epic. Armour class penalised by 3. Dexterity penalised by 3. +2 save vs. mental attacks and acid
Iridium	X500	+200%	Almost impossibly heavy, -5 to hit. +2 to damage. Hits up to magical +4, cannot hit targets requiring silver. Item cannot be teleported or put in extradimensional space. Cannot be enchanted.	Ridiculously heavy. Armour class improved by 3. Dexterity penalised by 5. Save vs. all magical attacks and acids +4, wearer cannot be teleported, dimension doored, +4 bonus to saves vs. mental effects.. Cannot be enchanted.
Isiidum	Cannot be bought (very little on Prime Plane)	-50%	+3 to hit, +6 to damage.	Almost indestructible, bonus of 2 to armour class, +1 to all saves.
Mithril	X1000	Standard	Never blunts, can hit creatures immune to normal and non-silver weapons up to magical +1.	Never needs polishing. May deter some foes. AC improver by 2
Platinum	X500	+160%	Incredibly heavy, -3 to hit. Blunts in 7 rounds, -1 to hit and damage per 7 rounds use.	Heavy. Never needs polishing. Armour class penalised by 2, dexterity penalised by 3. +4 save vs. acid.
Rhodium	X750	+50%	Heavy, -1 to hit, can hit creatures immune to normal weapons and non-silver weapons. Cannot cross planar boundaries without a Gate. +2 damage to extraplanar creatures	Never needs polishing. May deter some foes. Cannot cross planar boundaries without a Gate.
Silver	X10	+20%	Can hit creatures immune to non-silver foes. Blunts in 10 rounds, -1 to hit per 10 rounds use.	May repel some foes, armour class penalised by 2.

Adamantine: Cannot be forged as such, and can only be cast into form using the hottest of forges, hence its huge cost. Adamantine looks like a bluer form of steel, and can be enchanted at normal cost.

Aluminium: A light, soft, silvery metal that is extracted from its ores using electrical forges, as used by some clans of gnome and technological civilisations such as ooard. Aluminium is difficult to forge, typically burning in forge conditions, but it is an excellent metal for casting. While having many useful applications, aluminium is a poor choice for weapons and armour except where weight is of the utmost importance.

Arachnium: The strange, light alloy that planar spiders use to construct their ships. It is immensely hard, extremely light, holds an edge almost perfectly. It is magically inert and cannot be enchanted, but it is not magically resistant like, for example, iridium. It is extraordinarily uncommon on Mystara, but cannot be made there, as conditions known only to planar spiders are necessary to make it. It requires no special skills to forge. It is estimated that the total amount of arachnium on the whole of Mystara is probably around enough to make a few dozen swords or a couple of suits of armour.

Bronze: Various combinations of copper, tin and zinc are known either as brass or bronze. Bronze is most commonly used by pre-iron age societies, but bronze weapons are relatively easy to cast and persist in societies that have otherwise developed iron tools and weapons. Bronze weapons remain popular among the Sidhe, who cannot use iron or steel.

Collapsium: A bright, shining alloy similar to steel but which can only be produced in the intense heart of a collapsing star. Federation vessels use it in arms and armament, and it is ideally suited to such uses if it can be fully powered. It can be powered by either Federation or Ooard power packs, but the methods for both forging collapsium and creating conduits to power it are known only to a few gnomish and nagpa sages.

Copper: The oldest worked metal, but not a good choice for weapons and armour. The most ancient magical weapons and armour of all are crafted from copper. Provides some extra protection from electrical attacks.

Cinnabryl (Red Steel): Usually alloyed with steel, the depleted form of a metal required for those on the Savage Coast to remain healthy. A superb material for weapons and armour, being light and hard, but only those from the Savage Coast can wear it without suffering any ill effects. Red Steel blades are much sought after, and can be enchanted.

Duralloy: Originating from an unknown source on Skothar, this strange metal appears very like a less reflective form of steel. It can be worked like steel, and has tremendous durability when made into either weapons or armour.

Eisenmond Steel: A blue tinged, glowing form of steel created from ore that comes from a single mine in Rockhome. It is unclear why it glows, but this steel is excellent for creating enchanted weapons and armour.

Electrum: An alloy of gold and silver, it keeps a better edge than gold but is a poor choice of material for weapons unless enchanted. It provides some extra protection against mental attacks and electricity. Ceremonial weapons and armour are often crafted from high silver content gold (essentially electrum).

Flint: Flint and other kinds of stone are the earliest form of worked weapons. It is not possible to create a practical blade bigger than a dagger from flint, but daggers, axes, hammers, arrow heads *etc.* made from flint can be very effective.

Gold: Only used in ceremonial weapons and armour of extreme value, gold does however provide some extra protection against mental and electrical attacks. It is too heavy and far too soft for most practical weapon and armour applications.

Iridium: A silvery metal that is one of the heaviest and most magically inert metal. It cannot be teleported, moved with

dimension door *etc.*, and cannot be forced into a bag of holding or other extradimensional space. Any creature clad in iridium is also cannot be teleported. It is also a very hard metal and holds an excellent edge. When crafted into blades, they are almost unusably heavy, but can strike creatures immune to all but the most powerful magical weapons. Iridium cannot be enchanted.

Isiidum: An alloy only produced by the Isiidi on the plane of Rylum, this strange material is always warm to the touch. It is harder than steel, and holds a far better edge, being arguably the most damaging material for bladed weapons ever discovered. Very little of this material is known to be on the Prime Plane, and it is practically impossible to buy.

Mithril: Extracted in small amounts from other precious metals, mithril is a highly prized material believed to be a form of silver that has some of the physical properties of the very finest steel. It can strike foes that can only be hit by silver weapons, even some of those immune to magic, but it is most profitably used to make armour.

Platinum: Among the most precious and least reactive metals, but a poor choice for weapons or armour in most contexts.

Rhodium: A strange metal with a poorly understood capacity to anchor itself to a plane. Those wearing rhodium armour cannot be affected by any spell that would send them across planar boundaries, including effects such as ethereality or maze, but they can choose to step through planar gates. Weapons made from rhodium inflict extra damage to creatures not on their home planes

Silver: The best option for striking at certain foes, silver is not a great option as an all-purpose weapon material. Silver armour may provide some protection against certain incorporeal foes, and lycanthropes may need to make a morale check to attack a foe wearing silver armour.



Found and Damaged Weapons

Beginning characters, humanoids scavenging materials, and others caught out disarmed or in trouble may need to improvise with weapons found on an adventure. While many weapons may be in good working order, exposure to the elements for years or simply being badly treated can leave weapons working in less-than-optimal ways.

Bladed Weapons

% roll	Defect	Effect	Value
01-30	None	None	100%
31-38	Bent	-2 hit and damage	60%
39-46	Loose Fittings	-2 hit, breaks	70%
47-54	Rusty	-2 damage	60%
55-62	Improvised	-1 hit, 1 lower die	75%
63-70	Cracked	Breaks	60%
71-78	Badly Made	-1 hit and breaks	50%
79-86	Badass	-2 hit and damage, breaks	100%
87-94	Toy	-2 hit, half damage	20%
95-99	Weird Materials	Special	Special
00	Haunted	Special	Special

Blunt Weapons

% roll	Defect	Effect	Value
01-30	None	None	100%
31-38	Bent	-2 hit and damage	60%
39-46	Loose Fittings	-2 hit, breaks	70%
47-54	Rotten	Breaks	50%
55-62	Heavy	-2 hit, +1 damage	100%
63-70	Weird Balance	-1 to hit and damage	70%
71-78	Improvised	-2 to hit, 1 lower die	40%
79-86	Badass	-2 hit and damage, breaks	100%

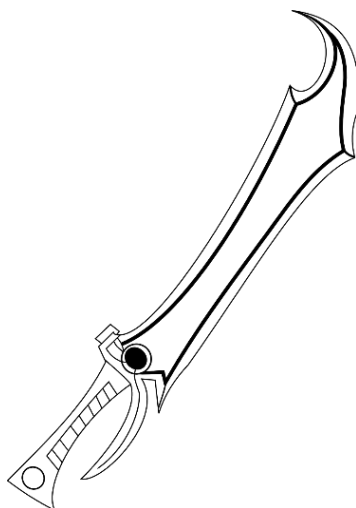
87-94	Toy	-2 hit, half damage	20%
95-99	Weird Materials	Special	Special
00	Haunted	Special	Special

Bow Weapons

% roll	Defect	Effect	Value
01-30	None	None	100%
31-38	Warped	-4 hit	60%
39-46	Loose Fittings	-2 hit, half range, breaks	40%
47-54	Rotten	Breaks	50%
55-62	Cracked	-2 hit, breaks	50%
63-70	Saggy	Half range, -2 damage	40%
71-78	Improvised	-2 to hit, 1 lower die	40%
79-86	Badass	-2 hit and damage, breaks	100%
87-94	Toy	-2 hit, half damage, half range	20%
95-99	Weird Materials	Special	Special
00	Haunted	Special	Special

Explanation of Effects.

Badass: Extra spikes, shiny bits, flanges, wings *etc.* were added to this weapon at construction or later. It looks cool, but it is somewhat ruined.



Badly Made: Just not very well put together, probably made by a beginner, a poor apprentice, or an amateur. Likely to break.

Bent: Weapons often bend in battle and can be straightened out with normal maintenance. These weapons are irreparably twisted or kinked and cannot be 'fixed' without professional work.

Cracked: A fissure or crack either due to poor manufacture or misuse will cause the weapon to break eventually.



Haunted: This weapon has *seen things*. It has been used for a terrible purpose and there is a good chance that it was discarded as a result. It has picked up a disturbed essence and that, whenever used, may re-emerge. The wielder must make a saving throw vs. wands whenever the precise number needed to hit is rolled with weapon or their behaviour will be affected it.

Heavy: This weapon looks good but feels wrong in the hand, it is poorly weighted and too front-heavy to be wielded properly.

Loose fittings: Somewhere in its life the weapon has been so badly handled that fitting's (pommel, nock, cross-guards, *etc.*) have become loosened to a point where they can't be tightened properly any more. The wobbly weapon is harder to handle and more likely to break. An appropriate weaponsmith can repair it.

Rotten: The wood, horn, or other fitted organic components have rotted through. The weapon will eventually break.

Rusty: A spot of corrosion can normally be buffed out, but this weapon is so badly corroded that it will never take as good an edge. Beyond repair.

Saggy: This bow is spent. It was probably well made and entirely workable, but its springiness has gone for some reason. It hasn't as much power as it should have any more.

Improvised: Worse than 'badly made', typically just something pieced together to resemble a weapon. An agricultural bill hook with the end filed sharp to act like a short sword, a broom handle bent with a bowstring in place, *etc.*

Outsized Weapons

Certain creatures (e.g. dwarf mountain giants, pixies, *etc.*) struggle to use ordinary sized weapons. Whereas for, for example, a halfling the choice of a short sword or a dagger in place of a normal sword or halberd is quite simple, for other creatures with tiny or enormous hand-spans weapon use is more complex.

Ability Score Modifiers

Scores above 18 and below 3 are possible, e.g. for giant characters or those with magical enhancements. Modifiers for those ability scores are shown below.

Ability Score	Adjustment
0	-5
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19-20	+4
21-23	+5
24-27	+6
28-32	+7
33-38	+8
39-45	+9
46-53	+10
54-62	+11
63-70	+12
71-77	+13
78-83	+14
84-88	+15
89-93	+16
94-96	+17
97-98	+18
99	+19
100	+20

Effects of high Strength

Characters (and monsters) with exceptional strength scores may accomplish things that lower strength creatures may not, as shown in the table below.

Toy: Probably not actually a toy, but something made for less serious use (a training version of the weapon, for example). Not usually made for lethal force, but useable at a pinch.

Warped: Either because it was made with unseasoned wood, stored under stress or just badly treated this weapon has picked up a permanent warp. It is almost impossible to aim.

Weird Balance: Either one side of this weapon is heavier than the other, or the weapon is handle-heavy. Either way, it's a poor build.

Weapons scaled for tiny creatures inflict 2 lower dice damage (a normal sword inflicts 1d4 rather than 1d8, for example), with a minimum of 1 point of damage. Weapons created for large creatures (e.g. troll, dwarf giant) inflict +2 damage per strike if used by a large creature, whereas those constructed for and used by very large creatures inflict

Weird Materials: Made from something unusual (DM determines randomly). May be good, bad, or indifferent.

Weapon Effects

Breaks: If the precise number needed to hit is rolled, the weapon will break.

Lower die of damage: The next lower dice of damage is used. A spear causes 1d4 rather than 1d6, a pole axe 1d8 rather than 1d10, *etc.*

Penalty to hit and damage: This weapon is simply not as effective and incurs a penalty to hit or damage.

+4 damage. Likewise, if using weapons that are too small, a -2 penalty to hit is incurred per size category out. (e.g., a large creature using a tiny weapon suffers a -4 to hit).

Strength Score Effect

18-19	Can draw heavy crossbow by hand, loosing once per round
20-21	Doubles encumbrance limit
22-23	Can use 2 handed weapons in 1 hand, at -2 individual initiative
24-27	Tripled encumbrance limit
28-32	Can use 2 handed weapons in 1 hand, no initiative penalty. Can hand cock a scorpio and use once per round.
33-38	Quadruples encumbrance limit. Can hand cock a springal and use it at twice the usual rate.
39-45	Can hand cock ballista and use at double normal rate
46-53	5x encumbrance, can hand wield battering ram or bore
54-62	Can hand-cock light catapult and use at double normal rate of fire
63-70	6x encumbrance limit
71-77	Can hand-cock heavy catapult and use at double normal rate of fire
78-83	7x normal encumbrance limit
84-88	Can hand-cock a trebuchet and use at double normal rate of fire
89-95	8x normal encumbrance limit
96-98	9x normal encumbrance limit
99-100	10x normal encumbrance limit

Effects of High Intelligence

Intelligence modifiers are applied to languages and skills known. Any creature with an intelligence score of over 40 can pick up enough of a new language to read and speak it within an hour of exposure. Those with an intelligence score of 50 or over can identify any magical items merely by looking at them and can faultlessly determine the value of any objects. 60 allows a creature to immediately identify the command words of any magic items. An intelligence score of over 70 permits the casting of spells from scrolls of any type.

Effect of High Wisdom

Every 5 points of wisdom over 30 reduces the chance of being surprised by 1. A wisdom score of 50 or more makes a creature immune to all mortal created illusions. Wisdom scores of 75 and above effectively make it impossible for any mortal to lie to a creature.

Effect of High Dexterity

A dexterity score of 20 or more allows a creature to save vs. death ray to take half damage from falling. A score of 25 or above allows a character to stand on any surface without losing balance, no matter how narrow or slippery (making tight-rope walking, balancing on sheet ice *etc.* automatic). A score of 30 or more allows a save vs. paralysis to escape any restraint or

binding. Above 40 a character can travel across any (non liquid) terrain as if it is flat.

Effect of High Constitution

Every point of constitution from 20 upwards confers immunity to poisons from creatures of that constitution score -19. So, for example, a creature with a constitution of 30 is immune to all poisons from creatures of 11 HD or less. Magical poisons are created at HD equivalent of their creator's level, and natural poisons are at a level determined by the DM (as a guide, hemlock is around 15 HD, amanita mushrooms 30 HD, tetraodotoxin 50 HD). A constitution score of 25 or greater confers the ability to regenerate hit points at the rate of 1 per turn, 35 at a rate of 1 per

minute, 45 at the rate of 1 per round, and 1 further is gained per round for every further 10 points of constitution.

Effect of High Charisma

Charisma impacts not only on social interactions and communications, but also the number and morale of retainers as shown below.

Charisma Score	Max Retainers	Morale
1	0	3
2-3	1	4
4-5	2	5
6-8	3	6
9-12	4	7
13-15	5	8
16-17	6	9

18-19	7	10
20-21	8	11
22-23	9	12
24-27	10	(+1)
28-32	11	(+2)
33-38	12	(+3)
39-45	13	(+4)
46-53	14	(+5)
54-62	15	(+6)
63-70	16	(+7)
71-77	17	(+8)
78-83	18	(+9)
84-88	19	(+10)
89-93	20	(+11)
94-96	21	(+12)
97-98	22	(+13)
99	23	(+14)
100	24	(+15)

Combat

Normal rules for combat apply in most contexts, with only a few changes from what is presented in the Rules Cyclopedia.

Combat Manoeuvres

Most actions possible in combat are as given in the RC except where specified below. Actions available are as shown in the table thus:

Action	Available to
Move	All
Throw	All
Shoot	All
Cast spell	Spellcasters
Use magic item	All
Get item	All
Melee attack	All
Fighting withdrawal	All
Retreat	All
Parry	All
Lance attack	Fighters, mystics
Set vs. charge	Fighters, mystics
Disarm	Fighters 9+
Smash	Fighters 9+

Fighting Withdrawal: This manoeuvre uses the original version of the rule as given in the Basic Set. A character can only perform this manoeuvre when he begins his

Character Conditions

Many creatures can inflict strange, and specific types of damage to characters, and this is detailed in their monster descriptions. Other conditions arising because of attacks using weapon mastery and magic are detailed below.

Asleep: A sleeping character cannot move, cast spells or fight. Waking a sleeping character may be easy or hard, depending on the nature of the sleep (some forms of

combat round in hand to hand combat with an enemy. With this manoeuvre, the character backs away from his enemy at up to half of their combat speed. He makes no attack unless his enemies follow him later in the same combat round, on the enemies' own movement phase. If the enemy facing the character has not moved in the round, they may follow the character and keep them in melee, if they have sufficient movement rate to do so.

Get item: Most often any item that a character wishes to use in combat will be readily available on their belt, in a scabbard, etc. Swapping to a different weapon can be achieved with the loss of 3 initiative slots, except if a successful quick draw check is made (if the character has this skill). Where an item is instead in a bag, or stored somewhere further out of reach, a combat action can be spent retrieving it.

Parry: As described in the Rules Cyclopedia, but available to any character with a melee weapon.

Retreat: The character turns and runs at up to their full running speed. Any enemies in melee with them already, or who they pass within 5', may make a single extra melee

magical sleep are particularly hard to rouse a character from). Melee attacks against sleeping characters automatically hit, and they can be killed with a coup de grace.

Blinded: A blind character can move at only 1/3 normal speed, or they will trip and become prone, and are at -1 to surprise (so are surprised in 1-3 on 1d6). All attacks made by blind characters are at -4 to hit, and all attacks made on them are at +4 to hit.

attack against them, with a +2 bonus to hit, or instead may (if they have not moved yet) choose to run after them.

Smash: The attack is made with -4 to individual initiative and -5 to hit, but if it does hit then the character can add their entire strength score to inflicted damage. Attempts to deflect the attack are made with -2 penalty to the saving throw.

Ranged Combat

Ranges (and movement rates) are measured in feet, indoors and outdoors.

Indoors, the maximum range possible with thrown or missile fire devices depends on the height of the ceiling. With a 10' ceiling, targets can only be hit at short range; 20' ceiling gives medium range, and 30'+ ceilings grant long range.

Outdoors, in theory longer ranges are possible with missile fire devices (but not with thrown weapons), with far less accuracy. Past long range, no modifiers may reduce the required number to hit below 2 before calculating further modifiers. Up to double long range may be hit with a modifier of -6, triple with a modifier of -12, and quadruple with -18.

Charmed: A Charmed character is confused and may struggle to make decisions. The Charmed character will not attack or harm the charming creature in any way and will try to obey simple commands from the creature if they both understand a language. They are not obliged to do anything fundamentally out of character – if commanded to attack their own friends, they are unlikely to do so. If the Charmed character does not understand the charmers

speech, the character will still try to protect them from harm.

Deafened: Any character rendered deaf is at -1 to surprise (surprised on a 1-3 on 1d6) and may have trouble casting spells (requiring an intelligence check) and might struggle to be understood in complex discussions (requiring a wisdom check). Note that characters may, over the course of several weeks, learn to overcome this handicap (at DM's discretion).

Delayed: The target of a delay must make a save vs. paralysis or act last in the current round (if they have not already acted), and each subsequent round until either the end of the combat or they successfully make a saving throw during the initiative phase of the round.

Drowning: If character going underwater (and cannot breathe there) they must hold their breath or immediately begin drowning. A character can hold their breath for a number of rounds equal to their constitution score if relaxed, but any exertion (fighting, panicking, *etc.*) results in only being able to hold their breath for half that number of rounds.

Once a character can no longer hold their breath, drowning commences. A constitution check is required each round, with a cumulative +1 penalty per round after the first. Once a check is failed, the character has drowned but they are for the moment still alive. After a further number of rounds equal to 1/3 of the characters constitution score the (no longer breathing character) dies. During this dying time a successful healing skill check, or the use of any *cure* spell can revive the character, assuming they are back in air. Any character who has begun to drown is treated as exhausted.

Engaged: A character in melee combat is engaged. An engaged character may execute any melee combat manoeuvres available to them, but simply turning and running away allows all those engaged with them to take an extra melee attack. Note that attacking engaged characters or monsters with missile weapons risks harming either party.

Entangled: An entangled victim cannot attack, move, or cast spells. They may make a saving throw vs. death ray each round to escape.

Exhausted: An exhausted character must rest for at least three turns (30 minutes) before running or fighting again. An exhausted character who is forced to fight without rest is penalized in combat. Monsters gain a +2 bonus to their attack rolls to hit the character (who is less is unable to dodge incoming attacks as effectively), and the character must subtract

2 from all attack and damage rolls (being unable to muster the strength to hit more effectively, any successful hit still inflicting at least 1 point of damage).

A character who becomes exhausted but is forced to continue running cannot use his maximum running speed, and can only move at their encounter speed until completing 30 minutes of rest.

Grabbed: A grabbed character is held by a foe but has a single hand free. They can attempt to move with their foe, but must defeat them in a strength check to do so, moving at up to 10% of their normal speed per point they win the check by (if the attacker doesn't choose to relinquish he grab). A grabbed character can choose to either attack as normal (if they choose to strike the character grabbing them they gain a +4 bonus to hit and inflict an extra 1d6 damage) or instead try to wrestle their foe. A grabbed character holding a single handed weapon may also make an extra attack against the grabbing character each round.

Invisible: An invisible character can strike a foe with a +4 bonus to hit, and attacks made against an invisible character are at -4.

Knocked Out: The victim is unconscious and, if knocked out due to a punch or weapon attack, prone for 1d100 rounds. Melee attacks against a knocked out character automatically hit, and they can be killed with a coup de grace.

Paralysed: A character paralysed due to making a saving throw against being strangled is paralysed and unable to move for 2d6 rounds. Paralysis due to blowgun poison lasts for 1d6 turns. Any *cure* spell lifts the effect of such paralysis, but when used thus no physical damage is cured. A paralysed character cannot move, speak, attack, or cast spells, but they remain aware of their surroundings. Melee attacks on paralysed characters automatically hit, and they can be killed with a coup de grace.

Petrified/Turned to Stone: If petrified, a character is unaware of their surroundings, and to all intents and purposes they become a statue with all carried items becoming part thereof. The character gains an armour class of -4, and can still suffer normal physical damage, but they are otherwise essentially unchanging. They may be magically returned to flesh many years (even centuries later) with no knowledge of any time having passed.

Pinned: A pinned character is held down by another. They may not make attacks or cast spells, but may try to free themselves using standard wrestling rules.

Prone: A character who is prone has fallen to the ground but is otherwise not restrained or restricted. If they are within melee range of an enemy when getting back to their feet then that enemy may make a single free melee attack on them. Otherwise, they are at a +4 penalty to melee AC and a -4 bonus to their missile fire AC. A prone character makes melee attacks at -2 to hit. The character cannot throw any weapon larger than a hand axe while prone, and even with small thrown weapons ranges are halved. Bow weapons cannot be used, with the exception of crossbows, which can be used but only loaded if the character has the strength to hand-cock the bow (i.e. a heavy crossbow can only be used while prone by a character with 18 or greater strength).

Slowed: A slowed victim (slowed by the effect of a weapon attack, not the *slow* spell) can move only at half speed, and cannot cast spells. They may make a saving throw vs. paralysis during the initiative phase of each round to escape the effect.

Skewered: The user of the weapon may decide to skewer rather than make repeated attacks, if the victim has fewer than the stated maximum number of levels or HD stated. Once the weapon hits it is stuck for 1d4+4 rounds, inflicting 1d6 damage per round. The weapon can be removed by force, but unless carried out by a trained character with specialist equipment this act inflicts the balance of the remaining damage.

Strangled: If the attacker hits with a natural roll of the number required, the victim (if they breathe and have a neck that the weapon will fit around) must make a saving throw vs. death ray or they will die in 1d6+2 rounds unless rescued. If they do escape the effect they are still paralysed for 2d6 rounds.

Stunned: The victim must, if the same size category or smaller than the attacker, make a save vs. death ray or be stunned. A stunned creature acts last in every round (after a delayed creature), moves at one-third speed and cannot attack or cast spells. The victim also suffers a +2 penalty to his Armor Class and a -2 penalty to all saving throws. A Saving Throw vs. Death Ray may be made each round to recover from the stun effect.

Surprised: A surprised character cannot act in the round in which they are surprised. This is typically only relevant at the start of an encounter, but surprise may also occur if a fight starts unexpectedly or if new foes join the fight. A character may, for example, be surprised by a troll joining the fray during a fight against orcs, and may still attack the orcs that round but be otherwise unable to respond to the troll. It may be

possible to avoid an encounter entirely if one party is surprised.

Swallowed: Many larger creatures can, depending on hit roll, swallow a foe. A swallow attack inflicts maximum bite damage, and a swallowed character subsequently takes a set amount of damage

each round, as given in the monster description, and may in turn attack with an edged weapon. The inside of all creatures is, unless stated otherwise, 7, but attacks are made with -4 to hit. Normal rules for drowning apply and if a character is not rescued then they may be digested and essentially unraisable within 1d4 hours.

Taken Down: A taken down character has been wrestled to the floor by an attacker. They may still make attacks against their foe, using a single handed held weapon, or may try to wrestle to free themselves. They cannot attack with a thrown weapon. A taken down foe may not cast spells, move or stand until they free themselves.

Unconsciousness and Death

Without exceptional circumstances, a character reduced to 0HP is conscious, and able to move at up to a quarter of their normal movement speed. They cannot attack, cast spells or employ the use of any general skills, but they can talk to other characters.

When reduced to less than 0HP, characters are unconscious and considered to be bleeding to death. They will continue to lose

1HP per round (or 2HP if *hasted*, and 4HP if double *hasted*) until they reach a negative hit point value equal to their constitutions score (e.g. a character with a constitution of 10 dies at -10HP). During this time, healing (whether from other characters casting spells or pouring potions down their throats) works as normal. If sufficient healing is applied to bring the character into positive HP then the character immediately regains consciousness and can act the

following round (although they are likely to be prone).

Characters killed by means other than HP damage (e.g. poison, fright, disintegration, *etc.*) cannot be thus restored with simple healing, and are considered to be immediately reduced to a negative constitution score.

Chapter 7: Tables and Equipment

Saving Throws

Human, Metamorph, Dwarf Giant, Reptilian, Yazarian, Hobgoblin, Ogre, Gorira, Taer, Chameleon man, Gator Man, Lizard Man, Mamushi, Metamorph	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell
0 (normal human)	14	15	16	17	17
1 to 3	12	13	14	15	16
4 to 6	10	11	12	13	14
7 to 9	8	9	10	11	12
10 to 12	6	7	8	9	10
13 to 15	6	6	7	8	9
16 to 18	5	6	6	7	8
19 to 21	5	5	6	6	7
22 to 24	4	5	5	5	6
25 to 27	4	4	5	4	5
28 to 30	3	4	4	3	4
31 to 33	3	3	3	2	3
34 to 36	2	2	2	2	2

Dwarf, Halfling, Turtle, Dralosite Sathar, Goblin, Bugbear, Troll, Cay Man, Cindezele, Okumlohpe, Sis*Thik, Sathar, Turtle, Snapper	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell
1 to 3	11	12	13	15	14
4 to 6	9	10	11	13	13
7 to 9	7	8	9	11	11
10 to 12	5	6	7	9	9
13 to 15	3	4	5	7	7
16 to 18	3	3	4	6	6
19 to 21	2	3	3	5	5
22 to 24	2	2	3	4	4
25 to 27	2	2	2	3	3
28 to 30	2	2	2	2	2
31 to 33	2	2	2	2	2
34 to 36	2	2	2	2	2

Elf, Centaur, Gremlin, Orc, Pegataur, Vrusk, Sidhe, Pixie	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell
1 to 5	11	12	12	15	13
6 to 10	9	10	10	13	10
11 to 15	7	8	8	11	7
16 to 20	5	6	6	9	4
21 to 24	3	4	4	7	2
25 to 28	2	2	3	5	2
29-32	2	2	2	3	2
33 to 36	2	2	2	2	2



Rakasta, Brock, Osakar, Shaydaan	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell
1 to 3	11	14	15	14	15
4 to 6	9	12	13	12	13
7 to 9	7	10	11	10	11
10 to 12	5	8	9	8	9
13 to 15	5	7	8	7	8
16 to 18	4	7	7	6	7
19 to 21	4	6	7	5	6
22 to 24	3	6	6	4	5
25 to 27	3	5	6	3	4
28 to 30	2	5	5	2	3
31 to 33	2	4	4	2	2
34 to 36	2	2	2	2	2

Lupin, Hodmedod, Gnoll, Humma	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell
1 to 3	11	14	13	16	15
4 to 6	9	12	11	14	13
7 to 9	7	10	9	12	11
10 to 12	5	8	7	10	9
13 to 15	5	7	6	9	8
16 to 18	4	7	5	8	7
19 to 21	4	6	5	7	6
22 to 24	3	6	4	6	5
25 to 27	3	5	4	5	4
28 to 30	2	5	3	4	3
31 to 33	2	4	2	3	2
34 to 36	2	2	2	2	2

Gnome, Kobold Phanaton, Changyi, Ifshnit, Nobubele, Wong Oranye	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff or Spell
1 to 4	10	11	10	13	12
5 to 8	8	9	8	11	10
9 to 12	6	7	6	9	8
13 to 16	4	5	4	7	6
17 to 20	2	3	2	5	4
21 to 24	2	2	2	2	2
25 to 28	2	2	2	2	2
29 to 32	2	2	2	2	2
33 to 36	2	2	2	2	2



Level	WM slot (fighter, demihuman)	WM slot (Most Others)	Skills	THACO			Attack Ranks	
				Fighter/ Mystic/ Rake	Thief/Cleric Assassin/Bard Merchant	MU/ Theist/ Druid		
1	6	3	4	19	19	19	A	15
2				19	19	19	B	14
3	1	1		19	19	19	C	13
4				17	19	19	D	12
5			1	17	17	19	E	11
6	1	1		17	17	17	F	10
7				15	17	17	G	9
8				15	17	17	H	8
9	1	1	1	15	15	17	I	7
10				13	15	17	J	6
11	1	1		13	15	15	K	5
12				13	15	15	L	4
13			1	11	13	15	M	3
14				11	13	15		
15	1	1		11	13	15		
16				9	13	13		
17			1	9	11	13		
18				9	11	13		
19	1			7	11	13		
20				7	11	13		
21			1	7	9	11		
22				5	9	11		
23	1	1		5	9	11		
24				5	9	11		
25			1	3	7	11		
26				3	7	9		
27	1			3	7	9		
28				2	7	9		
29			1	2	5	9		
30	1	1		2	5	9		
31				2	5	7		
32				2	5	7		
33	1		1	2	3	7		
34				1	3	7		
35				1	3	7		
36	1	1		1	2	5		

Knowledge Sought	Weapon Mastery Time and Cost		Weapon Mastery Chance of Success		Trainers Knowledge				
	Time (weeks)	Cost per Week	Students Knowledge		Bs	Sk	Ex	M	GM
Basic	1	100							
Skilled	2	250	None		60	80	95	99	99
Expert	4	500	Bs		1	50	70	90	95
Master	8	750	Sk		0	1	40	60	80
Grand Master	12	1000	Ex		0	0	1	30	50
			M		0	0	0	1	20



Racial Modifiers Table

Race	Str	Int	Wis	Dex	Con	Chr	Max. Int/Wis	HD	Starting HD	AC	Infra- vision	XP	Save As
Brock	+2	-1	+2	-2	+1	-2	None	+1	1	6	30'	+20%	Rakasta
Bugbear	+2	-1	-2	0	+2	0	None	+1	2	8	60'	+15%	Dwarf
Cay Man	-2	-3	-3	+2	+2	0	13	0	1	7	60'	0	Dwarf
Centaur	+1	0	-1	-1	+1	0	None	+1	2	9	0	+30%	Elf
Chameleon Man	-1	-1	+1	+1	0	0	16	0	1	7	0	+30%	Human
Changyi	+1	-3	0	+3	-1	0	None	+1	1	9	0	+25%	Gnome
Cindezele	+3	-1	+1	0	0	-1	17	+1	1	7	30'	+30%	Dwarf
Cucarachan	-2	-4	-4	-1	+2	-3	None	+1	1	3	0	+100%	N/A
Dralasite	+1	-1	-1	0	+1	0	None	+1	1	7	0	+15%	Dwarf
Dwarf	+1	0	0	-1	+1	-1	None	0	1	9	60'	+10%	Dwarf
Dwarf Giant	+3	-3	-2	-2	+2	-2	None	+2	2	9	0	+30%	Human
Elf	0	+1	-1	0	0	0	None	0	1	9	60'	+15%	Elf
Gator Man	+3	-4	-5	0	+2	-2	10	+2	3	7	60'	+40%	Human
Gnoll	+2	-1	-2	-1	+1	-1	None	+1	1	8	60'	+10%	Lupin
Gnome	-1	0	+1	+1	-1	0	None	0	1	9	90'	+15%	Gnome
Goblin	-3	-1	-1	+2	+1	0	None	-1	1	8	90'	-10%	Dwarf
Gorira	+4	-2	-2	0	+2	-2	None	+2	2	9	0	+25%	Human
Gremlin	-2	0	-2	+2	+2	0	None	1d6	1	7	60'	*	Elf
Halfling	-1	0	0	+1	0	0	None	-1	1	9	0	+5%	Dwarf
Hobgoblin	+1	-1	-1	0	+1	0	None	0	1	8	60'	0	Human
Hodmedod	-2	-1	-1	-1	+1	-2	None	0	1	7	60'	0	Lupin
Human	0	0	0	0	0	0	None	0	1	9	0	0	Human
Humma	+2	0	-2	0	+2	-2	None	+1	1	7	0	+15%	Lupin
Ifshnit	-1	+1	0	-1	+1	0	None	0	1	8	0	0	Gnome
Kobold	-4	0	0	+3	0	-2	None	-2	1	7	90'	-20%	Gnome
Lizard Man	+1	-4	-3	0	+1	0	12	0	2	7	30'	+5%	Human
Lupin	*	*	*	*	*	*	None	+1	1	9	60'/30'	+30%	Lupin
Mamushi	0	-1	0	+2	+1	-2	16	-1	1	7	90'	+25%	Human
Metamorph	0	0	0	0	0	0	None	+1	1	6	0	+30%	Human
Nobubele	-1	-1	-2	+1	+1	+2	None	0	1	9	0	+15%	Gnome
Ogre	+3	-2	-2	-1	+3	0	None	+2	2	9	30'	+25%	Human
Okumphlophe	+2	-1	0	-1	0	-4	16	+1	1	7	90'	+30%	Dwarf
Orc	+1	-2	0	-1	+1	0	None	0	1	8	90'	0	Elf
Osakar	+1	0	0	+1	+1	-3	None	0	1	6	0	+10%	Rakasta
Pegataur	+1	+1	0	-1	+1	-1	None	*	2	9	40'	*	Elf
Phanaton	0	-1	-2	+2	+1	0	None	-1	1	8	0	+10%	Gnome
Pixie	-5	+2	-2	+5	-1	+2	None	0	2	9	0	+30%	Elf
Rakasta	*	*	*	*	*	*	None	+1	2	8	60'	+30%	Rakasta
Sathar	0	0	-1	-1	0	+2	None	0	1	9	0	+25%	Dwarf
Shaydaan	+3	-1	-1	0	+2	-3	None	+1	2	9	0	+20%	Rakasta
Sidhe	0	0	0	0	0	0	None	*	1	9	0	*	Elf
Sis'thik	+3	-2	-2	0	+1	-3	14	+1	2	5	0	+30%	Dwarf
Snapper	+3	-2	+2	-3	+3	-2	12	+1	2	4	30'	+30%	Dwarf
Sprite	-6	+3	0	+4	-2	+2	None	D4	1	9	0	+25%	Elf
Taer	+3	-3	-3	0	+3	-1	None	+1	1	9	0	+15%	Human
Tortle	-2	0	0	-2	+1	+2	15	0	2	3	0	+15%	Dwarf
Troll	+3	-3	-3	0	+3	-2	None	+3	3	9	60'	+40%	Dwarf
Vrusk	-1	+1	+1	0	-1	0	None	+1	1	5	0	+10%	Elf
Wong Oranye	+1	+1	-2	+1	+1	-2	None	0	2	9	0	+10%	Gnome
Yazarian	-2	+1	+1	+1	-1	0	None	0	1	9	90'	+15%	Human

Extended Weapon and Armour Lists

Weapon	Basic Damage	Cost (gp)	Range	Notes
Axe, Battle	1d8	7		2 handed, medium
Axe, Hand	1d6	4	10/20/30	1 handed, small
Axe, Broad	1d6+1	10		1 handed, medium
Axe, Francesca	1d4	6	20/30/40	1 handed, small
Bardiche	1d10	10		2 handed, large, set vs. charge, hook+disarm
Bill	1d10	4		2 handed, large
Billy Club	1d4	9		1 handed, small
Blackjack	1d2	5		1 handed, small, cleric, special
Blowgun 2' plus	Nil	6	20/25/30	2 handed, medium, special
Blowgun up to 2'	Nil	3	10/20/30	1 handed, small, special
Bola	1d2	5	10/20/30	1 handed, small, special
Boomerang	1d4	10	40/80/160	1 handed, small, special, cleric
Bow, Short	1d6	25	50/100/150	2 handed, medium, missile fire
Bow, Long	1d6	50	70/140/210	2 handed, large, missile fire
Cestus	1d3	5		1 handed, small, no offhand penalty
Chackram	1d4	5	20/40/60	1 handed, only thrown
Club	1d4	3		1 handed, medium, cleric, special
Crossbow, Light	1d6	30	60/120/180	2 handed, medium, missile fire
Crossbow, Heavy	2d4	50	80/160/240	2 handed, large, missile fire, alternate rounds
Crossbow, hand	1d4	80	30/65/100	1 handed (use), 2 handed (load), small, missile fire
Dagger	1d4	3	10/20/30	1 handed, small, magic user
Dagger, silver	1d4	30	10/20/30	1 handed, small, magic user
Flail, light	1d6	10		1 handed, medium, cleric
Flail, heavy	1d8	15		1 handed, large, cleric
Gisarme	1d10	3		2 handed, large, set vs. charge
Glaive	1d10	7		2 handed, large
Haladie	1d4	10		1 handed, small, magic user
Halberd	1d10	7		2 handed, large, hook+disarm
Hammer, Throwing	1d4	4	10/20/30	1 handed, small, cleric
Hammer, War	1d6	5		1 handed, medium, cleric
Harpoon	1d4	7	10/20/30	1 handed, medium
Holy Water Sprinkler	1d10	9		2 handed, large
Javelin	1d6	1	30/60/90	1 handed, medium
Kpinga	1d5	9	40/60/80	1 handed, small
Kumade	1d6	9		2 handed, large, special
Lance	1d10	10		1 handed, large, charge, set, horseback
Lochaber Axe	1d10	7		2 handed, large, hook+disarm
Mace	1d6	5		1 handed, medium, cleric
Maul, Heavy	1d8+1	7		2 handed, medium
Maul, Light	1d6-1	3		1 handed, small
Monks Spade	1d8	10		2 handed, large, cleric
Morningstar	1d6	8		1 handed, medium
Net	Nil	Spec	10/20/30	1 or 2 handed, special
Partisan	1d10	3		2 handed, large, disarm, set vs. charge
Pellet bow	1d4	60	50/100/150	2 handed, medium, missile fire, cleric
Pike	1d10	3		2 handed, large, set vs. charge
Plumbata	1d4	1	40/60/80	1 handed, only thrown
Poleaxe	1d10	5		2 handed, large
Prodd (pellet crossbow)	1d4	60	80/120/200	2 handed, medium, missile fire, cleric
Pyeongon	1d10	15		2 handed, large
Ranseur	1d10	7		2 handed, large, set vs. charge, hook+disarm
Rapier	1d6+1	12		1 handed, medium
Scythe	1d8	2		2 handed, large
Shield, Horned	1d2	15		Second attack, small
Shield, Knife	1d4+1	65		Second attack + breaks, small
Shield, Sword	1d4+2	200		Second attack + breaks, medium
Shield, Tusked	1d4+1	200		2 attacks + breaks, 2 handed, large
Shuriken	1d3	2	10/30/50	1 handed, only thrown
Sling	1d4	2	40/80/160	2 handed, small, missile fire, cleric
Spear	1d6	3	20/40/60	1 handed, medium, set vs. charge
Spetum	1d10	3		2 handed, large, set vs. charge
Spontoon	1d6	3		2 handed, large, Set vs. charge
Staff	1d6	5		1 handed, medium, cleric, magic user
Sword, short	1d6	7		1 handed, small
Sword, normal	1d8	10		1 handed, medium
Sword, bastard	1d6+1/1d8+1	15		1 handed, large/2 handed, large
Sword, two handed	1d10	15		2 handed, large
Tetsubo (pole mace)	1d8	10		2 handed, large, cleric
Trident	1d6	5	10/20/30	1 handed, medium
Urumi	1d4	8		1 habded, small
Voulge	1d10+2	7		2 handed, large
Whip	1d2	1/foot		1 handed, small, special

Basic Ammunition

Weapon	Type	Load of Shots	Cost (gp)
Blowgun	Dart	5	1
Blowgun, hunting	Dart	5	10
Bow (long or short)	Arrow	20	1
	Silver Arrow	1	5
Crossbow (light or heavy)	Quarrel	30	10
	Silver Quarrel	1	5
Sling, Pellet Bow	Stone or Pellet	30	1
	Silver Pellet/Stone	1	5
Crossbow, Hand	Dart	30	10
	Silver Dart	1	5
Prodd	Bullet	30	10
	Silver Bullet	1	5

Speciality Ammunition

Type	Cost	Range Modifier	Hit Modifier
Alchemical Fire	30gp	-10%	-2
Corrosion	100gp	-30%	-3
Fire Cage*	1gp	-20%	-4
Flashbang	50gp	-20%	-3
Glue	75gp	-30%	-3
Grappling*	5gp	-30%	-3
Holy Water	40gp	-30%	-3
Injector*	50gp	-20%	-2
Silver	5gp	0	0
Small Game*	2sp	0	0
Whistling	2gp	-10%	0

*Denotes ammunition type not applicable to sling, prodd or pellet bow

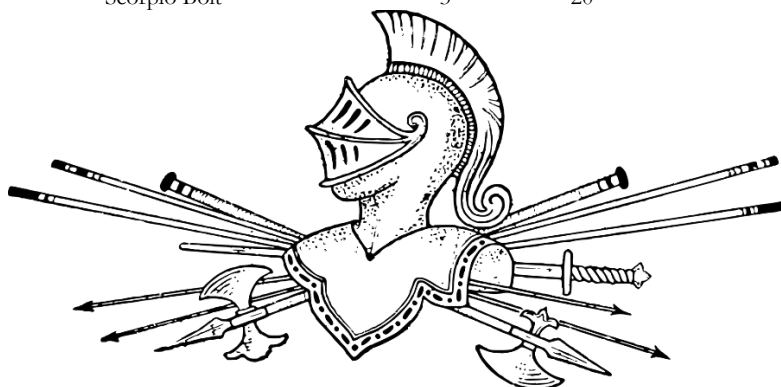
Armour

Armour Type	Armour Class	Cost	Encumbrance	Notes
Shield	(-1 to AC)	10	100	Druid
Leather Armour	7	20	200	Acrobat, Druid, Thief
Scale	6	30	300	Acrobat
Chain (Mail)	5	40	400	
Banded	4	50	450	
Plate	3	60	500	
Suit	0	250	750	Special

Siege Weapons (Note: Special order, expect delivery times to vary)

Weapon	Cost	Enc	AC	HP	Crew	Minimum Range	Rate of Fire
Ballista	75	6000	4	9	4	NA	1 per 2
Scorpio	50	2000	4	6	2	NA	1 per 1
Springal	100	12000	4	18	5	NA	1 per 4
Light Catapult	150	12000	4	18	6	150	1 per 5
Heavy Catapult	250	18000	0	27	8	175	1 per 6
Trebuchet, counterweight	400	24000	0	36	12	100	1 per 6
Trebuchet, Traction	200	18000	0	18	25	100	1 per 5

Siege Ammunition Type	Cost	Enc
Catapult Shot, Normal	5	60
Shot, Pitch (Catapult or trebuchet)	25	30
Trebuchet Shot, Normal	6	90
Ballista Bolt	5	40
Springal Bolt	3	30
Scorpio Bolt	3	20



Extended Equipment List

Containers

Item	Cost	Notes
Backpack	5gp	Holds 400cn
Backpack, Explorers	10gp	Holds 800cn
Backpack, Waterproof	30gp	Holds 300cn
Knapsack	3gp	Holds 200cn
Belt Pouch	2gp	Holds 10cn
Purse, common	1sp	Holds 10cn
Purse, fine	1gp	Holds 10cn
Purse, body	3gp	Holds 20cn, strapped under clothes
Sack, Small	1gp	Holds 200cn
Sack, Large	2gp	Holds 600cn
Coffer, with lock	20gp	Holds 100cn
Small chest, with lock	50gp	Holds 600cn
Large chest, with lock	100gp	Holds 2000cn
Massive chest, with lock	200gp	Holds 6000cn
Coffer, lead lined	50gp	Holds 100cn
Scroll case	2gp	Holds 1-2 scrolls
Scrinium	5gp	Holds up to 15 scrolls
Basket, wicker, small	1cp	Holds 75cn
Basket, wicker, large	5cp	Holds 200cn
Basket, wicker, backpack (creel)	8cp	Holds 300cn
Bucket, 1 gallon	2sp	
Bucket, 3 gallons	5sp	
Barrel, cask	5sp	1 gallon
Barrel, pin	1gp	4.5 gallons
Barrel, firkin	2gp	9 gallons
Barrel, kilderkin	5gp	18 gallons
Barrel	6gp	36 gallons
Barrel, hogshead	7gp	54 gallons

Assorted Adventuring Gear

Caltrops, 1 bag	2gp	
Candle snuffer	1sp	
Compass	10gp	
Cord, leather, per foot	1cp	
Flannel, washing	1sp	
Fake Beard (Dwarf)	8sp	
Fake Beard (Human)	4sp	
Fake Ears (Elf)	5sp	
Fake Nose (Gnome)	3sp	
Fake Nose (Orc)	6sp	
Magnet, small	5gp	
Marble	4cp	
Marbles, bag of 50	1gp	
Mirror, small metal	5gp	
Needle, sewing	2cp	
Perfume, per vial	5gp	
Playing cards	5gp	
Playing cards, marked	50gp	
Pocket knife	1gp	

Clothing, Footwear and Accessories

Boots, plain	1gp	
Boots, riding	5gp	
Boots, buskin	5gp	
Shoes, emergency escape (gnomish)	100gp	
Shoes, turnshoe	5sp	
Shoes, bast	3sp	Inner bark fibre shoes
Shoes, soled	1gp	
Shoes, wooden soled (clogs)	8sp	
Shoes, excessively pointy (Cracows)	5gp	
Shoes, excessively wide (Duckbill)	5gp	
Sandals	3sp	

Barrel, puncheon	8gp	72 gallons
Barrel, butt	10gp	108 gallons
Barrel, tun	15gp	216 gallons
Barrel stand	3gp	Various sizes
Amphora (Kerrendan)	9gp	18 gallons
Amphora (Minroth)	6gp	9 gallons
Amphora (Thyatian)	4gp	6 gallons
Amphora stand	4gp	

Quiver	1gp	Holds 20 arrows
Scabbard, leather and wood	5gp	Available in a range of sizes
Scabbard, metal	6gp	
Bottle, glass	2gp	1 pint
Flask, clay	5sp	1 pint
Flask, clay, large	2gp	1 gallon
Vial, potion	1gp	
Wineskin/Waterskin	1gp	1 quart
Canteen, wooden	2gp	1 quart
Canteen, gourd	1gp	1 pint
Hip Flask, Pewter	3gp	1/2 pint
Hip Flask, Silver	5gp	1/2 pint

Puzzle box, simple	10gp	5cn
Puzzle box, complex	30gp	5cn
Puzzle box, fiendish	100gp	5cn

Wheelbarrow	5gp	1000cn
Trolley Cart	10gp	4000cn
Pull Cart	15gp	3000cn or 1 person

Pocket knife, folding	2gp	
Pole, wooden, 10'	1gp	
Polish, metal	1sp	
Polish, wood	1cp	
Razor	1gp	
Rubber ball, 3" solid	1gp	
Soap, per lb	1sp	
Soot, 1/2lb bag	1gp	
Sewing 'kit'	1gp	
String, 250'	1sp	
Tarot cards	10gp	
Thread, cotton, 250'	5sp	
Thread, silk, 250'	1gp	
Thread, spidersilk, 250'	10gp	
Towel	1sp	
Whistle	5cp	
Wig (bald)	7sp	
Wig (short)	5sp	
Wig (long)	1gp	

Pattens	4gp	Elevated overshoes
Pattens, fake footprints	10gp	In any of a range of designs
Roller Skates, 1 pair	20gp	
Slippers	5cp	
Socks, very warm	5sp	
Ice Skates, 1 pair	5gp	
Snow Shoes	4gp	
Ski's	4gp	
Ski poles	2gp	

Cloak, short or Cape	5sp	
Cloak, long	1gp	
Stick pin (for cloak)	2sp	
Penannular brooch (iron)	3sp	
Penannular brooch (fine)	2gp+	

Cloak, sou'wester	4gp	
Coat winter, (e.g. parka)	5gp	
Clothes, peasant	5sp	
Clothes, middle class	5gp	
Clothes, fine	20gp	
Clothes, Extravagant	50gp+	
Hat, peasant	1sp	
Hat, middle class	5sp	
Hat, fine	1gp	
Hat, extravagant	10gp+	
Belt, strong leather	2sp	
Gloves, thick	5sp	
Gloves, light	10gp	
Bracer (archers)	5gp	Arm protector
Walking stick	3gp	
Sword cane	25gp	Hidden short sword
Potion cane	75gp	Potion/spirit vial hidden
Outfit, Clergy	10gp	

Lighting

Candle	1sp	Burns 1 hour, 10' radius
Rushlight	1cp	Burns 20 minutes, 10' radius
Rushlight holder	1sp	
Lantern	10gp	Burns 1 flask of oil, 4 hours, 30' radius
Torch	2sp	Burns for 1 hour, 30' radius

Class Equipment

Holy Symbol	25gp	
Holy Water	25gp	
Incense (4 oz)	20gp	
Robes (priestly)	15gp	
Stake, wooden	1sp	
Thieves Tools	25gp	
Disguise Kit	30gp	Makeup, wigs, etc.

Food and Drink

All food items sold loose – buy container separately

Rations, standard, 1 week	5gp	Stays fresh around 2 weeks
Rations, Iron, 1 week	15gp	Stays fresh around 6 months
Grain, 1 lb	2cp	Finest local landrace
Grain, malted, 1lb	3cp	For brewing
Oats, 1lb	2cp	
Rice, 1lb	2sp	
Flour, 1lb	3cp	
Meat, offal, 1lb	7cp	Liver, kidneys, testicles, etc.
Meat, tough, 1lb	1sp	Shin beef, ox cheek, etc.
Meat, average, 1lb	2sp	Belly pork, mutton shoulder, sausages, etc.
Meat, quality, 1lb	4sp	Fillet steak, rack of lamb, etc.
Meat, salt, 1lb	4sp	
Sea turtle	10gp	
Rabbit (wild, in skin)	5cp	
Rabbit (wild, skinned)	3cp	
Hare (in skin)	3sp	
Pigeon (in feather)	3cp	
Pigeon (plucked)	8cp	
Goose, wild (in feather)	4sp	
Goose, wild (plucked and drawn)	8sp	
Grouse or capercaille	1gp	
Partridge or quail (in feather)	8cp	
Partridge or quail (plucked)	16cp	
Duck	4sp	
Puffin	1sp	
Gannet	1gp	

Outfit, Jester	10gp	
Outfit, Soldier	10gp	
Outfit, Wizard	10gp	
Outfit, Farmer	5gp	
Outfit, Druid	5gp	
Outfit, Monk	3gp	
Outfit, Sailor	5gp	
Outfit, Pirate	7gp	
Opera glasses	5gp	
Mask, plain	1cp	
Mask, decorated	1sp	
Mask, ornate	1gp	
Mask, absurdly decorated	5gp	
Fan, paper	1sp	
Fan, paper, ornate	5sp	
Fan, bone	1gp	Carved bone or ivory slices
Fan, ostrich feather	10gp	

Tinder Box	3gp	Flint, steel and tinder
Oil, 1 flask	2gp	
Oil, spermaceti, 1 flask	8gp	Burns for an extra hour in a lamp, smokeless

Forgery Kit	50gp	Ink, quills, paper, wax, etc.
Magnifying Glass	50gp	
Boots, concealed compartment	50gp	Hollow heel for 1 small item
Boots, concealed blade	100gp	Blade in toe (1d3 damage), heel click to activate
Ring, assassins	100gp	Hidden compartment ring

Crane	2gp	
Turkey	2gp	
Great bustard	10gp	
Squirrel or rat	2cp	
Eggs, each	2cp	
Sugar, 5lb loaf	30gp	
Bread, hard tack, 1lb	5sp	Stays fresh 6 months+
Bread, fresh, 1lb	3cp	Stays fresh 1 day
Dried Culinary Herbs, bunch	3sp	
Mushrooms, dried, 4oz	5sp	
“Mushrooms”, dried, 4oz	5gp	
Milk, 1 pint	3cp	
Honey, 1lb	5sp	
Lard, 1lb	5cp	
Molasses, 1lb	5sp	
Goose fat, 1lb	5sp	
Cream, 1 pint	1sp	
Butter, 1/2lb	8cp	
Cheese, hard, 1lb	6sp	
Cheese, soft, 1lb	3sp	
Sultanas, 1lb	4gp	
Raisins, 1lb	5gp	
Currants, 1lb	6gp	
Dried mulberries, 1lb	4gp	
Dates, 1lb	3gp	
Olives, 1lb	2gp	
Dried figs, 1lb	4gp	
Nuts, 1lb	5sp	
Dried Peas or Beans 1lb	3cp	
Fresh Fruit, 1lb (local)	3cp-1gp	Depending on season

Fresh fruit, 1lb, imported	1gp-5gp	Depending on season
Fresh Vegetables, 1 lb	3cp	Depending on season
Pickled Vegetables, 1lb	1sp	
Fish, fresh, 1lb	1sp-1gp	Price varies with catch size and location
Fish, Salted, 1lb	2sp	Practically indestructible
Fish, pickled, 1lb	1sp	
Orange flower water, 1 pint	5gp	
Rose water, 1 pint	5gp	
Vinegar, 1 pint	2cp	
Verjuice, 1 pint	2sp	
Garum, 1 pint	2gp	
Liquamen, 1 pint	3gp	
Olive Oil, 1 pint	8sp	
Wine, 1 quart (mundane)	1gp	
Wine, 1 quart (mid quality)	4gp	
Wine, 1 quart (high quality)	10gp+	
Wine, port, 1 quart	8gp	
Wine, sherry, 1 quart	7gp	

Hippocras, 1 quart	12gp	
Rum, Brandy, per half pint	5sp	
Gin, bathtub, per pint	2sp	
Gin, mediocre, per pint	4sp	
Gin, good, per pint	1gp	
Pocheen, per half pint	3sp	
Seaweed Spirit, per half pint	1gp	
Gulping Whisky, per half pint	4sp	
Sipping Whisky, per half pint	8sp	
Absinthe, per half pint	2gp	
Mead, 1 quart	4gp	
Metheglin, 1 quart	8gp	
Cider or Perry, 1 gallon	3sp	
Ale, 1 gallon	3sp	
Tea, 1lb	8sp	
Coffee, 1lb	1gp	
Cocoa, 1lb	4gp	

Camping Kit

Bed Roll	6gp	
Mess Kit	4gp	
Plate, metal	1gp	
Cup/goblet, metal	1gp	
Plate, wood	4sp	
Cup, wood	3sp	
Cooking pot, small	5sp	
Cooking pot, large	1gp	

Darokinian Pot	2gp	
Kettle, metal	4gp	
Cauldron, camping	5gp	
Fire Stand	2gp	
Tent, 2 man	5gp	
Tent, 4 man	10gp	
Tent, 10 man	50gp	

Climbing Equipment

Rope, hemp, 50'	1gp	Holds 750lb
Rope, silk, 50'	5gp	Holds 1000lb
Grappling Hook	25gp	Holds 500lb
Alpenstock	4gp	
Climbing hammer	3gp	
Climbers harness	3gp	

Climbing spurs, 1 set	10gp	
Iron Spikes/piton (12)	1gp	
Ladder, 25', rope	10gp	Holds up to 500lb
Ladder, 12', wood	15gp	

Writing and Art

Paper, sheet	1sp	24"x12"
Parchment, sheet	1gp	24"x12"
Vellum, per sheet	2gp	24"x12"
Book, paper	15gp	
Book, parchment	30gp	
Book, vellum	50gp	
Book, spell (blank)	100gp	24 pages, vellum, wood and leather bound, clasped.

Spellbook cover (waterproof)	30gp	
Quillpen	5cp	
Ink, common, 1 pot	1sp	
Ink, fine, 1 pot	1gp	
Paint brush, fine	1gp	
Paint brush, wide	1sp	
Chalk, 1 chunk	1cp	

Charcoal, 1 lump	1cp	
Paint, 1 gallon	2gp	
Paint, small pot	5sp	

Sealing wax, 1 stick	1gp	
Gold leaf, decorative, 12"x12"	5gp	

Tools

Adze	5gp	
Anvil	20gp	
Apron, smiths	10gp	Thick leather
Awl (carpenters)	1gp	
Axe, chopping	3gp	
Axe, felling	4gp	
Axe, hatchet	2gp	
Axe, pick	5gp	
Azada	3gp	
Bellows	10gp	
Billhook	2gp	
Block and tackle	3gp	
Brush (wire, smiths)	4gp	
Brush, small hand	2gp	
Brush (besom)	5sp	
Chisel, wood (carpenters)	4gp	

Chisel, rock (masons)	6gp	
Compass (building)	5gp	
Crowbar	2gp	
Dividers, measuring	2gp	
Drawplate	2gp	For making wire
Drawknife or Scorp	3gp	
Drift Punch	1gp	1 size
Drill, hand	10gp	
File	3gp	For metal
Flail, threshing	1gp	
Fork, digging	2gp	
Fork, hay or pitch	2gp	
Fuller	1gp	
G Clamp, small	4gp	
G Clamp, large	6gp	
Hamer, claw	3gp	

Hammer, normal	2gp	
Hammer, rock	5gp	
Hammer, sledge	4gp	
Hammer, smiths	3gp	
Harrow	5gp	
Hoe	2gp	
Knife (various types)	3gp	
Mallet	1gp	
Mattock	3gp	
Miners pick	5gp	
Plane	5gp	
Pliers	1gp	
Plough, chest	4gp	
Plough, drawn	6gp	
Punch, smiths	1gp	1 size
Rake	2gp	
Rasp	2gp	For wood
Rope turner	2gp	
Ruler, 1'	4gp	Divided to ¼ inch
Saw, frame	5gp	
Saw, hand	2gp	

Personal Care

Skin cream, 2oz pot	5sp	
Dilapidation cream, 2oz pot	1gp	
Blaunchet, 4oz	1gp	Finest face whitening
Eyeliners, 1oz	5sp	
Lip Balm, 2oz box	5sp	
Lip Balm, red tinted, 2oz box	7sp	
Rouge, 1oz	3gp	For cheeks etc.
Perfume, 1 vial	5gp	
Colour Box, 50 days	50gp	Finest Alphantian cosmetics
Soap, beef fat 1lb	1sp	
Soap, pork fat, 1lb	2sp	
Soap, olive oil, 1lb	1gp	
Shampoo, liquid, 1 pint	2gp	
Shampoo, powder, 1lb	3gp	Fullers earth and clay
Bath oil, ½ pint	1gp	
Strigil	1gp	

Butchers Supplies

Bone Saw	5gp	
Paring Knife	2gp	
Butchers Knife (cimeter)	4gp	
Boning Knife	4gp	
Cleaver	5gp	
Skinning Knife	2gp	
Sticking Knife	1gp	
Butchers Steel	2gp	
Butchers Block	4gp	

Medical Equipment

Amputation Saw	8gp	
Arrow Remover	15gp	Removes barbed arrows with no damage
Bandages	1sp	Cost per use
Bone Levers, 1 set	10gp	
Cautery	2gp	
Clyster probe	4gp	
Cupping Vessel, small	2gp	
Cupping Vessel, large	4gp	
Dental Key	8gp	
Medical Hooks, 1 set	5gp	
Lancet	2gp	
Leeches, 1 jar	5gp	At least 5 per jar

Hunting and Fishing

Fishing Rod	5sp	
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Saw, jig	4gp	
Saw, pit	9gp	
Scissors	3gp	
Screwdriver	2gp	
Scythe	3gp	
Shears (cloth)	2gp	
Shears (sheep)	5sp	
Shovel/Spade	2gp	
Sickle	1gp	
Snips	8gp	For cutting metal sheet
Splitter (log)	3sp	
Splitter (stone)	6sp	
Swage	1gp	For making 1 shape
Tongs	2gp	
Trowel	1gp	
Twybil	3gp	
Whetstone	5sp	
Winnowing basket	5sp	
Wire cutters	3gp	
Yardstick	1gp	Divided into 1' sections

Comb, bone	1gp	
Comb, ivory	5gp	
Hair brush	5sp	
Handkerchief, cotton	1sp	
Handkerchief, silk	1gp	
Flannel	5cp	
Towel, hand	1sp	
Towel, bath	4sp	
Towel, bath, really fluffy	2gp	
Bath sponge	3gp	
Loofah	5sp	
Toilet sponge	1gp	On a stick
Toothbrush	1sp	
Toothpaste, 1 pot	1sp	
Moustache tar, 2oz	1gp	
Beard oil, 1 vial	1gp	
Razor	1gp	
Razor strop	5sp	

Block Brush	2gp	
Butchers Machete	5gp	
Meat Hook	5sp	
Brining Bath	8sp	
Sausage Stuffer (manual)	4gp	
Sausage Stuffer (gnomish)	10gp	
Tenderising mallet	8sp	
Butchers Pestle and Mortar	4gp	

Osteotome, Gnomish	50gp	Manual bone chainsaw
Probes, 1 case	7gp	
Scalpel	3gp	More humane bloodletting
Speculum	10gp	Two varieties, both cold
Scissors	5gp	
Spatula Probe	2gp	
Surgical Clamp	2gp	
Surgical Forceps	2gp	
Surgical Tongs	2gp	
Syringe	10gp	
Syringe, huge syphilitic	15gp	For injecting quicksilver
Trepan Drill	15gp	

Fishing line, 200'	5sp	
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Fishing net (10'x10')	5gp	
Fishing Bait (live), 1 can	1cp	
Fish hooks (6)	4sp	
Fishing flies (6)	1gp	
Fishing weights, lead (10)	1cp	
Lobster/crab pot	4sp	
Eel trap	4sp	
Shrimp net	1gp	
Snare wire, 1 spool	1sp	50' of wire, for 10 snares
Eel Fork	3gp	
Salmon Spear	3gp	
Bird Netting (5'x5')	5gp	

Chains, Locks and Restraints

Chain, light, per foot	1sp	
Chain, heavy, per foot	1gp	
Padlock, simple	4gp	+10% bonus to lockpick
Padlock, complex	10gp	
Padlock, masterwork	30gp	-10% penalty to lockpick

Navigation Equipment

Chip Log (log reel)	5gp	
Compass	10gp	
Cross staff	25gp	
Divider Callipers	15gp	
Mariners Astrolabe	200gp	
Nocturnal	15gp	
Protractor	10gp	

Furniture and home

Bed, pallet	8cp	
Bed, single, wooden	5gp	
Bed, single, iron	10gp	
Bed, single, brass	50gp	
Bed, double, wooden	8gp	
Bed, double, iron	20gp	
Bed, double, brass	70gp	
Bed, four poster, single, canopied	80gp	
Bed, four poster, double, canopied	100gp	
Mattress, single, straw	1gp	
Mattress, single, feather	10gp	
Mattress, double, straw	2gp	
Mattress, double, feather	20gp	
Bedsheets, 1 set, poor	1gp	
Bedsheets, 1 set, normal	4gp	
Bedsheets, 1 set, quality	10gp	
Blanket, cheap	5sp	
Blanket, normal	2gp	
Blanket, quality	10gp	
Duvet, feather	20gp	
Pillow, straw	5sp	
Pillow, feather	2gp	
Wardrobe, wooden, small	5gp	
Wardrobe, wooden, large	8gp	
Wardrobe, wooden, secret compartment/door	50gp	
Chest of drawers (3 drawers)	15gp	
Chest of drawers (4 drawers)	20gp	
Chest of drawers (6 drawers)	40gp	
Dressing Table	20gp	
Dressing Table, with drawers	20gp	
Guzunder/chamber pot	5sp	

Kitchen and Dining Equipment

Alembic, clay	10gp	Kitchen grade, mini still
Apron	1gp	

Duck call	1sp	
Duck lure	5sp	
Man Trap	10gp	
Bear Trap	20gp	
Hunting Dog	20gp	
Kestrel	50gp	
Sparrowhawk	50gp	
Merlin or Hobby	75gp	
Peregrine	100gp	
Golden Eagle	200gp	

Hand Cuffs	8gp	
Full manacles	15gp	
Neck brace	5gp	Steel, with chain attachment

Quadrant	10gp	
Sextant	250gp	
Sounding Weight	5gp	
Sunstone	50gp	
Telescope	100gp	
Traverse Board	10gp	

Night stand	5gp	
Table, small, 3'x3'	5gp	
Table, kitchen, 6'x4'	10gp	
Table, kitchen, big, 8'x4'	20gp	
Table, dining, 6'x4'	30gp	
Desk, simple	10gp	
Desk, with drawers (3 under top)	40gp	
Desk, with drawers (3 under top, 2 more on side)	60gp	
Desk, with drawers and secret compartment	200gp	

Bench, 3'	2gp	
Bench, 4'	4gp	
Bench, 6'	6gp	
Bench, 8'	8gp	
Stool	2gp	
Stool, folding	6gp	
Chair, wooden, simple	6gp	
Chair, wooden, ornate	10gp+	
Chair, wooden with padding	8gp	
Chair, ornate wooden with padding	15gp+	
Chair, plush leather	60gp	
Chair, gnomish escape	500gp	
Sofa, plush leather	100gp	
Chaise longue	75gp	

Cupboard, small	4gp	
Cupboard, large	8gp	
Cupboard, huge	10gp	

Weapon rack, small	10gp	4 weapons
Weapon rack, large	15gp	10 weapons
Armour stand, 1 suit	6gp	
Archery target (Butt)	4gp	

Boiling Copper	6gp	
Bowl, mixing, small	6cp	

Bowl, mixing, large	1sp	
Bowl, pudding, small	5sp	
Bowl, pudding, large	1gp	
Bread peel	6sp	
Butter churn, plunger	3gp	
Butter churn, rotating barrel	8gp	
Butter paddles, 2	3sp	
Cauldron, Small	2gp	
Cauldron, Medium	4gp	
Cauldron, Large	10gp	
Cauldron, Castle	30gp	
Cheese mould	3gp	
Cheese press	5gp	
Chafing Dish, Small	2gp	
Chafing Dish, Large	4gp	
Chopping board	4sp	
Cider press, small	10gp	
Cider press, large	20gp	
Clay cook pot	3gp	
Colander, clay	1gp	
Colander, steel	2gp	
Crockery, clay, 1 piece	4cp	
Crockery, porcelain, 1 piece	1gp	
Crockery, bone porcelain, 1 piece	2gp	
Crockery, bone porcelain, finest, 1 piece	4gp	
Crockery, horn, 1 piece	1gp	
Crockery, wooden, 1 piece	3cp	
Curd strainer	15sp	For cheese making
Cutlery, 1 piece, mundane	1cp	
Cutlery, 1 piece, nice	1sp	
Cutlery, 1 piece, very nice	1gp	
Cutlery, 1 piece, regal	1pp	
Decanter, Crystal	10gp	
Decanter, Glass	4gp	
Drinking Horn	2gp	
Glass, normal	5gp	
Glass, high quality	10gp	

Traders Equipment

Abacus, plain	5sp	
Abacus, fine	2gp	
Abacus, masterwork	20gp+	
Balance, fine	100gp	Measures to 10 grains to 8oz
Balance, normal	25gp	Measures 1oz to 5lb

Toys and Games

Hand puppet	5sp	
Spinning top	4sp	
Doll, porcelain	1gp	
Doll, porcelain, really creepy	3gp	
Doll, rag	4sp	
Doll, rag, offensive	8sp	
Doll, aunt sally, sticks and stand	5gp	
Doll, voodoo	5gp	
Cup and ball	1sp	
Skittles (10)	1gp	
Hoop and stick	2sp	
Bowls (set of 4 and jack)	3gp	
Nine Holes	3sp	
Nine Mans Morris (Merels)	5sp	

Home Supplies

Bees wax, 1lb	5sp	
Bitumen, 1 lb	5gp	
Birch tar, 1lb	5gp	
Brick dust, 1lb	5cp	

Grease Pan	1sp	Waste fat for rushlights <i>etc.</i>
Honey dipper	1sp	
Jar, earthenware, 1lb	2cp	
Jar, earthenware, 2lb	4cp	
Jar, earthenware, 4lb	8cp	
Kettle, small	1gp	
Kettle, large	4gp	
Kitchen Knife, Small	1gp	
Kitchen Knife, Large	2gp	
Kneading Trough	2gp	
Ladle	1gp	
Laundry Bat	4sp	
Pan, small	1gp	
Pan, medium	2gp	
Pan, large	4gp	
Pan, humungous	10gp	
Pestle and mortar	2gp	Wooden, small
Pinny	6sp	
Quern	5sp	
Quern, rotary	3gp	
Rolling Pin	3sp	
Salamander	2gp	For top grilling
Skillet	4gp	
Spatula, metal	1gp	
Spartle	1sp	Porridge stirrer
Sugar Nippers	1gp	
Teapot	5sp	
Watering Pot	3sp	For keeping dust under control
Roasting drip tray	1gp	
Roasting spit	2gp	
Roasting stand	4gp	
Sausage stuffer, gnomish	15gp	
Tankard, leather	1gp	
Tankard, pewter	2gp	
Tankard, silver	5gp	
Toasting Fork	1gp	
Whisk (wooden)	1sp	
Wooden Spoon	1cp	

Counting Board+Jetons	2gp	
Balance, heavy	50gp	Measures 4oz to 28lb
Money belt, concealed	10gp	Hides up to 50 coins
Spyglass	250gp	
Thread Counter	25gp	
Trade ledger, 100 pages	75gp	

Game of the Goose	10gp	
Fox and Geese	8sp	
Alquerque	8sp	
Senet	5gp	
Polyhedral dice (1 set of 6)	20gp	
Pair of Dice	1gp	
Pair of dice, loaded '1' and '6'	10gp	
Chess Board	2gp	
Chess Pieces, 1 set	10gp	
Draughts pieces, 1 set	2gp	
Ball (pigskin)	1sp	
Wooden Sword	5sp	
Wooden Dagger	3sp	
Toy bow and arrows	5sp	

Yellow clay, 1lb	8cp	For cleaning steps/tiles
Wood ash, 1lb	1cp	
Rags, 1lb	3cp	
Clay, coarse, 1lb	1cp	

Clay, milled, 1lb	4cp	
Slip, 1lb	1cp	
Glue, paper (quarter pint)	1sp	
Glue, wood (half pint)	5sp	
Pursers slush, 1lb	3cp	Inedible waste fat
Coal, 1 sack	5gp	1 hundredweight
Firewood, 1 sack	1gp	1 hundredweight

Cloth and Fabric

All fabrics sold in 5' wide bolts unless noted otherwise

Sack Cloth, per yard	5cp	
Canvas, per yard	5sp	hemp or flax
Wool, rough, per yard	1sp	e.g. beige, blanchet, burel, wadmol, serge, sarciatus
Linen, coarse, per yard	5sp	
Cotton fabric, per yard	5sp	e.g. jean
Flannel, per yard	5sp	
Cameline, coarse, per yard	6sp	camel hair fabric
Wool, fine, per yard	7sp	e.g. broadcloth, belainge, tiretaine, plunket
Linen, fine, per yard	1gp	e.g. ticking
Felt, per yard	2gp	
Cashmere, per yard	3gp	
Cameline, fine, per yard	3gp	

Animals and Livestock

Chicken, cock	5cp	
Chicken, fighting cock	5gp	
Chicken, layer	6sp	
Chicken, layer, past her best	1sp	
Chicken, meat	3sp	
Duck, drake	6cp	
Duck, duck (female)	3sp	
Goose, gander	8sp	
Goose, goose (female)	15sp	
Peacock	4gp	
Peahen	1gp	
Quails, 1 par	2gp	
Swan, cob	1gp	
Swan, pen	2gp	
Turkey, tom	1gp	
Turkey, hen	2gp	
Ferrets, 2	5gp	
Ferret, giant	50gp	
Mongoose	60gp	Not really tame
Rabbit, buck	5cp	
Rabbit, doe	1sp	
Guinea pig, boar	1sp	
Guinea pig, sow	2sp	
Edible dormice, 1 pair	5gp	
Pigeon	9cp	
Calf, male	4gp	
Calf, female	5gp	
Cow, good milking	12gp	
Cow, beef	9gp	
Bull	8gp	
Oxen	10gp	
Piglet, male	1gp	
Piglet, female	2gp	
Sow	10gp	
Hog	4gp	

Musical Instruments

Percussion Section

Adufe	2gp	Goat hide, hand held frame drum/rattle
Bumbulum	6gp	12 Metal bells that strike on small metal plates on the end of a stick
Castanet	3sp	

Faggot, 1	1sp	Fine firewood bundle
Pine tar, 1lb	2gp	
Tallow, 1lb	1sp	
Turpentine, 1 pint	2gp	
Straw mat, 6'x6'	1gp	
Straw mat with herbs, 6'x6'	4gp	

Baize, per yard	3gp	
Silk, per yard	5gp	e.g. valence, taffeta, lampas
Wool, exquisite, per yard	6gp	e.g. worsted, roanes
Velvet, per yard	7gp	silk with pile surface
Silk, fine, per yard	15gp	e.g. sarcenet, ragmas, osterney
Baldachin/ciclatoun/samite, per yard	40gp	gold warp, silk weft, patterned
Spider Silk, per yard	100gp	
Byssus, per square foot	100gp	golden coloured sea silk
Leather, 1 cured cowhide	5gp	
Sheepskin, 1 cured	4gp	
Sharkskin, 1 sq ft	2gp	

Lamb	2gp	
Ewe	6gp	
Ram	2gp	
Nanny Goat	4gp	
Billy Goat	3gp	
Jackdaw	2gp	
Magpie	3gp	
Crow	4gp	
Raven	7gp	
Parrot or Cockatoo	10gp	
Budgie	1gp	
Canary	5sp	
Small songbird	2sp	Goldfinch, linnnet, etc.
Cat	3sp	
Dog (mutt)	3sp	
Mouse	1cp	
Rat	8cp	
Hamster, desert	6cp	
Hamster, great	1gp	
Gerbil	6cp	
Lemming	5cp	
Raccoon	1gp	
Monkey (capuchin)	30gp	
Tiny, tiny horse	100gp	
Lizard, small (e.g. gecko)	3gp	
Chameleon	10gp	
Small harmless snake	5gp	
Tortoise	8gp	
Bees, 1 swarm	5gp	Skep included
Woodlouse, giant	5gp	
Beetle, giant brown dropper	1sp	
Frog, pool	3cp	Tasty legs
Snail, edible (12)	1sp	
Land Snail, giant	1sp	

Cymbal	1gp	
Drumstick	5cp	
Frame drum	5sp	
Glaive	3sp	
Glockenspiel, large	20gp	
Glockenspiel, small	10gp	
Kettle drum, small	5gp	

Kettle drum, medium	10gp	
Kettle drum, large	15gp	
Kettle drum, massive	30gp	
Monkey stick	1gp	Stick with bells on (Morris Men)
Nakers	3gp	Twin round bottom hide drums
Pandeiro	4gp	Double sided tunable tambourine

String Section

Balalaika	8gp	3 stringed instrument
Banjo	5gp	
Cello	15gp	
Citole	10gp	Between a guitar and a violin
Crwth	7gp	A bowed lyre
Double bass	20gp	
Dulcimer	12gp	Trapezoid stringed sound box, in pluck or hammer variety
Fiddle	10gp	Various folk styles
Gittern	5gp	Round backed, fretted, stringed minstrel instrument
Guitarra	5gp	Round, fretted guitar
Harp, portable	15gp	
Harp, grand	50gp	Huge, pedals for tuning
Hurdy-Gurdy	20gp	Stringed fiddle played by turning a wheel using a simple keyboard
Lute	8gp	Tear shaped, fretted instrument

Wind Section

Bagpipes	8gp	
Bellows pipe	8gp	Pipes with under arm pump
Bladder pipe	4gp	Simplified bagpipes made with a bladder
Buisine/Lur	5gp	Long, straight or curved trumpet
Clarion/Bugle	8gp	
Cornett	8gp	Wood/horn/ivory trumpet
Crumhorn	6gp	Curved, double reed woodwind
Flageolet	7gp	End blown flute
Flute	15gp	
Gemshorn/Bukkehorn	3gp	Flute/ocarina made of a horn
Harmonica	1gp	
Jaw harp	1gp	Twangy thing in mouth

Keyboard Section

Accordion	100gp	
Bowed clavier	150gp	Hurdy gurdy piano
Carillon (installed in tower)	500gp	Bells played with a keyboard
Celesta	100gp	Metal plate/bell piano
Clavichord	90gp	Metal stringed quiet proto-piano
Concertina	40gp	
Flutina	800gp	Simpler early accordion

Dwarven Section

A' phìob mhòr	15gp	Loudest bagpipes of all
Clàrsaich cloiche	50gp	Small harp made in light stone

Riddle drum	5cp	Old garden riddle with a skin on it
Soldiers Drum	3gp	
Tabor	4gp	Snare drum
Tambourine	2gp	
Xylophone, small	3gp	
Xylophone, large	8gp	a.k.a. Marimba

Lyre	7gp	Yoked lute, strings in same direction as sound bar
Mandolin	10gp	A more complex lute
Nyckelharpa	25gp	Keyed violin
Octobass	25gp	Double-double bass
Organistrum	15gp	Simpler 2 player hurdy gurdy
Orpharion	14gp	Scalloped, metal stringed citern
Psalterium	17gp	Long psaltery, played with hammers or a bow
Psaltery	15gp	Trapezoid plucked, gut stringed instrument
Rebab	5gp	Simple 2-4 stringed bow instrument
Rebec	6gp	Boat shaped simple violin
Theorbo	15gp	Huge lute
Tromba marina	10gp	Huge, straight, percussive violin
Vielle	9gp	Deeper proto-violin
Zither	12gp	Flat board stringed instrument

Pan flute	5sp	
Piccolo	12gp	
Post horn	8gp	
Recorder	2gp	
Sackbut	20gp	Primitive trombone
Serpent	16gp	Brass mouthpiece, wooden serpentine tuba
Shawm or bombard	6gp	Double reeded woodwind instrument
Slide Trumpet	10gp	
Tabor pipe	1gp	Simple 3 holed one hand pipe
Tin whistle	1gp	
Willow flute	5sp	Simple wooden overtone flute
Zampogna	10gp	Double chantered bagpipes
Zummara/aulos	30gp	Double barrelled clarinet

Harpsichord	200gp	
Organ, harmonium	170gp	Pump organ
Organ, pipe (installed)	300gp	
Organ, portative	80gp	Bellowed with 1 hand, played with the other
Piano	150gp	
Spinet	150gp	Small harpsichord
Viola organista	300gp	Bows playing like a violin, controlled by keys
Virginal	100gp	Tabletop harpsichord, 1 string per note

Cclàrsach criostal	400gp	Small harp made in crystal
Clach òrd	10gp	Steel hammers played as percussion on metal

Crùisgean	5gp	Shorter necked cittern
Druma tenor	8gp	Tunable snare drum
Fidhle	20gp	Stout 5 string violin

Elven Section

Dil	20gp	Wooden horn
Clychau	4gp	Chimes, shaken
Chwibanoghl	40gp	Long elven recorder
Glad gandel	400gp	Wooden harp grown in final shape
Heled gandel	500gp	Glass harmonium
Liwit	50gp	8 stringed lute

Gnomish Section

Cornet or Trumpet	50gp	
Cornet, Soprano	45gp	
Euphonium	60gp	
Glantrian Horn	65gp	
Horn, Baritone	60gp	
Horn, Flugel	60gp	
Horn, Tenor	60gp	

Halfling Section

Bodran	2gp	Hand held drum
Bouzouki	7gp	Guitar/lute
Cajon	2gp	Box drum (stool and drum)
Flute stick	30gp	Flute in top section of a walking stick
Fiddle stick	15gp	Single string to play with bow, stick rested on resonator

Stoc agus adharc	15gp	7 holed reeded horn
Trompaidean sròn	16gp	Twin nasal horns

Peng gandel	150gp	Longbow strung as a harp, detachable resonator box
Peng glir	150gp	Longbow strung as violin, detachable resonator box
Rom	15gp	5' elven trumpet
Tabwrdd	5gp	Elven snare drum

Saxomaphone	70gp	
Stylophone	600gp	
Theremin	1000gp	
Trombone, Base	50gp	
Trombone, Tenor	45gp	
Tuba	60gp	
Vibraphone	300gp	

Kazoo	5sp	
Half Pipes	8gp	Small squeezed bagpipes
Swanee Whistle	1gp	
Tuned bottles	*	Variable cost and result
Washboard + thimble	1gp	
Whistle stick	30gp	3 penny whistles unscrew from a walking stick



Instruments of Torture

Brazen Bull	200gp	Best not to ask
Crocodile Shears	3gp	
Foot Press	10gp	
Heretics Fork	10gp	
Instep Borer	20gp	
Iron Chair	150gp	Tie a subject down in it, cook them alive. Spikes optional
Iron Maiden	200gp	
Iron Spider	10gp	

Lead Sprinkler	15gp	
Pear of Anguish	40gp	Precision made for oral agony
Pillory	15gp	
Rack	150gp	
Scolds Bridle	10gp	
Scavengers Daughter	40gp	
Stocks	15gp	
Wooden Horse	35gp	

Herbs and Spices

Acorns, 1lb	5cp	Medicinal
Adders tongue, 1oz	4sp	Toxic, medicinal
Agrimony, 1oz	2sp	Medicinal
Alexanders, 1 bunch	4cp	Culinary, medicinal
Alexanders seed, 1oz	5cp	Culinary, medicinal
Alkanet root, 4oz	2sp	Dye, medicinal

Aloe, 1 leaf	2cp	Medicinal
Amaranth, 1 bunch	1sp	Medicinal
Anemone, 1 bunch	7cp	Medicinal
Anise, 1 oz	1sp	Culinary, medicinal
Angelica, 1 bunch	5cp	Culinary, medicinal
Arum, 1 root	2cp	Medicinal, toxic

Asarabacca, 1 plant	1sp	Medicinal	Clover, scarlet, 1 bunch	5cp	Medicinal
Ash tree leaves, 1lb	3cp	Medicinal	Clover, white, 1 bunch	2cp	Medicinal
Autumn gentian, 1 plant	4cp	Medicinal	Cock's head, e bunch	1cp	Medicinal
Balm, 1 bunch	5cp	Culinary, medicinal	Coloquintida, 1 fruit	1gp	Medicinal, toxic
Barberry, 1oz	4cp	Culinary, medicinal, dye	Coltsfoot, 1oz	1sp	Medicinal
Basil, 1 bunch	1sp	Culinary, medicinal	Columbine, 1 root	1cp	Medicinal
Bay Leaves, 1oz	6sp	Culinary, medicinal	Comfrey, 1 root	5sp	Medicinal
Bear's Breeches, 1 bunch	8cp	Medicinal	Commiphora twigs, 1/2 lb	5gp	Medicinal, domestic
Beech tree leaves, 1/2 lb	4cp	Medicinal	Common alder leaves, 4oz	5cp	Medicinal
Belladonna, 1 root	1gp	Toxic, medical	Common Vetch seeds, 1oz	1gp	Medicinal
Betony, 1 bunch	3cp	medicinal	Coralwort, 1 plant	2cp	Medicinal
Bindweed, 1 lb	1cp	Medicinal (barely)	Coriander, herb, 1 bunch	8cp	Culinary, medicinal
Birch bark, 4 oz	3sp	Medicinal	Coriander Seeds, 1oz	5sp	Culinary, medicinal
Birch tree leaves, 1/2 lb	1cp	Medicinal	Cornflower, 1 bunch	1sp	Medicinal
Birds foot trefoil, 1 bunch	3cp	Medicinal, toxic	Costmary, 1 bunch	5cp	Medicinal
Bistort, 1/2 lb	5cp	Culinary, medicinal	Cotton thistle, 1 plant	8cp	Medicinal
Bitter almonds, 1oz	2sp	Culinary, medicinal	Couch grass, 1 lb	1cp	Medicinal
Bittersweet nightshade 1oz	5sp	Toxic, medicinal	Cow parsley, 1 bunch	1cp	Culinary, medicinal
Black alder bark, 2oz	5sp	Inks, medicinal	Cowslip flowers, 1 pint	2cp	Culinary, medicinal
Black bryony, 1 bunch	9cp	Medicinal, toxic	Cranes bill, 1 bunch	1cp	Medicinal
Black bryony, 1 root	3sp	Medicinal, toxic	Crosswort, 1 bunch	4cp	Medicinal
Black hellebore, 1 bunch	5sp	Medicinal, toxic	Cubeb, 1oz	2gp	Culinary, medicinal
Black mustard, 1 bunch	2cp	Culinary, medicinal	Cuckoo flower, 1 bunch	8cp	Medicinal
Black medic, 1 bunch	2cp	Medicinal	Cudweed, 1 bunch	8cp	Medicinal
Black nightshade, 1 bunch	1cp	Culinary, medicinal	Cumin seeds, 1oz	5sp	Culinary
Blue pimpernel, 1 bunch	1sp	Medicinal	Cypress seeds, 1oz	1sp	Medicinal
Borage, 1 bunch	4sp	Culinary, medicinal	Daisy, 4oz	4cp	Medicinal
Bracken, 1lb	1cp	Medicinal	Dandelion, 1 bunch plants	1cp	Culinary, medicinal
Bramble leaf, 1/2 lb	2cp	Medicinal	Darnel, 1 bunch	4cp	Medicinal, toxic
Broad leaved ragwort, 1 bunch	1sp	Medicinal	Devil's bit, 1 bunch	4cp	Medicinal, toxic
Brooklime, 1 bunch	3cp	Medicinal	Dill, 1 bunch	6cp	Culinary, medicinal
Broom flowers, 1 pint	5cp	Medicinal	Dittander, 1 bunch	3cp	Medicinal
Broom, 1 root	8cp	Medicinal	Dittany, 1 bunch	9cp	Medicinal
Bucks horn plantain, 1 bunch	1cp	Medicinal	Dock plants, 1 lb	1cp	Medicinal
Buckwheat, 1 bunch	3cp	Culinary, medicinal	Dodder, 1 bunch	5cp	Medicinal
Bugleweed, 1 bunch	5cp	Medicinal, dye	Dog's mercury, 1 bunch	2cp	Medicinal
Burdock, 1 root	1sp	Culinary, medicinal	Dog rose seeds, 2oz	1sp	Medicinal
Bur marigold, 1 bunch	2sp	Toxic, medicinal	Draggons, 1	25gp	Medicinal, toxic, mystical
Burnet, 1 bunch	1sp	Culinary, medicinal	Duck weed, 1/2 lb	1cp	Medicinal
Burnet saxifrage, 1 bunch	4cp	Medicinal	Dyers weld, 1 bunch	6cp	Medicinal, dye
Butterbur, 1 leaf	1cp	Domestic, medicinal	Elcampane, 1 bunch	1sp	a.k.a.helenium, medicinal
Butterbur, 1 root	1sp	Medicinal	Elder leaves, 1lb	1cp	Medicinal
Buttercup, 1 bunch	1cp	Medicinal	Elm bark, 1/2 lb	5cp	Medicinal
Calamint, 1 bunch	5cp	Medicinal	Elm leaves, 1lb	1cp	Medicinal
Campion, 1 bunch	2cp	Culinary, medicinal	Eringo, 1 plant	1sp	Medicinal
Candytuft, 1 bunch	2cp	Medicinal	Eyebright, 1 bunch	5cp	Medicinal
Caraway seeds, 1oz	5sp	Medicinal	Fat hen, 1 bunch	1cp	Culinary, medicinal
Carob, 1oz	5sp	Culinary, medicinal	Fat hen seeds, 1oz	1cp	Culinary, medicinal
Cassia pulp, 1oz	5gp	Medicinal, toxic	Fennel herb, 1oz	4cp	Culinary, medicinal
Catnip, 1 bunch	2sp	Medicinal, cats	Fennel seeds, 1oz	5cp	Culinary, medicinal
Cardamom, 1oz	5sp	Culinary, medicinal	Fenugreek seeds, 1oz	5sp	Culinary, medicinal
Cedar gum, 1oz	5s	Medicinal	Feverfew, 1oz flowers	5sp	Medicinal
Centuary, 1 bunch	5cp	Medicinal	Field maple bark, 4oz	1cp	Medicinal
Chamomile, 1oz flowers	1gp	Culinary, medicinal	Field maple leaves, 1lb	1cp	Medicinal
Cherry tree gum, 1 oz	1sp	Medicinal	Fig tree leaves, 1/2 lb	1cp	Medicinal
Chervil, 1 bunch	3cp	Culinary, medicinal	Flax seeds, 1oz	1cp	Culinary, medicinal
Chestnuts, dried, 1lb	9sp	Culinary, medicinal	Fleabane, 1 bunch	3cp	Medicinal, domestic
Chickor, 1 plant	3cp	Culinary, medicinal	Flixweed, 1 bunch	1sp	Medicinal
Chickweed, 4oz	3cp	Culinary, medicinal	Foxglove, 1 bunch	5cp	Medicinal, toxic
Chilli Powder, 2oz	1sp	Culinary	Fumitory, 1 bunch	3cp	Medicinal
Chives, 1 bunch	3cp	Culinary, medicinal	Galingale, 2oz	2sp	Culinary, medicinal
Cinnamon, 1oz	1gp	Culinary, medicinal	Garden orache	5cp	Culinary, medicinal
Cinquefoil, 1 bunch	5cp	Medicinal	Garden rue, 1 bunch	3cp	Medicinal, dyes
Cistus gum, 1 oz	1gp	Medicinal, perfumes	Garden valerian, 1 bunch	4cp	Medicinal
Clary, 1 bunch	4cp	Medicinal	Garden valerian, 1 root	1sp	Medicinal
Cleavers, 4oz	1cp	Medicinal	Garlic, 1 bulb	1gp	Culinary, medicinal, mystical
Cloves, 1oz	7sp	Culinary, medicinal	Gentian, 1 bunch	4cp	Medicinal
Clown's woundwort, 1 bunch roots	9cp	Medicinal	Gilliflower, 1 bunch	3cp	Medicinal
Clover, red, 1 bunch	2cp	Medicinal	Ginger, 2oz	1sp	Culinary, medicinal

Glasswort, 4oz	1cp	Culinary, medicinal, industry	Marigold, 1 bunch	3cp	Medicinal
Goldenrod, 1 bunch	2cp	Medicinal	Marigold flowers, 4oz	1sp	Medicinal
Goose grass, 1lb	4cp	Culinary, medicinal	Marjoram, 1 bunch	3cp	Culinary, medicinal
Gorse flowers, 1 pint	5cp	Medicinal	Masterwort, 1 bunch	3cp	Medicinal
Grains of paradise, 1oz	1gp	Culinary, medicinal	Mastic resin, 1oz	2gp	Culinary, mystical, inks
Greater celandine, 1 bunch	6cp	Medicinal, toxic	Meadow rue, 1 bunch	4cp	Medicinal
Greater knapweed, 1 bunch	2cp	Medicinal	Meadow saxifrage, 1 bunch	4cp	Medicinal
Gromwell seed, 1oz	8sp	Medicinal	Meadowsweet, 1 bunch	4cp	Culinary, medicinal
Ground elder, ½ lb	1sp	Culinary, medicinal	Medlar stones, 4oz	2cp	Medicinal
Ground ivy, 1 bunch	1cp	Medicinal	Melancholy thistle, 1 plant	4cp	Medicinal
Ground pine, 1 bunch	1sp	Medicinal	Melilot, 1 bunch	2cp	Medicinal
Groundsel, 1 bunch	1cp	Medicinal	Mint, 1 bunch	1cp	Culinary, medicinal
Harts Tongue, 1 bunch	4cp	Medicinal	Milk thistle, 1 bunch	4cp	Culinary, medicinal
Hawkweed, 1 bunch	1cp	Medicinal	Mistletoe, 1 sprig	1sp	Medicinal, mystical
Hawthorn berries, 1lb	2cp	Medicinal	Moneywort, 1 bunch	3cp	Medicinal
Hearts ease, 1 bunch	3cp	Medicinal, perfune	Monks rhubarb, 1 bunch	5cp	Medicinal
Heath speedwell, 1 bunch	4cp	Medicinal	Moonwort, 1 sprig	5cp	Medicinal
Hedge mustard, 1 bunch	1cp	Medicinal	Motherwort, 1 bunch	4cp	Medicinal
Heliotropium, 1 bunch	6cp	Medicinal	Mouse ear, 1 bunch	2cp	Medicinal
Hemlock, 1 root	6gp	Medicinal, toxic (very)	Mugwort, 1 bunch	1sp	Medicinal
Hemp, 1 bunch	3cp	Medicinal	Mulberry gum, 1oz	8cp	Medicinal
Henbane, 1 bunch	5sp	Medicinal, toxic	Mulberry leaves, 1lb	4cp	Medicinal
Herb Robert, 1 bunch	2cp	Medicinal	Mullein, 1 bunch	8cp	Medicinal
Herb truelove, 1 plant	1gp	Medicinal, toxic	Mustard plants, 1 bunch	2cp	Culinary, medicinal
Hogweed, 1 bunch	4cp	Culinary, medicinal	Mustard seeds, 1oz	1sp	Culinary, medicinal
Hoarhound, 1 bunch	4cp	Medicinal	Myrtle, 1 bunch	6cp	Medicinal
Hoary willowherb, 1 bunch	1cp	Medicinal	Nailwort, 1 bunch	8cp	Medicinal
Hog fennel, 1 plant	1gp	Medicinal	Narcissus, 1 bulb	5cp	Medicinal
Hogweed, 1 plant	5cp	Medicinal	Navelwort, 1 bunch	3cp	Culinary, medicinal
Hogweed seeds, 4oz	5cp	Medicinal	Nigella seeds, 1oz	2sp	Medicinal
Holly berries, 1lb	5sp	Medicinal	Nipplewort, 1 bunch	2cp	Medicinal
Holy thistle, 1 plant	8cp	Medicinal	Nutmeg, 1	8sp	Culinary, medicinal
Honeysuckle flowers, 4oz	6cp	Medicinal	Oak bark, 4oz	4cp	Medicinal
Honeywort, 1 bunch	7cp	Medicinal	Oak galls, 1oz	8cp	Medicinal, ink
Hops, ½ lb	3cp	Culinary, medicinal	Oak leaves, 1lb	2cp	Medicinal
Horseradish, 1 root	4cp	Culinary, medicinal	Olive leaves, 1lb	4sp	Medicinal
Horsetail ½ lb	2cp	Medicinal	Olive twigs, 1 faggot	1gp	Medicinal
Hounds Tongue, 1 bunch	5cp	Medicinal	Orpine, 1 bunch	5cp	Medicinal
Horsetongue lily, 1 plant	3gp	Medicinal, toxic	Parsley, 1 bunch	2cp	Culinary, medicinal
Hypericum, 1 bunch	6cp	Medicinal	Parsley piert plants, 1 bunch	8cp	Medicinal
Hyssop, 1 bunch	6cp	Medicinal	Peach kernels, 4oz	1oz	Medicinal
Ivy berries, ½ lb	1cp	Medicinal	Peach leaves, 1lb	1sp	Medicinal
Ivy vines and leaves, 1lb	1cp	Medicinal	Pellitory, 1 plant	2sp	Medicinal
Jack by the hedge, 1 bunch	1cp	Culinary, medicinal	Pennyroyal, 1 bunch	6cp	Culinary, medicinal
Jujube berries, 1 oz	1gp	Medicinal	Peony, 1 bunch	5cp	Medicinal
Juniper berries, 1oz	1sp	Culinary, medicinal	Peony, 1 root	1sp	Medicinal
Kidneywort, 1 bunch	2cp	Medicinal	Pepper, 1oz	1gp	Culinary
Knotgrass, 1 bunch	2cp	Medicinal	Pignuts, 4oz	3sp	Culinary, medicinal
Ladies mantle, 1 bunch	2cp	Medicinal	Periwinkle, 1 bunch	2cp	Medicinal
Lady's bedstraw, ½ lb	4cp	Domestic, medicinal	Pine resin, 1oz	7cp	Culinary, medicinal, domestic
Lavender flowers, 1 oz	2sp	Culinary, medicinal, perfume	Plantain, plants, 1lb	2cp	Medicinal
Lesser celandine root, 1oz	4cp	Medicinal	Plum leaves, 1lb	1cp	Medicinal
Lily of the valley, 1 bunch	6cp	Medicinal	Plum stones, 1st	2cp	Medicinal
Linden flowers, 4oz	7sp	Medicinal	Plum tree gum, 1oz	1cp	Medicinal
Linden leaves, 1lb	3cp	Medicinal	Polypody, 1 plant	5cp	Medicinal
Liverwort, 2oz	2cp	Medicinal	Poplar bark, 4oz	5cp	Medicinal
Liquorice, 1 root	1cp	Culinary, medicinal	Poplar buds, 4oz	1sp	Medicinal
Lovage, 1 bunch	1cp	Culinary, medicinal	Poplar leaves, 1lb	2cp	Medicinal
Lupine, 1 bunch	5cp	Medicinal	Primrose, 1 bunch	2cp	Culinary, medicinal
Lupine seeds, 4oz	1sp	Medicinal	Privet flowers, 1oz	5cp	Medicinal
Mace, 1oz	1gp	Culinary	Purple loosestrife, 1 bunch	3cp	Medicinal
Madder, 1 bunch	1cp	Medicinal, dye	Purslane, 1 bunch	1cp	Medicinal
Madwort, 1 bunch	6cp	Medicinal	Ragged robin, 1 bunch	4cp	Medicinal
Maidenhair fern, 1 plant	4cp	Medicinal	Ragwort, 1 bunch	1cp	Medicinal
Mallow, common, 1 bunch	1cp	Medicinal, culinary	Red deadnettle, 1 bunch	2cp	Medicinal
Mallow, common, flowers 4oz	3cp	Medicinal	Red rattle, 1 bunch	2cp	Medicinal
Mallow, marsh, 1 bunch	3cp	Medicinal, culinary	Restharrow, 1 bunch	5cp	Medicinal
Mallow, marsh, 1 root	1sp	Medicinal, culinary	Rhubarb root, 1	2sp	Medicinal
Mandrake Root	50gp	Mystical, toxic	Rock samphire, 1lb	2cp	Culinary, medicinal
			Rose flowers, 4oz	8cp	Culinary, medicinal, perfume

Rose hips, 1lb	1sp	Culinary, medicinal	Tamarisk wood, 1lb	5sp	Medicinal
Rosemary, 1 bunch	5sp	Culinary, medicinal	Tansy, 1 bunch	3cp	Culinary, medicinal
Rowan berries, 1lb	2cp	Culinary, medicinal	Tarragon, 1 bunch	5cp	Culinary, medicinal
Royal fern, 1lb	1cp	Medicinal	Teasel, 1 plant	6cp	Medicinal, domestic
Rupturewort, 1 bunch	6cp	Medicinal	Thorow wax, 1 plant	3sp	Medicinal
Rush root, 1	1sp	Medicinal	Thyme, 1 bunch	2cp	Culinary, medicinal
Rush seeds, 4oz	2cp	Medicinal	Tobacco, 1lb	6sp	Medicinal
Saffron, ¼ oz	3gp	Culinary, medicinal, dye	Toadflax, 1 bunch	2cp	Medicinal
Sage, 1 bunch	1cp	Culinary, medicinal	Tormentil, 1 bunch plants	1sp	Medicinal
Sainfoin, 1 bunch	3cp	Medicinal	Tree lungmoss, 4oz	1sp	Medicinal
Salep root, dried, 4oz	6sp	Culinary	Treacle mustardm 1 bunch	1sp	Medicinal
Salt, 1lb	2sp		Turmeric powder, 1oz	1gp	Culinary, medicinal
Sanicle, 1 bunch	3cp	Medicinal	Tutsan, 1 bunch	4cp	Medicinal
Sarsaparilla root, 2oz	1sp	Culinary, medicinal	Twayblade, 1 plant	2sp	Medicinal
Savory, 1 bunch	3cp	Culinary, medicinal	Vanilla, 1 pod	5gp	Culinary
Scabious, 1 bunch	1cp	Medicinal	Vervain, 1 bunch	2cp	Medicinal
Scarlet pimpernel, 1 bunch	5cp	Medicinal	Vine leaves, ½ lb	5cp	Culinary, medicinal
Scammony, 1 root	5sp	Medicinal	Violets, 1 bunch	8cp	Culinary, medicinal
Scurvy grass, 1 bunch	3cp	Culinary, medicinal	Vipers bugloss, 1 bunch	1gp	Medicinal
Sea aster, 1 bunch	3cp	Culinary, medicinal	Yellow archangel, 1 bunch	5sp	Medicinal
Sebesten berries, 2oz	5cp	Medicinal	Wallflower, 1 bunch	2cp	Medicinal
Self heal roots, 1 bunch	3sp	Medicinal	Wall germander, 1 bunch	2cp	Medicinal
Senna pods, 2oz	5sp	Medicinal	Walnut leaves, 1lb	4cp	Medicinal;
Service berries, 1lb	5cp	Culinary, medicinal	Walnuts, green, 1lb	8sp	Culinary, medicinal, dye
Shepherds purse, 1bunch	1cp	Culinary, medicinal	Water caltrops, 1 bunch	1sp	Medicinal
Silphium, 1 plant	4gp	Culinary, medicinal	Water cress, 1 bunch	1cp	Culinary, medicinal
Sloe berries, 1lb	4cp	Culinary, medicinal	Water crowfoot, 1 bunch	4cp	Medicinal
Sloe flowers, 4oz	6cp	Medicinal	Water figwort, 1 bunch	2sp	Medicinal
Sloe leaves, 1lb	5cp	Medicinal	Water dropwort, 1 plant	1sp	Medicinal, toxic (very)
Soapwort, 1 bunch	3cp	Medicinal, domestic	Water lily, 1 root	1sp	Medicinal
Solomon's seal, 1 root	2sp	Medicinal (toxic)	Water pepper, 1 bunch	5cp	Culinary (barely), medicinal
Sorrel, 2oz	1cp	Culinary, medicinal	Way faring tree berries, 1lb	6cp	Culinary, medicinal
Southernwood, 1 bunch	3sp	Medicinal, domestic	Way faring tree leaves, 1lb	3cp	Medicinal
Sow thistle, 1 plant	3cp	Medicinal	Water soldier, 1 plant	8cp	Medicinal
Spignel plants, 1 bunch	6cp	Culinary, medicinal	White deadnettle, 1 bunch	2cp	Medicinal
Spikenard, 1oz	5gp	Medicinal	White lily, 1 root	9cp	Medicinal
Spleenwort, 1 bunch	5cp	Medicinal	Wild carrot, 1 bunch	2cp	Medicinal
Spurge, 1 bunch	7cp	Medicinal, toxic	Wild celery, 1 bunch	8cp	Culinary, medicinal
Stinging nettle, 1 lb	3cp	Culinary, medicinal, dye	Wild garlic, 1 bunch	4cp	Culinary, medicinal
Stinking gladwyn, 1 plant	8sp	Medicinal, toxic	Willow bark, ¼ lb	7sp	Medicinal
Stinking goosefoot, 1 bunch	3sp	Medicinal	Willow leaves, 1lb	2cp	Medicinal
Stoncrop, 4oz	4cp	Medicinal	Wintercress, 1 bunch	1cp	Medicinal
Storax resin, 1oz	8sp	Medicinal, perfume	Wintergreen, 1 bunch	9cp	Medicinal
Sumac, 1oz	6sp	Culinary	Woad balls, ½ lb	5sp	Dye
Sundew, 1 bunch	2sp	Medicinal	Woad, 1 bunch	4cp	Medicinal, dye
Sphagnum, 1lb	8cp	Medicinal, domestic	Wolfsbane, 1 bunch	10gp	Mystical, toxic
Swallow wort, 1 buch	5cp	Medicinal	Wood avens, 1 root	1cp	Culinary, medicinal
Swallow wort, 1 root	2sp	Medicinal	Wood betony, 1 bunch	3cp	Medicinal
Sweet briar flowers, ½ lb	1sp	Culinary, medicinal, perfume	Wood sage, 1 bunch	5cp	Medicinal
Sweet briar hips, 1lb	2sp	Medicinal	Wood sorrel, 1oz	1cp	Culinary, medicinal
Sweet cicely, 1 bunch	3cp	Culinary, medicinal	Woodland figwort, 1 plant	1sp	Medicinal
Sweet maudlin, 1 bunch	1cp	Medicinal, domestic	Wormwood, 1 bundh	6sp	Culinary, medicinal
Sweet reed, 1lb	1cp	Medicinal, domestic	Woundwort, 1 bunch	3cp	Medicinal
Sweet reed, 1 root	1sp	Medicinal	Yarrow, 1 bunch	1cp	Medicinal
Swine cress, 1 bunch	8cp	Medicinal	Yellow flag iris, 1 plant	2cp	Medicinal
Sycamore keys, ½ lb	1cp	Medicinal	Yellow rattle, 1 bunch	2cp	Medicinal
Sycamore sap, dried, ½ oz	1sp	Medicinal	Yellow starthistle, 1 plant	1cp	Medicinal
Tamrisk bark, 4oz	3sp	Medicinal	Yellow willowherb, 1 bunch	1cp	Medicinal
Tamarisk leaves, 1lb	3sp	Medicinal	Yucca, 1 root	1gp	Medicinal

Apothecary Shop

Adeps humanus, 4oz	5gp	Purified human fat
Centipedes, dried, 1oz	1gp	
Bat wings, 1 pair	1sp	
Bear grease, 1oz	2sp	
Bread mould powder, 1oz	2sp	
Bugbear hair, ½ lb	1gp	
Cat, flayed	3sp	
Crab, troll	1gp	

Dog, ginger, boiled	2gp	
Earth from a risen grave, 1oz	1gp	
Executioners' relic – hand	20gp	
Executioners' relic – head	30gp	
Executioners' relic – heart	50gp	
Executioners' relic – foot	20gp	
Fox grease, 1oz	5sp	

Frankincense, 1oz	5gp	
Frog or toad, dried	4sp	
Frogs, young, 12	1sp	
Fulgurite, 1 shard	5gp	
Gall, bull	5sp	
Gall, snake	1gp	
Gelatinous cube slime, 1 pint	1sp	
Giant bee sting	3gp	
Gladiator sweat, 1 fl oz	1gp	
Laudanum, 1 pint	50gp	Alcoholic tincture of opium
Lice, human, 12	1cp	
Lice, kobold, 12	3cp	
Mellified Man, 1oz	50gp	100 year dissolution of human body in honey

Millipedes, dried, 1oz	1gp	
Mole, dead	1sp	
Mumia, 1oz	2gp	Powdered sacred mummy
Myrrh, 1oz	5gp	
Opium, 1/4 oz	10gp	
Owl powder (burnt), 1oz	1gp	
Rock baboon blood, 1 pint	2gp	
Shark blood, 1fl oz	1gp	
Shark throat, 1	1gp	
Snail slime, 1 oz	1gp	
Spider, furry	1sp	
Usnea, 1oz	5gp	Moss from a grave
Worm Water, 1 pint	1sp	

Stables and Coach House



Animal	Cost (gp)	Movement Rate	Miles per day	Upkeep (gp/month)	Barding Multiplier	Capacity (carried)	Capacity (towing)
Horse, Draft	40	90'(30')	18	8	1	4500/9000	7500/15000
Horse, Riding	75	240'(80')	48	10	1	3000/6000	5000/10000
Horse, War	250	120'(40')	24	20	1	4000/8000	6500/13000
Mule	30	150'(50')	30	8	1	3000/6000	4500/9000
Pony	35	210'(70')	36	10	½	2000/4000	3000/6000
Donkey	30	150'(50')	30	7	½	2000/4000	3000/6000
Ox	40	90'(30')	12	6	1	5000/10000	1000/20000
Camel	100	150'(50')	30	6	1	3000/6000	4500/9000
Elephant	1,500	120'(40')	24	50	3	7500/15000	15000/30000
Mammoth	2,500	120'(40')	24	80	3	9000/18000	18000/36000
Husky	10	180'(60')	48	5	½	500/1000	1500/3000

Barding (Horse) Type	AC	Cost (gp)	Encumbrance
Leather	7	40	250
Scale	6	75	400
Chain	5	150	600
Banded	4	400	1,500
Plate	3	500	3,000
Field	2	600	4,000
Joust	0	700	5,000

Item	Cost (gp)	Capacity (cn)	Notes
Saddle and Tack	25	200 (enc 300)	
Saddle bags (pair)	5	800 (enc 100)	
Cart (2 wheels)	100	4000/8000	1 or 2 horses
Wagon (4 wheels)	200	15000+10000 per horse	1-4 horses
Carriage (common)	350	5000+4000 per horse	2-6 horses
Carriage (grand)	1000+	5000+4000 per horse	2-6 horses
Chariot	200	3000	
Howdah, Elephant	250	4 people	
Howdah, Mammoth	400	6 people	
Dogsled, 1 man	50gp	1 person + 3000cn	2+huskies
Dogsled, 2 man	100gp	2 people + 6000cn	4+huskies

Carts, wagons, and carriages can be fitted with skis instead of wheels, at an added cost of 50gp.

Item	Cost	Notes			
Horseshoes or oxshoes	1cp each	5sp to shoe a horse or ox every 4-6 weeks	Horseshoe, lucky	1gp	Guaranteed to bring good luck
Ginger	5sp	For perking up a horse	Horse manure, per load	2cp	
Hobbles, 1 set	5sp		Horse meat, per pound	3cp	Delicious
Horse blanket	2sp		Curry comb	3gp	
Glue, horse, ½ pint	5sp		Body brush	2gp	Hard or soft bristles
			Hoof pick	1gp	
			Mane and tail brush	2gp	
			Toothed shedding blade	2gp	
			Sweat Scraper	1gp	



Alchemical Section

Acid of sugar, 1lb	10gp	Oxalic Acid	Cornae Draco Terreum, ¼ oz	500gp	Basilisk cornea powder
Acidum tenebris, ¼ pint	100gp	HBr acid from onyx dragon	Crocus Powder, 1oz	1gp	Ferric oxide
Adamantine, 1lb ingot	750gp		Cuprite, 1lb	5cp	Cuprous oxide ore
Alcali volatil, (liqor ammonia) ½ pint	10gp	Ammonium hydroxide	Dente draco multas serpents, 1	60gp	Hydra tooth
Alcohol, Grain, 1 pint	1gp	Ethanol	Eisenmond Steel, 1lb billet	500gp	
Ambergris, 1oz	75gp	From a whale	Emery Powder, 1oz	1gp	Impure corundum
Aqua Fortis (Aqua viridi gelata), ½ pint	50gp	Nitric Acid	Epsom Salts, 1oz	5sp	Magnesium sulphate
Ant acid, 1 pint	100gp	Formic acid from a giant ant	Essentia Morticinium, ¼ pint	100gp	Cadaverine
Aqua Gelata Triplicum, 1 pint	80gp	Perchloric acid	Farina, ½ lb	4sp	Starch
Aqua Nigrum Ipsum, ¼ pint	1000gp	Fluoroantimonic Acid	Fluorospar, 1oz	1gp	Natural calcium fluoride
Aqua Nigrum Draco, 1 pint	40gp	Hydrobromic acid	Flowers of Sulphur, ½ lb	3gp	Sulphur
Aqua Regia, (Aqua griseo gelata) ½ pint	100gp	Nitrohydrochloric Acid	Formalin, 1 pint	4gp	Aqueous formaldehyde
Aqua Tofani, 4oz	30gp	Arsenic trioxide	Fullers Earth, 1lb	5sp	
Aromatic Spirit of Ammonia, 1 pint	8gp	Ammonia in alcohol	Galena, 1oz	1gp	Natural lead sulphide
Arsenic, 1lb ingot	50gp		Gold, 1lb ingot	11gp	
Azoth, ¼ pint	1000gp	Supposed universal solvent	Galssmakers soap, 1lb	5gp	Manganese dioxide
Bichrome, 1oz	4gp	Potassium dichromate	Glaubers Salt, 1oz	5sp	Sodium sulphate
Bismuth, 1lb ingot	20gp		Glomerorum ignis, 1oz	25gp	Blast spores
Bitter Salt, 1oz	2gp	Magnesium sulphate	Green Vitriol, 1oz	1gp	Ferrous sulphate
Blue copperas, 1oz	10gp	Copper sulphate	Guano, bat, 1oz	1sp	Bat poop
Blue lead, 1oz	3gp	Lead sulphate	Gypsum, ½ lb	4gp	Calcium sulphate
Blue salts, 1oz	3gp	Nickel sulfate	Hard Oil, 1 pint	5gp	Boiled linseed oil
Bone Black, 1lb	1sp	Crude bone charcoal	Heliodor, 1oz	200gp	Gold beryl for transmuting
Burnt Lime (Lime), 1lb	5gp	Calcium oxide	Horn Silver, 4oz	5sp	Mineral silver chloride
Burnt Ochre, ½ lb	1gp	Ferric oxide	Iridium, 1lb ingot	500gp	
Butter of Antimony, 1oz	7gp	Antimony chloride	Iron, 1lb billet	1cp	
Butter of Tin, 1oz	5gp	Tin chloride	Isinglass, 1oz	1gp	Fish gelatine
Calomel, 1oz	15gp	Mercury (1) chloride	Jewellers Rouge, 1oz	2sp	Ferric oxide
Cadmia, 1oz	2gp	Zinc oxide	Lampblack, ½ lb	1sp	Carbon powder
Cassias purple, 1oz	10gp	Gold/Tin alloy	Lac vitula petra, 1 pint	30gp	Gorgon milk
Caustic Lime (slaked lime) 1lb	10gp	Calcium hydroxide	Langourem scolopendra magnum	50gp	Giant centipede poison
Caustic Potash, 1lb	15gp	Potassium hydroxide	Luciferum insectum, ¼ oz	100gp	Fire beetle light enzyme
Lapido pulmilio chaos magneti, 1	200gp	Gremlin head chaos bone	Lunar caustic, 1oz	10gp	Silver nitrate
Chrome Green, 1oz	7gp	Chromium oxide	Lye, 1lb	5gp	Sodium hydroxide
Chorome Rred	7gp	Basic lead chromate	Magnesia, 1oz	1gp	Magnesium hydroxide
Chrome Yellow, 1oz	7gp	Lead chromate	Mel apes giantium, 1 pint	250gp	Giant bee honey
Cinnabryl, 1oz	10gp		Meteoric Iron, 1lb billet	400gp	
Copperas, 1oz	2gp	Ferrous sulphate	Mithril, 1lb ingot	1000gp	
Copper, 1lb ingot	11cp		Mosaic gold, 4oz	10gp	Tin (IV) sulphide
Corrosive Sublimate, 1oz	10gp	Mercury (2) chloride	Muriatic Acid, ½ pint	6gp	Hydrochloric acid
Corundum Powder, 1oz	20gp	Powdered ruby etc.	Nak, 1lb billet	1000gp	Reddish planar spider metal
			Natron, 1lb	1gp	Native sodium carbonate
			Nidore Actaeon, 1 fl oz	100gp	Actaeon musk
			Nidore pedem dryadeque 1 fl oz	2000gp	Dryad pheremone
			Nickel, 1lb ingot	5cp	

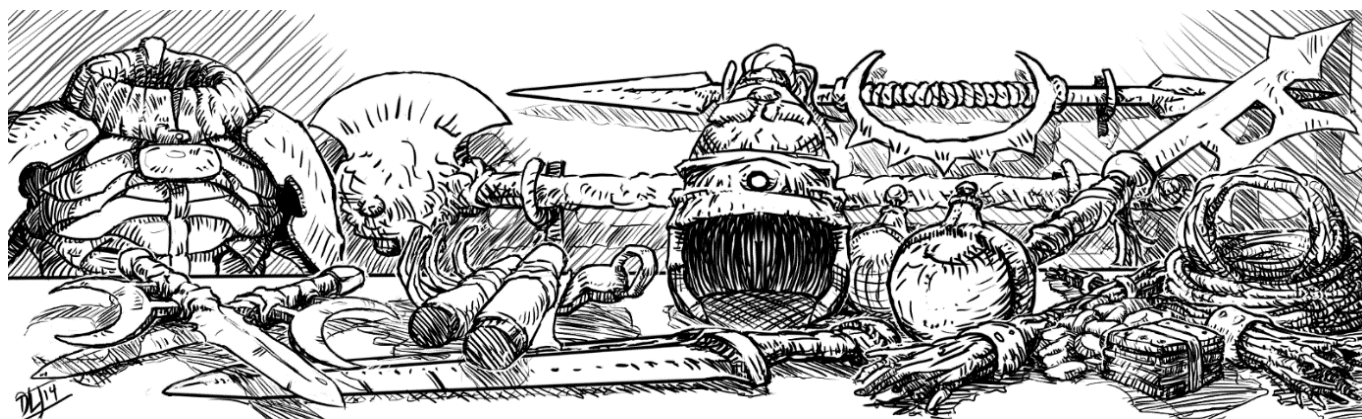
Nitre, ½ lb	5gp	Potassium nitrate
Nordhausen Acid, Oil of	8gp	Fuming sulphuric acid
Oleum ½ pint		
Oleum insectum, ½ pint	200gp	Oil beetle oil.
Pearl Ash, Potash ½ lb	5gp	Potassium carbonate
Philosophers wool, ½ lb	2sp	Zinc oxide
Prima Materia, 1oz	1000gp	Protomatter
Platinum, 1lb ingot	55gp	
Plumbago, ¼ lb	3gp	Graphite
Prisma bestio transfero, 1oz	100gp	Displacer beast skin extract
Pullum petra ovum concha, 1lb	10gp	Cockatrice egg shell
Pyrites, 4oz	1gp	Mineral iron sulphide
Pyrolusite, 1lb	3gp	Manganese dioxide ore
Quicksilver, 1lb	50gp	Mercury
Red Lead, 1oz	1gp	Lead tetraoxide
Rock Salt, 1lb	3gp	Sodium Chloride, dirty
Sal ammoniac, 1oz	1gp	Ammonium chloride
Saltpetre, ½ lb	4gp	Sodium nitrate
Serpere putrida cibum	50gp	Carrion crawler saliva
Silver, 1lb ingot	11sp	
Soda Ash, ½ lb	1gp	Sodium carbobate
Spirit of Vinegar, ½ pint	2gp	Acetic acid

Salivam lupinotuum pectineum, 1 fl oz	5gp	Werewolf spit
Stibium, 1lb ingot	20gp	Antimony
Stone, Materan, 10z	500gp	If you can find it...
Sugar, 1lb	10gp	
Sweet Ether, 1 pint	50gp	Diethyl ether
Talc, ½ lb	5gp	Magnesium silicate
Tectum Argenti, Protosilver 1oz	10gp	Bismuth
Thalamus sustinent vicem 1fl oz	150gp	Doppelganger brain extract
Tin, 1lb ingot	5cp	
Turpeth mineral, 1oz	10gp	Hydrolyzed mercury sulphate
Venenum apes giantum, ¼ pint	150gp	Giant bee venom
Venenum athachum, 1 fl oz	1000gp	Athach venom
Verdigris, 4oz	1sp	Copper carbonate
Water Glass, 1oz	1gp	Sodium silicate
White Vitriol, ½ lb	4gp	Zinc sulphate
Zaffre, 4oz	4gp	Cobalt oxide/arsenate (blue pigment)
Zinc, 1 lb ingot	5cp	

Lab Equipment

Alembic	30gp	Small glass still
Aludel	25gp	Sublimator
Astrolabe	200gp	Portable astronomy tool
Athanor	150gp	Alchemical furnace
Beaker, glass, small	4gp	
Beaker, glass, large	10gp	
Beaker, clay, small	1gp	
Beaker, clay, large	3gp	
Boiling flask, ½ pint	3gp	Also called cucurbits.
Boiling flask, 1 pint	6gp	
Boiling flask, 1 quart	12gp	
Bottle, glass stoppered, tiny	3gp	¼ pint
Bottle, glass stoppered, small	4gp	½ pint
Bottle, glass stoppered, medium	5gp	1 pint
Bottle, glass stoppered, large	7gp	1 quart
Bottle, glass stoppered, huge	10gp	1 gallon
Brazier	10gp	
Condenser, glass	150gp	
Crystallising dish	10gp	
Crucible, furnace	10gp	

Funnel, glass	5gp	
Glass rod, 12"	1gp	
Ingot mold	1gp	
Measuring cylinder	5gp	
Orrery	250gp	Solar system model
Retort and mortar, clay	2gp	
Pestle and mortar, glass	20gp	
Pestle and mortar, stone	5gp	
Pestle and mortar, bronze	5gp	
Prism	10gp	
Retort, copper	10gp	Swan necked vessel
Retort, glass	20gp	Swan necked vessel
Retort stand and clamps	5gp	
Rolling mill	50gp	For making metal sheet
Spirit burner	3gp	
Still, clay	2gp	Kitchen grade
Test tube, small	1gp	
Test tube, large	4gp	
Tubing, glass, per 1'	2gp	
Tweezers, steel	1gp	
Tweezers, silver	10gp	
Tweezers, gold	50gp	



Units of Measurement

Distance

Unit	Abbreviation	Relative to other	Feet	Metres
poppyseed	ps	1/4 Bc	1/144	0.00212
barleycorn	bc	1/3 in	1/36	0.00847
inch	in, "	3 Bc	1/12	0.0254
hand	h	4 in	1/3	0.1016
span	sp	9 in	2/3	0.2289
foot	ft, '	12 in	1	0.3048
cubit	cb	18 in	1.5	0.4572
yard	yd	3 ft	3	0.9144
ell	el	5 sp	3.75	1.143
rod	rd	1/4 chain	5.5	5.0292
chain	ch	22 yd	66	20.1168
furlong	fur	10 chains	660	201.168
mile	mi	8 furlongs	5280	1609.344
league	lea	3 mi	15840	4828.032

Nautical Measurements

Unit	Abbreviation	Definition	Feet	Metres
fathom	ftm	2.02667 yd	6.0761	1.852
cable		100 fathoms	607.61	185.2
nautical mile	nmi	10 cables	6076.1	1852

Area

Unit	Abbr. or symbol	Relative to previous	Relation to units of length	Square feet	Square yards	Acres	Square metres
perch			1 rd × 1 rd	272 1/4	30 1/4	1/160	25.29
rood		40 perches	1 furlong × 1 rd	10890	1210	1/4	1011.71
acre		4 roods	1 furlong × 1 chain	43560	4840	1	4046.86
square mile	sq mi	640 acres	1 mi × 1 mi	27878400	3097600	640	2589988

Volume

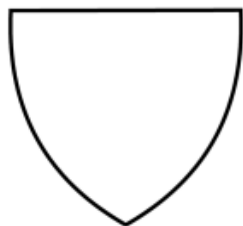
Unit	Imperial	Imperial	Millilitres	Cubic inches
	ounces	pints		
drachm (dr)	1/8	1/160	3.55	0.2166
fluid ounce (fl oz)	1	1/20	28.4	1.7339
gill (gi)	5	1/4	142.1	8.6694
pint (pt)	20	1	568.3	34.677
quart (qt)	40	2	1136.4	69.355
gallon (gal)	160	8	4546.1	277.42

Mass

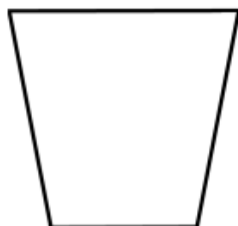
Unit	Pounds	SI equivalent
grain (gr)	1/7000	64.80 mg
drachm (dr)	1/256	1.77 g
ounce (oz)	1/16	28.35 g
coin (cn)	1/10	45.36g
pound (lb)	1	0.4536 kg
stone (st)	14	6.350 kg
quarter (qr or qtr)	28	12.701 kg
hundredweight (cwt)	112	50.802 kg
ton (t)	2240	1016.047 kg

Name:

Alignment:



Armour Class



Hit Points

Strength:

Intelligence:

Wisdom:

Dexterity:

Constitution:

Charisma:

Class:

Level:

Home/Place of Origin:

Languages Known:

Saving Throws

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves or Spells:

Encumbrance:

Movement Rates:

Items Carried

Mundane Gear:

Weapons:

Armour:

Temporary Magic Items:

Permanent Magic Items:

Skills

Weapon Mastery

Weapon	Lvl	Range	Damage	Defense	Special	THACO
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Treasure

Carried

Stored At

Stored At

Platinum Pieces

Gold Pieces

Electrum Pieces

Silver Pieces

Copper Pieces

Gems/Jewellery, etc.

Name	Location	Hirelings and Associates Position/Relationship	Pay
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Property

Prime Base/Home Location:

Description:

Items Stored There:

Secondary Base/Home Location:

Description:

Items Stored There:

Secondary Base/Home Location:

Description:

Items Stored There:

DRUID SPELL LIST

Level 1	Level 2	Level 3	Level 4
Analyse (RC 44)	Bless* (RC 35)	Call Lightning (RC 41)	Charm Monster (RC 49)
Charm Person (RC 44)	Cure Light Wounds* (RC 34)	Continual Light* (RC 46)	Confusion (RC 49)
Detect Magic (RC 45)	Detect Invisible (RC 46)	Cure Blindness (RC 36)	Control Temperature 10' (RC 42)
Detect Danger (RC 41)	ESP* (RC 46)	Cure Disease* (RC 36)	Create Air (RC. 48)
Flare Fire (RC 41)	Find Traps (RC 35)	Dispel Magic (RC 48)	Create Water (RC 36)
Light* (RC 45)	Heat Metal (RC 41)	Fly (RC 48)	Dimension Door (RC 49)
Locate (RC 41)	Invisibility (RC 46)	Growth of Animal (RC 36)	Dispel Fog (Σαζ9 20)
Purify Food and Water (RC 35)	Know Alignment* (RC 35)	Hold Animal* (RC 42)	Enchanted Weapon (PC1 44)
Precipitation (Σαζ9 18)	Knock (RC 46)	Hold Person* (RC. 48)	Growth of Plants (RC 49)
Predict Weather (RC 41)	Levitate (RC 46)	Horse Rush (PC1 44)	Insect Plague (RC 37)
Read Language (RC 46)	Mirror Image (RC 47)	Infra-vision (RC 48)	Neutralise Poison* (RC 37)
Remove Fear* (RC 35)	Obscure (RC 41)	Protection from normal Missiles (RC 49)	Plant Door (RC 42)
Resist Cold (RC 35)	Resist Fire (RC 35)	Prot. from Poison (RC 42)	Polymorph Other (RC 50)
Shield (RC 46)	Produce Fire (RC 41)	Remove Curse* (RC 36)	Polymorph Self (RC 50)
Sleep (RC 45)	Silence 15' Radius (RC 35)	Speak with Plants (RC 37)	Protection from Lightning (RC 42)
Speak with Animals (RC, 35)	Snake Charm (RC 35)	Speak with the Dead (RC 36)	Sticks to Snakes (RC 37)
Ventriloquism (RC 46)	Warp Wood (RC 41)	Striking (RC 36)	Summon Animals (RC 42)
Watcher (PC1 43)	Web (RC 47)	Water Breathing (RC 49)	Wall of Fire (RC 51)
Level 5	Level 6	Level 7	Spells on Scrolls
Anti Plant Shell (RC 42)	Aerial Servant (RC 38)	Create Any Monsters (RC 59)	
Commune (RC 37)	Animate Objects (RC 38)	Creeping Doom (RC 43)	
Create Food (RC 37)	Anti Animal Shell (RC 43)	Cure All (RC 38)	
Create Normal Animals (RC 38)	Anti Magic Shell (RC 53)	Dance (RC 57)	
Control Winds (RC 42)	Barrier* (RC 38)	Earthquake (RC 38)	
Cure Moderate Wounds*	Charm Plant (RC 54)	Save (RC 59)	
Dissolve (RC 42)	Create Magical Monsters (RC 57)	Immunity (RC 59)	
Hold Monster* (RC 52)	Cure Serious Wounds*	Maze (RC 59)	
Magic Jar (RC 52)	Find the Path (RC 39)	Metal to Wood (RC 43)	
Passwall (RC 52)	Lore (RC 55)	Regenerate*	
Pass Plant (RC 42)	Lower Water (RC 53)	Restore* (RC 39)	
Quest* (RC 38)	Mass Charm (RC 57)	Shapechange (RC 60)	
Raise Dead* (RC 38)	Move Earth (RC 53)	Summon Elements (RC 43)	
Rock (PC1 45)	Stoneform (RC 54)	Survival (RC 39)	
Speak with Monsters (RC 39)	Summon Weather (RC 43)	Travel (RC 40)	
Telekinesis (RC 52)	Teleport (RC 52)	Weather Control (RC 43)	
Truesight (RC 38)	Transport through Plants (RC 43)	Wish (RC 40)	
Woodform (RC 52)	Turn Wood (RC 43)	Wizardry (RC 40)	

DRUID SPELL PROGRESSION

Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	4	2	2				
7	4	2	2	1			
8	4	3	2	2			
9	4	4	2	2	1		
10	4	4	3	2	2		
11	5	4	3	2	2	1	
12	5	4	4	2	2	2	
13	5	5	4	3	2	2	
14	5	5	5	3	2	2	1
15	6	5	5	4	3	2	2
16	6	6	5	5	4	3	2
17	6	6	6	5	5	4	3
18	7	6	6	6	5	4	3
19	7	7	6	6	6	5	4
20	8	7	7	6	6	5	4
21	8	8	7	7	6	6	5
22	8	8	8	7	7	6	5
23	8	8	8	8	7	7	6
24	8	8	8	8	8	7	6
25	9	8	8	8	8	8	7
26	9	9	9	8	8	8	7
27	9	9	9	9	9	8	7
28	10	9	9	9	9	9	8
29	10	10	10	9	9	9	9
30	10	10	10	10	10	9	9
31	11	10	10	10	10	10	9
32	11	11	11	10	10	10	10
33	11	11	11	11	11	10	10
34	12	11	11	11	11	11	10
35	12	12	12	12	11	11	11
36	12	12	12	12	12	12	12

Cleric Abilities

Turning Undead Table

Cleric Level	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	33-36	
Skeleton	7	∩	∩	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	D#	
Zombie	9	7	∩	∩	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	
Ghoul	∥	9	7	∩	∩	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	
Wight	-	∥	9	7	∩	∩	D	D	D	D	D	D	D+	D+	D+	D+	D+	
Wraith	-	-	∥	9	7	∩	∩	D	D	D	D	D	D	D+	D+	D+	D+	
Mummy	-	-	-	∥	9	7	∩	∩	D	D	D	D	D	D	D	D+	D+	D+
Spectre	-	-	-	-	∥	9	7	∩	∩	D	D	D	D	D	D	D	D+	D+
Vampire	-	-	-	-	-	∥	9	7	∩	∩	D	D	D	D	D	D	D	D+
Phantom	-	-	-	-	-	-	∥	9	7	∩	∩	D	D	D	D	D	D	D
Haunt	-	-	-	-	-	-	-	∥	9	7	∩	∩	D	D	D	D	D	D
Spirit	-	-	-	-	-	-	-	-	∥	9	7	∩	∩	D	D	D	D	D
Nightshade	-	-	-	-	-	-	-	-	-	∥	9	7	∩	∩	D	D	D	D
Lich	-	-	-	-	-	-	-	-	-	-	∥	9	7	∩	∩	∩	∩	
Special	-	-	-	-	-	-	-	-	-	-	-	∥	9	7	∩	∩	∩	

7, 9 or ∥: Number needed on 2d6 to turn 2d6HD of undead successfully

∩: Can automatically turn 2d6HD of undead

D: Can automatically destroy 2d6HD of undead

D+: Can automatically destroy 3d6HD of undead

D#: Can automatically destroy 4d6HD of undead

Clerical Order Powers:

Cleric Spells

Level 1

Clear Sight
 Cure light wounds*
 Detect Evil
 Detect Magic
 Diagnose
 Light*
 Magical Stone
 Protection From Evil
 Purify Food and water
 Remove Fear*
 Resist Cold
 Sanctuary

Level 2

Bless*
 Cure Moderate Wounds
 Dust Devil
 Find Traps
 Hold Person*
 Know Alignment
 Resist Fire
 Silence 15' Radius
 Snake Charm
 Speak With Animal
 Trip
 Withdraw

Level 3

Continual Light*
 Chardastes Breath*
 Cure Blindness*
 Cure Disease*
 Cure Serious Wounds*
 Growth of Animal*
 Locate Object
 Remove Curse*
 Speak with the Dead
 Striking
 Stoneshape
 Water Walk

Level 4

Abjure
 Animate Dead
 Create Water
 Cure Critical Wounds*
 Dispel Magic
 Holy Crusader
 Languages
 Neutralise Poison*
 Protection from Evil 10' Radius
 Speak With Plants
 Steaks to Snakes
 Water Breathing

Level 5

Commune
 Create Food
 Dispel Evil
 Geyser
 Insect Plague
 Magic Font
 Moonbeam
 Quest*
 Raise Dead*
 Sacrifice*
 Stone to Flesh*
 Truesight

Level 6

Aerial Servant
 Animate Objects
 Barrier*
 Blessed Sanctuary
 Create Normal Animals
 Cureall
 Find the Path
 Flame Strike
 Lore
 Speak With Monsters*
 Statue
 Word of Recall

Level 7

Earthquake
 Gate*
 Holy Word
 Mass Heal*
 Raise Dead Fully*
 Regenerate
 Restore*
 Summon Elemental
 Survival
 Travel
 Wish
 Wizardry

Spells on Scrolls

Spells Freely Cast At

Cleric Level 9 – Level 1 Spells
 Cleric Level 14 – Level 2 Spells
 Cleric Level 18 – Level 3 Spells
 Cleric Level 23 – Level 4 Spells
 Cleric Level 27 – Level 5 Spells
 Cleric Level 32 – Level 6 Spells
 Cleric Level 36 – Level 7 Spells

Thief Abilities

Level 4: Gain 80% chance of reading any language

Level 10: Gain ability to cast magic user spells from scrolls (10% chance of backfire)

Backstab: +4 to hit, damage x2 (level 1-8), x3 (9-17), x4 (18-26), x5 (27-35), x6 (36)

Level	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide In Shadows	Pick Pockets	Hear Noise
1	15	10	10	88	20	10	20	30
2	20	15	15	89	25	15	25	35
3	25	20	20	90	30	20	30	40
4	30	25	25	91	35	24	35	45
5	35	30	30	92	40	28	40	50
6	40	35	34	93	44	32	45	54
7	45	40	38	94	48	35	50	58
8	50	45	42	95	52	38	55	62
9	54	50	46	96	55	41	60	66
10	58	54	50	97	58	44	65	70
11	62	58	54	98	61	47	70	74
12	66	62	58	99	64	50	75	78
13	69	66	61	100	66	53	80	81
14	72	70	64	101	68	56	85	84
15	75	73	67	102	70	58	90	87
16	78	76	70	103	72	60	95	90
17	81	80	73	104	74	62	100	92
18	84	83	76	105	76	64	105	94
19	86	86	79	106	78	66	110	96
20	88	89	82	107	80	68	115	98
21	90	92	85	108	82	70	120	100
22	92	94	88	109	84	72	125	102
23	94	96	91	110	86	74	130	104
24	96	98	94	111	88	76	135	106
25	98	99	97	112	89	78	140	108
26	100	100	100	113	90	80	145	110
27	102	101	103	114	91	82	150	112
28	104	102	106	115	92	84	155	114
29	106	103	109	116	93	86	160	116
30	108	104	112	117	94	88	165	118
31	110	105	115	118	95	90	170	120
32	112	106	118	119	96	92	175	122
33	114	107	121	120	97	94	180	124
34	116	108	124	121	98	96	185	126
35	118	109	127	122	99	98	190	128
36	120	110	130	88	100	100	195	130

Assassin Abilities

Assassinate: Requires extra round to prepare. Base chance 50% +5% per assassin level -5% per victim level or HD

Level 4: Backstab (2x damage if striking unobserved from behind)

Level	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide In Shadows	Pick Pocket	Hear Noise
1	15	10	10	88	20	10	20	30
2	20	15	15	89	25	15	25	35
3	25	20	20	90	30	20	30	40
4	30	25	25	91	35	24	35	45
5	35	30	30	92	40	28	40	50
6	40	35	34	93	44	32	45	54
7	45	40	38	94	48	35	50	58
8	50	45	42	95	52	38	55	62
9	54	50	46	96	55	41	60	66
10	58	54	50	97	58	44	65	70
11	62	58	54	98	61	47	70	74
12	66	62	58	99	64	50	75	78
13	69	66	61	100	66	53	80	81
14	72	70	64	101	68	56	85	84
15	75	73	67	102	70	58	90	87
16	78	76	70	103	72	60	95	90
17	81	80	73	104	74	62	100	92
18	84	83	76	105	76	64	105	94
19	86	86	79	106	78	66	110	96
20	88	89	82	107	80	68	115	98
21	90	92	85	108	82	70	120	100
22	92	94	88	109	84	72	125	102
23	94	96	91	110	86	74	130	104
24	96	98	94	111	88	76	135	106
25	98	99	97	112	89	78	140	108
26	100	100	100	113	90	80	145	110
27	102	101	103	114	91	82	150	112
28	104	102	106	115	92	84	155	114
29	106	103	109	116	93	86	160	116
30	108	104	112	117	94	88	165	118
31	110	105	115	118	95	90	170	120
32	112	106	118	119	96	92	175	122
33	114	107	121	120	97	94	180	124
34	116	108	124	121	98	96	185	126
35	118	109	127	122	99	98	190	128
36	120	110	130	123	100	100	195	130

Acrobatics

Character Level	Climbing Walking (%)	Pole Vaulting	High Jumping	Long Jumping		Climbing (%)	Falling/Damage reduction
				Standing	Running		
1	50	10'	5'	5'	10'	30	100
2	55	11'	5'	5'	11'	32	
3	60	12'	5'	6'	12'	34	
4	63	13'	6'	6'	13'	36	200
5	66	14'	6'	7'	14'	38	
6	69	15'	6'	7'	15'	40	
7	72	16'	7'	8'	16'	42	
8	75	17'	7'	8'	17'	44	300
9	78	18'	7'	9'	18'	46	
10	81	19'	7'	9'	19'	48	
11	84	20'	8'	10'	20'	50	
12	87	20'	8'	10'	21'	52	400
13	90	21'	8'	11'	22'	54	
14	93	21'	8'	11'	23'	56	
15	96	22'	8'	12'	24'	58	
16	99	22'	9'	12'	25'	60	500
17	102	23'	9'	13'	26'	62	
18	105	23'	9'	13'	27'	64	
19	108	24'	9'	14'	28'	66	
20	111	24'	9'	14'	29'	68	600
21	114	25'	10'	15'	30'	70	
22	117	25'	10'	15'	31'	72	
23	120	26'	10'	16'	32'	74	
24	123	26'	10'	16'	33'	76	700
25	126	27'	10'	17'	34'	78	
26	129	27'	11'	17'	35'	80	
27	132	28'	11'	18'	36'	82	
28	135	28'	11'	18'	37'	84	800
29	138	28'	11'	19'	38'	86	
30	141	29'	11'	19'	39'	88	
31	144	29'	12'	20'	40'	90	
32	147	29'	12'	20'	41'	92	900
33	150	30'	12'	21'	42'	94	
34	153	30'	12'	21'	43'	96	
35	156	30'	12'	22'	44'	98	
36	159	30'	13'	22'	45'	100	1000

BARD

Songs Known

Level 1 (slots per day:)

Level 2 (slots per day:)

Level 3 (slots per day:)

Level 4 (slots per day:)

Level 5 (slots per day:)

BARDIC INSPIRATION

Spellsony Level	D20	% Check	d6 Check
1	+2	+10%	+1
2	+3	+15%	+2
3	+4	+20%	+2
4	+5	+25%	+3
5	+6	+30%	+3

Undead Turning: As cleric of equal level, each attempt costs 2 spellsony levels

Knack: Activate magic items of other classes, each use costs spellsony slot of equal or higher level magic

Rake

Level	Open Locks	Climb Walls	Move Silently	hide In Shadows	hear Noise
1	15	88	20	10	30
2	20	89	25	15	35
3	25	90	30	20	40
4	30	91	35	24	45
5	35	92	40	28	50
6	40	93	44	32	54
7	45	94	48	35	58
8	50	95	52	38	62
9	54	96	55	41	66
10	58	97	58	44	70
11	62	98	61	47	74
12	66	99	64	50	78
13	69	100	66	53	81
14	72	101	68	56	84
15	75	102	70	58	87
16	78	103	72	60	90
17	81	104	74	62	92
18	84	105	76	64	94
19	86	106	78	66	96
20	88	107	80	68	98
21	90	108	82	70	100
22	92	109	84	72	102
23	94	110	86	74	104
24	96	111	88	76	106
25	98	112	89	78	108
26	100	113	90	80	110
27	102	114	91	82	112
28	104	115	92	84	114
29	106	116	93	86	116
30	108	117	94	88	118
31	110	118	95	90	120
32	112	119	96	92	122
33	114	120	97	94	124
34	116	121	98	96	126
35	118	122	99	98	128
36	120	88	100	100	130

Danache Points (up to Rake level):

Cauche Points (up to 10):

INFORMATION CATHERING: Level 4+ a rake has a 60% chance (+5% for a charisma of 13-15, +10% for a charisma of 16-17, +15% for a charisma of 18) OF FINDING INFORMATION IN A TOWN OR CITY. The Rake may attempt this IN ANY SETTLEMENT ONCE PER WEEK.

BOGGLING: Level 6+ can attempt to take an extra action in the first round of against a sentient, foe. Make a FEINT, obscene gesture, snide comment, etc. The rakes opponent must roll 1d6; a 1 or 2 indicates that the foe is surprised and will not be able to respond to any attacks made by the rake that round. A rake can attempt this a number of times per day equal to his level divided by 5 (rounded up).

Merchant

Spell Progression

Level	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	2	2							
5	2	2	1						
6	2	2	2						
7	3	2	2	1					
8	3	3	2	2					
9	3	3	3	2	1				
10	3	3	3	3	2				
11	4	3	3	3	2	1			
12	4	4	4	3	2	1			
13	4	4	4	3	2	2			
14	4	4	4	4	3	2			
15	5	4	4	4	3	2	1		
16	5	5	5	4	3	2	2		
17	6	5	5	4	4	3	2		
18	6	5	5	4	4	3	2	1	
19	6	5	5	5	4	3	2	2	
20	6	5	5	5	4	4	3	2	
21	6	5	5	5	4	4	3	2	1
22	6	6	5	5	5	4	3	2	2
23	6	6	6	6	5	4	3	3	2
24	7	7	6	6	5	5	4	3	2
25	7	7	6	6	5	5	4	4	3
26	7	7	7	6	6	5	5	4	3
27	7	7	7	6	6	5	5	5	4
28	8	8	7	6	6	6	6	5	4
29	8	8	7	7	7	6	6	5	5
30	8	8	8	7	7	7	6	6	5
31	8	8	8	7	7	7	7	6	6
32	9	8	8	8	8	7	7	7	6
33	9	9	9	8	8	8	7	7	7
34	9	9	9	9	8	8	8	8	7
35	9	9	9	9	9	9	8	8	8
36	9	9	9	9	9	9	9	9	9

Thief Skill 1:

Thief Skill 2:

Broker Points:

Treasure Maximum Value Population Multiplier:

Cargo

Type

Encumbrance

Value

Spell Book

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9

Library

Total Value:

Maximum Spell Level Possible:

Major Texts:

Spells and Magic Items Created:

Magic User Spell Progression

Level	1	2	3	4	5	6	7	8	9	Total spell levels
1	1									1
2	2									2
3	2	1								4
4	2	2								6
5	2	2	1							9
6	2	2	2							12
7	3	2	2	1						17
8	3	3	2	2						23
9	3	3	3	2	1					31
10	3	3	3	3	2					40
11	4	3	3	3	2	1				47
12	4	4	4	3	2	1				52
13	4	4	4	3	2	2				58
14	4	4	4	4	3	2				67
15	5	4	4	4	3	2	1			75
16	5	5	5	4	3	2	2			87
17	6	5	5	4	4	3	2			99
18	6	5	5	4	4	3	2	1		107
19	6	5	5	5	4	3	2	2		119
20	6	5	5	5	4	4	3	2		132
21	6	5	5	5	4	4	3	2	1	141
22	6	6	5	5	5	4	3	2	2	157
23	6	6	6	6	5	4	3	3	2	172
24	7	7	6	6	5	5	4	3	2	188
25	7	7	6	6	5	5	4	4	3	205
26	7	7	7	6	6	5	5	4	3	220
27	7	7	7	6	6	5	5	5	4	237
28	8	8	7	6	6	6	6	5	4	253
29	8	8	7	7	7	6	6	5	5	271
30	8	8	8	7	7	7	6	6	5	288
31	8	8	8	7	7	7	7	6	6	304
32	9	8	8	8	8	7	7	7	6	322
33	9	9	9	8	8	8	7	7	7	342
34	9	9	9	9	8	8	8	8	7	361
35	9	9	9	9	9	9	8	8	8	381
36	9	9	9	9	9	9	9	9	9	405

Level	AC	Damage Bonus	Attacks	Mv	Magic Equivalent	Abilities	Climb Walls	Move Silently	Hide In Shadows	Hear Noise
1	9	+1d3	1	120'	-		88	20	10	30
2	8	+1d4	1	130'	Silver	Awareness	89	25	15	35
3	7	+1d5	1	140'			90	30	20	40
4	6		1	150'		Falling (1)	91	35	24	45
5	5	+1d6	1	150'	+1 weapon	Heal Self	92	40	28	50
6	4		1	160'			93	44	32	54
7	3	+1d8	1	170'			94	48	35	58
8	2		1	180'		Speak with animals	95	52	38	62
9	1	+2d4	1	190'			96	55	41	66
10	0		1	200'	+2 weapon		97	58	44	70
11	-1	+1d10	1	210'		Feign Death	98	61	47	74
12	-2		2	220'		Falling (2)	99	64	50	78
13	-3		2	230'			100	66	53	81
14	-3	+1d12	2	240'		Speak With Anyone	101	68	56	84
15	-4		2	250'	+3 weapon		102	70	58	87
16	-4		2	260'			103	72	60	90
17	-4	+2d6	2	260'		Resistance	104	74	62	92
18	-5		2	270'			105	76	64	94
19	-5		2	270'			106	78	66	96
20	-5	+2d8	2	280'	+4 weapon	Mind Block Falling (3)	107	80	68	98
21	-5		2	280'			108	82	70	100
22	-6		2	290'			109	84	72	102
23	-6	+2d10	2	290'		Blankout	110	86	74	104
24	-6		3	300'			111	88	76	106
25	-6		3	300'			112	89	78	108
26	-6	+2d12	3	310'	+5 weapon	Willpower	113	90	80	110
27	-7		3	310'			114	91	82	112
28	-7		3	320'		Falling (4)	115	92	84	114
29	-7	+3d8	3	320'			116	93	86	116
30	-7		3	330'		Gentle Touch	117	94	88	118
31	-7		3	330'			118	95	90	120
32	-7	+3d10	3	340'			119	96	92	122
33	-8		3	340'			120	97	94	124
34	-8		3	350'			121	98	96	126
35	-8	+3d12	3	350'			122	99	98	128
36	-9		4	360'		Falling (5)	88	100	100	130

Medicine Man

Level 3 Ability: Can identify any plant or plant like monster, 50% +3% per level, up to 95%

Level 6:

Level 9:

Level 12:

Level 15:

Level 18:

Spells

Level 1

Charm Person /RC 44/
 Detect Magic /RC 45/
 Detect Danger /RC 41/
 Faerie Fire /RC 41/
 Light* /RC 45/
 Locate /RC 41
 Magical Stone
 Purify Food and Water /RC 35/
 Predict Weather /RC 41/
 Remove Fear* /RC 35/
 Resist Cold /RC 35/
 Shield /RC 46/
 Sleep /RC 45/
 Ventriloquism /RC 46/

Level 2

Bless* /RC 35/
 Cure Light Wounds*
 Find Traps /RC 35/
 Heat Metal /RC 41/
 Mirror Image /RC 47/
 Obscure /RC 41/
 Phantasmal Force /RC 47/
 Resist Fire /RC 35/
 Produce Fire /RC 41/
 Silence 15' Radius /RC 35/
 Snake Charm /RC 35/
 Speak With Animal /RC 35/
 Warp Wood /RC 41/
 Web /RC 47/

Level 3

Call Lightning /RC 41/
 Continual Light* /RC 46/
 Cure Blindness /RC 36/
 Cure Disease* /RC 36/
 Cure Moderate Wounds*
 Dispel Magic /RC 48/
 Growth of Animal /RC 36/
 Hold Person* /RC 48/
 Prot. From Poison /RC 42/
 Remove Curse* /RC 36/
 Speak With Plants /RC 37/
 Stoneshape
 Striking /RC 36/
 Water Breathing /RC 49/

Level 4

Charm Monster /RC 40/
 Control Temperature 10' /RC 42/
 Create Water /RC 36/
 Cure Serious Wounds
 Growth of Plants /RC 49/
 Hallucinatory Terrain /RC 50/
 Insect Plague /RC 37/
 Neutralise Poison* /RC 37/
 Polymorph Other /RC 50/
 Polymorph Self /RC 50/
 Prot. from Lightning /RC 42/
 Sticks to Snakes /RC 37/
 Summon Animals /RC 42/
 Wall of Fire /RC 51/

Level 5

Anti Plant Shell /RC 42/
 Commune /RC 37/
 Create Food /RC 37/
 Create Normal Animals /RC 38/
 Control Winds /RC 42/
 Hold Monster* /RC 52/
 Insect Plague /RC 37/
 Languages*
 Pass Plant /RC 42/
 Quest* /RC 38/
 Raise Dead* /RC 38/
 Speak With Monsters /RC 39/
 True Sight /RC 38/
 Woodform /RC 52/

Level 6

Aerial Servant /RC 38/
 Animate Objects /RC 38/
 Anti Animal Shell /RC 43/
 Anti Magic Shell /RC 53/
 Barrier* /RC 38/
 Charm Plant /RC 54/
 Cure Critical Wounds*
 Find the Path /RC 39/
 Lower Water /RC 53/
 Mass Charm /RC 57/
 Speak With Monsters /RC 39/
 Summon Weather /RC 43/
 Transport Through Plants /RC 43/
 Turn Wood /RC 43/

Level 7

Create Any Monsters /RC 59/
 Creeping Doom /RC 43/
 Cureall /RC 38/
 Earthquake /RC 38/
 Gate /RC 59/
 Immunity /RC 59/
 Metal to Wood /RC 43/
 Shapechange /RC 60/
 Survival /RC 39/
 Regenerate*
 Restore* /RC 39/
 Summon Elemental /RC 43/
 Weather Control /RC 43/
 Wish /RC 40/

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