

FEAR RPG

Thirteenth Edition

GM's Guide

A **F**lexible, **E**asy **A**nd **R**ealistic fantasy **R**ole-**P**laying **G**ame

(well, that was the idea anyway)

by Paul Jeffcoat.

Thanks to Dale Broadbent, James Lowe, Chris Murtagh and Mark Gaunt
for their suggestions.

Some role-playing games are so simplistic that any realism is lost. Ever played a game where:

- only thieves can pick locks?
- rapiers do the same type of damage as clubs?
- each combatant makes one attack every ten seconds, and can only wear one type of armour?

This game has been designed from scratch to be realistic yet flexible. There is enough depth to satisfy experienced role-players and enough explanation for novices. The rules provide:

- 13 character races;
- 180 detailed monster descriptions;
- 499 spells in 13 schools of magic;
- a simple and flexible skill development system;
- a realistic combat system that allows:
 - second-by-second attacks;
 - different pieces of armour to be worn on different parts of the body;
 - no tracking of hit points;
 - severe injuries to be modelled simply.

FEAR RPG can be adapted to virtually any fantasy world invented. Just add dice and imagination...

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CHAPTER 1 – THE GM

This book is written for people who wish to be Games Master (GM). This first chapter builds on the *Introduction* in the *Players' Guide*. It gives more information about the typical medieval setting for the game, and guidance about how the GM should direct the plot and act as referee.

The subsequent chapters of the *GM's Guide* are as follows:

2. *Harms Beyond Combat* – describes threats to characters like disease, madness, falling, drowning, and so on. It also explains how to create more advanced Player Characters than the default rules;
3. *Advanced Magic* – lists the expert- and master-difficulty spells in each discipline of magic. These will likely be of great interest to PCs, but should be challenging to acquire. This chapter also contains rules for spell research, and the Magic Damage Table, which is consulted when spells go awry;
4. *The Bestiary* – portrays dangerous creatures that PCs might encounter, and also example Non-Player Characters;
5. *Goods and Services* – lists prices for the equipment and services that PCs typically wish to buy and hire, from weapons and armour to horses, healing herbs and accommodation;
6. *Treasure* – describes hoards of treasure and many unique magical items;
7. *Optional Rules* – provides suggestions for alternative rules that GMs might like to adopt in their games.

1) THE ROLE OF THE GM

The GM has several responsibilities.

First, she must describe what each Player Character (PC) can see, hear, smell, touch and taste, providing enough detail so that each player is able to imagine the surroundings well enough to make sensible choices for his character's actions.

Second, she must create a plot, and adapt it as players make their PCs do unexpected things.

Third, she must act as referee in the game. She decides whether any action is possible or not. She supervises each player when he makes a die roll to determine if his character's attempt to accomplish an action succeeds or fails. She must make her own rolls for Non-Player Characters (NPC, the term for any character controlled by the GM) and creatures. And she

regulates the timing and order of actions. The most important principle for her to remember as referee is to try to make things as realistic and fair as possible.

Each of these responsibilities is examined in this chapter.

2) THE MEDIEVAL WORLD

This game has been designed for a typical fantasy environment, i.e. Tolkienesque swords-and-sorcery in a medieval world. A detailed depiction of a particular world setting has not been provided – mainly out of laziness, but also so that the GM can set her game within whichever world she likes.

However, the *Players' Guide* does give some information about the setting. The peoples of the world are described in the *Character Generation* and *Optional Races* chapters. The gods that these races worship are described in the *Magic* chapter. That chapter also introduces the powerful Guild of Mages. It is likely that there are more organisations of craftsmen, merchants and other professionals, including Thieves' and Assassins' Guilds. Some of the fauna and flora of the world is described in *The Bestiary* and the *Goods and Services* chapters of this book.

This chapter provides further information germane to the game's setting. In this section, a short essay on a country inn will be given next, to provide some sense of the mundane world that the PCs will experience between adventures. Then come discussions on travel, feudal society and a legal system; PCs will travel frequently, and will often be tempted to bend or break hierarchies and laws. There are notes on dungeons, in which many game sessions will take place, and other realms of existence, which occasionally impinge upon the PCs...

2,1) A COUNTRY INN

The Green Dragon is fairly typical of inns that might be found in most large villages or small towns. Travellers turn off the street through a gateway into a small cobbled courtyard, where stabling for six horses is provided. The stable hand introduces himself as the inn keeper's son, and asks for two bronze shields per horse for the night. Having paid, the travellers walk back to the street and round to the inn's front door. This is sturdy oak, two metres wide, hung on great iron hinges. The door is wedged open in summer; in winter it is kept closed and those inside glare at the draught that blows through it when opened. Several shuttered windows can also be thrown open in good weather to let in light and refresh the air within.

Inside, the travellers step into a large public room, paved with stone flags strewn with straw and lavender, and mud and dirt. The roof is two storeys above them, and a large wooden chandelier hangs down on a chain from the beams that support it. This is laden with candles, though these are only lit on feast days, or if wealthy patrons will pay for it. On the other side of the room, opposite the front door, is a great fireplace, its brick chimney stack running up through the middle of the building. This has a spit large enough for a whole pig, and provides most of the illumination inside the inn at night. A small number of chairs cluster around the fireplace, but the majority of seats in the rest of the public room are three-legged stools or half-barrels. Barrels also support two great boards, on either side of the room. People sit around these to eat. If there is to be dancing, the boards are leant against the walls to make space. (Tables cannot be cleared away so easily, and are only found in the largest halls.) There is no bar. Instead, food and drink is brought forth by the inn keeper, his wife or two serving girls, from a door to the right of the fireplace. They return through a similar door to its left. These doors both open into the inn keeper's private quarters – first a large kitchen, which

shares the fireplace from the other side, and pantries and bedrooms behind. Patrons are not permitted in these private rooms.

Catching the inn keeper's attention, the travellers ask for food and lodging. He indicates one corner of the nearest board, which has space, and states that food will be brought out forthwith. The cost will be a bronze crown each. There is a choice of lodging. He points to stairs in one corner. These lead up to a small dormitory above his private quarters. Half a dozen straw mattresses can be found on the floor up there, and there is access to a garderobe by a short corridor. There are also three bedrooms with doors off this corridor, each with two beds. Space in the dormitory is one bronze crown per night, or six bronze shields without a mattress. A bed costs two crowns. Breakfast is included in all cases. Taking payment, the innkeeper shouts for service and then takes the travellers' baggage upstairs to their rooms. His wife and a serving girl enter the public room soon after. One carries a large clay pitcher of ale, the other a stack of trenchers. These are thick squares of stale bread, used as plates. (They are not eaten by patrons but will be collected up after the meal and either given to the pigs or thrown into the street for beggars.) Serving bowls are brought out next, with a pottage of oats and vegetables, loaves of bread, cheeses and apples. On another night, there might be soup and fish, but meat is usually only available on feast days. The inn keeper's wife supplies spoons to eat with, but the travellers use their own knives (there are no forks). And the ale is drunk straight from the pitcher, wiping its rim with a napkin before supping and passing on (individual cups are not the custom). Salt will be provided, if paid for, in a small wooden bowl.

The food eaten, the travellers move to a set of stools closer to the warmth of the fire. More drinking ensues – ale, wine and maybe brandy, all watered down. (Water is not drunk on its own in such a settlement as it would not be clean.) The locals begin to converse with the travellers; they view them with suspicion, but are keen to hear news of places beyond their valley. Later, one of the boards is cleared of plates so that a serving girl can stand upon it to sing and dance for coin. The inn keeper provides accompaniment on his fiddle.

At midnight, the travellers retire to their rooms, escorted by the inn keeper. He lights a tallow candle for them inside each room. There is little furniture within: two simple wooden beds with straw mattresses and horse hair pillows, and a large chest for storage and sitting upon. One traveller opens the window shutters briefly, for a look outside. In the day, he would overlook the inn's courtyard and stables. Beyond, he would see the squat chimney of the blacksmith's forge and, behind that, the bulk of the mill by the river. But now he sees only darkness – everyone is inside their homes lest they break curfew, and but a few candles will be lit at this hour. It is quiet, save for the occasional snort of a horse or a nearby cow's flatulence. The cold air sobers him, and he realises he needs the garderobe. He takes his sputtering candle into the dark corridor and walks to its end. Pulling a heavy curtain aside and his trousers down, he sits on the wooden seat. His piss and shit fall through a hole into a wooden drain built onto the inn's outer wall, disgorging into an open gutter running down the street to the river. In the candlelight, the traveller can see beside him woollen arse wipes that the innkeeper has provided, but he prefers to use his own. He will wash it in the river in the morning. Relieved, he returns to his room. The door has no lock so, once within, he pushes a stool against it, hoping noise will wake him should someone try to open the door. He then climbs into the bed. This is uncomfortable – the mattress and pillow are lumpy and the woollen blankets itchy – but he has drunk enough to sleep regardless.

Soon after dawn, the traveller wakes. He can hear cocks crowing outside, and the first sounds from the inn keeper's quarters below. Getting up, he takes a piss in the pot under his bed.

He then washes, using water in a large bowl in the corner of his room; this is very cold. Refreshed, he heads down to the public room for breakfast. This will be bread and cheese with watery ale. Shortly, he is joined by his companions. Before long, they leave the inn, collect their horses and ride out onto the street. Shortly, they come to a stone bridge spanning the river beside the mill. A small gatehouse has been built at the near end of the bridge, guarding a large wooden gate that controls access to the bridge. The gate is open; a guard with a halberd waves them through. Passing over the bridge, the road traverses a few muddy fields and then enters the eaves of the dark forest...

2,2) LOCATIONS WITHIN SETTLEMENTS

Here is a list of different types of locations and buildings that might be encountered in villages, towns and cities.

PLACE	VILLAGE	TOWN	CITY	NOTES
Alehouse	Yes	Yes	Yes	Alehouses are houses where people (often women) brew ale. They sell it direct, or to local taverns and inns. Ale houses are commonplace because ale is universally drunk in preference to water, which may be unclean. It is only mildly alcoholic.
Apothecary	Maybe	Yes	Yes	Seller of herbal cures.
Arena	No	Maybe	Yes	Circus.
Armourer	No	Maybe	Yes	Specialist in making weapons and armour.
Bakery	Yes	Yes	Yes	
Bank	No	Maybe	Yes	
Bathhouse	No	Maybe	Yes	With heated water.
Blacksmith	Yes	Yes	Yes	Worker of iron and steel – commonly making horseshoes and tackle but also tools, chains and fastenings. In small settlements, may also make simple weapons, e.g. axe, spear and arrow heads.
Bowyer	Maybe	Yes	Yes	Maker of bows and arrows.
Brewery	No	Maybe	Yes	
Brothel	No	Yes	Yes	Brothels are licensed and taxed in many settlements.
Carpentry	Yes	Yes	Yes	Where logs are made into posts, planks, beams, furniture, doors...
Cartwright	No	Yes	Yes	Specialist in making carts, wagons and coaches.
Castle	Maybe	Yes	Yes	The dwelling place of the local lord, and where his troops are stationed. Also the administrative centre for his estate.
Cattle Market	No	Yes	Yes	Where livestock are bought and sold.

PLACE	VILLAGE	TOWN	CITY	NOTES
Chandlery	Maybe	Yes	Yes	Maker of candles, wax and tallow, and soap.
Clock Tower	No	No	Maybe	A water-powered or mechanical clock, elevated on a tower, to facilitate commerce.
Cistern	No	Maybe	Maybe	Underground tank for collection of water in settlements in drier climes.
Cobbler	Yes	Yes	Yes	Maker of footwear and other leather goods.
Coopery	No	Yes	Yes	Maker of barrels.
Docks	Maybe	Yes	Yes	Areas for berthing, loading and maintenance of boats.
Dyer	Maybe	Yes	Yes	Dyer of thread and cloth.
Farm	Yes	Maybe	No	Food will be brought into cities, rather than being grown on farms within their walls.
Fishmonger	Maybe	Yes	Yes	Seller of fish.
Furrier	Maybe	Maybe	Yes	Preparer of animal furs for clothing and bedding.
Gaol	Maybe	Yes	Yes	Prisons of varying sizes, from small buildings with a single cell to those with dozens of cells for wrong-doers.
Garden	No	No	Maybe	Ornamental garden, perhaps with fountains, for the pleasure of the settlement's wealthiest residents.
Gatehouse	Yes	Yes	Yes	Settlements are invariably walled, and the gates are guarded.
Glassmaker	No	No	Yes	
Grocer	No	Maybe	Yes	Purveyor of food supplies, e.g. cheeses, sugar, spices, salt, pepper.
Guardhouse	No	Yes	Yes	Base for the settlements' guards or the Watch.
Guildhouse	No	Yes	Yes	Lodgings, offices and workshops for guilds, commonly craftsmen and merchants.
Horse Market	No	Maybe	Yes	Compound where horses are bought and sold, with extensive stabling.
Housing	Yes	Yes	Yes	E.g. hovels, shacks, cottages, houses, halls, mansions, palaces...
Inn	Yes	Yes	Yes	A large tavern providing food, rooms and stabling for travellers and their horses.
Jeweller	No	Maybe	Yes	Worker of precious metals and stones.

PLACE	VILLAGE	TOWN	CITY	NOTES
Market	Yes	Yes	Yes	Square where tradesmen erect stalls to sell their goods.
Mason	No	Maybe	Yes	If the settlement is close to a quarry, there may be places where stone is carved into blocks, columns, road cobbles, statuary, etc.
Midden	Yes	Yes	Yes	Dumps for detritus. Gong Farmers convey “nightsoil” from the settlement to these places in the downwind outskirts.
Mill	Maybe	Yes	Yes	Water or wind powered, for the production of flour.
Mint	No	No	Maybe	Where coins are made under licence from the ruler.
Municipal Hall	No	Yes	Yes	Administration centre for the settlement, e.g. offices and meeting hall for councillors, the court, guild meetings, etc.
Papermill	No	No	Maybe	Water-powered mill where wood pulp and rags are turned into paper sheets.
Pewterer	No	No	Yes	Worker of pewter, making tableware and decorative metalwork.
Pillory	Yes	Yes	Yes	Wooden framework into which wrongdoers are locked as a punishment.
Pottery	Maybe	Maybe	Yes	If the settlement is close to a claypit, there may be places where clay is manufactured into pots, fired in kilns.
Ropewalk	No	Maybe	Yes	Long building where hemp is twisted into ropes.
Saddlery	Maybe	Yes	Yes	Specialist in making saddles and other horse tackle.
Salter	No	Maybe	Yes	Maker and purveyor of salt.
Scribe	No	Yes	Yes	For the production of legal documents, copying of texts and perhaps translation.
Sewer	No	No	Maybe	Rarely, some cities have underground conduits and canals for the drainage of effluent to the river.
Shipwright	No	Maybe	Maybe	Specialist in making boats and ships.
Shrine	Yes	Yes	Yes	Small temple, unmanned but tended by visiting priests. Commonly to a lesser god.

PLACE	VILLAGE	TOWN	CITY	NOTES
Slaughterhouse	Maybe	Yes	Yes	Preparer of meat.
Smokehouse	Maybe	Yes	Yes	Where meat and fish are smoked for preservation and flavour.
Spinner	Yes	Yes	Yes	Maker of threads and yarns, commonly from wool and flax for linen, using a spinning wheel.
Tailor	Maybe	Yes	Yes	Maker of clothing from cloth.
Tannery	Maybe	Yes	Yes	Maker of leather and also parchment.
Tavern	Maybe	Yes	Yes	Purveyor of alcoholic drink, and perhaps food.
Temple	Maybe	Yes	Yes	The different kinds of temples are described in the <i>Magic</i> chapter.
Timberyard	Maybe	Yes	Yes	Where tree trunks are cut into logs.
Warehouse	No	Maybe	Yes	Buildings where goods are stored for distribution. Often near docks.
Wash House	Maybe	Yes	Yes	Where clothes are laundered.
Watch Tower	Maybe	Yes	Yes	An elevated tower on the walls.
Weaver	Yes	Yes	Yes	Maker of cloth from yarn, using a loom.
Well	Yes	Yes	Yes	
Wheelwright	No	Yes	Yes	Specialist in making wheels.
Winery	Maybe	Maybe	Maybe	Maker of wines from grapes.

2,3) TRAVEL

Travel over land is difficult and dangerous, for many reasons.

There are some paved roads within towns and cities, and these may extend beyond the walls as far as the nearest village. But rarely do paved roads link major settlements. Beyond the villages nearest to the towns and cities, roads quickly become rutted tracks, crossing rivers by fords rather than bridges. Such tracks link the closest hamlets but go little further. Beyond, there may be drovers' trails where livestock are regularly driven a short way into the forest to forage, or up into the foothills for grazing. But no further, as the wilderness is dangerous, home to outlaws and frightening monsters. In the most part, the wilderness is dense forest – a sea of trees broken only by ranges of hills and mountains, and the rivers. Few people will have travelled further than the closest villages to their own – their hand-to-mouth lives providing no time for travel even if they had the inclination. A small proportion of villagers (those few with a surplus) will travel monthly to the market in the nearest town. The most travelled common people will be city-dwelling merchants, who use the network of rivers to transport goods by barge and sail boat. Most large settlements are on a river. Travelling by river greatly eases navigation at a time when compasses are basic; what maps there are will show rivers more than roads, and will not be to scale. Anyone needing to undertake a journey to a distant settlement for the first time would do well to travel by river if they can, even if this makes the journey much longer. If they must travel over land, they will have to ask for directions from one settlement to the next, and keep trying to head in the overall direction

for their destination. Few people they meet will be able to reliably direct them much further than the next settlement. It is always wise to join up with others travelling in the same direction, as there is safety in numbers.

Land transport is by foot or horseback, and the distance that can be covered in a day will vary hugely with the season and terrain. In fair conditions, a rider might cover 30 kilometres in a day, and a person on foot 10 – going for 8 hours with decent rests. The available hours of daylight will limit the journey, and travellers laden with heavy goods will go slower of course. A messenger on urgent business might ride 100 kilometres in a day, with good weather and roads, but he will need to change horses.

Travel by sea is even more unpleasant, if that can be imagined. There are huge monsters and pirates to contend with, and more deadly still, deep water all around in which to drown. Many sailors are swept overboard in the violent waves of storms. And many will fall overboard in calmer conditions whilst answering calls of nature on dark nights. Conditions on board can be foul. Most passengers and crew will be packed in the hold at night, for who would want to sleep out on the deck? Those unfortunates without a hammock risk waking amongst the contents of toppled piss pots, if they can sleep at all for the rocking of the ship.

Of course, PCs are adventurers and long journeys through dangerous lands are their bread and butter. They will quickly acquire arms and magic sufficient to undertake journeys that most common people would never dream of, except in times of war or famine.

2,4) SOCIAL HIERARCHY

The structure of medieval society is often tied to the control of land. In lands settled by Humans, a feudal structure dominates – this will be described in the subsequent sections. The lands settled by other races may have different social structures, as briefly described in the *Race* section of the *Character Generation* chapter. Then there is the wilderness, which is lawless...

2,4,1) MONARCH

All land in most Human states is owned by a monarch. It is divided into fiefdoms, each leased by the monarch to a lord in return for loyalty and support in war. This fealty is known as “knight-service”.

2,4,2) LORDS

Lords control land on behalf of the monarch. They are divided into ranks according to their wealth and ties with the royal family.

2,4,2,1) NOBILITY

The first rank beneath the royal family is the nobility. These lords have hereditary titles (duke above earl above baron), passed down through each ancient bloodline with their estates. Entry into the nobility is usually gained by birth or marriage, but the king might very occasionally bestow a noble title on a particularly favoured member of the gentry.

2,4,2,2) GENTRY

This is the next rank of lords, beneath the nobility, and comprises the vast majority of landholders. They do not have hereditary titles, and their estates return to the monarch on death.

2,4,3) PEASANTS

In return for their labour, peasants receive the protection of their lord whilst within his fiefdom.

All fiefdoms are divided into three types of land – the:

- demesne, which is the land used for the direct benefit of the lord and his family, and is generally located closest to the lord's manor;
- dependent land, which is worked by peasants called villeins;
- free land, which is worked by peasants called freemen.

While most fiefdoms are rural lands – with farmed fields, and forests for timber, hunting and foraging – some include towns and cities. The same social divisions apply within their walls. The town will be ruled by a lord, who swears fealty to the monarch. The properties within the town will be let to villeins and freemen, under the protection of the lord's guards. The villeins farm the lands around the town or provide other labour, e.g. building work. The freemen, which will be a greater proportion compared to the villeins in a town than in a rural estate, work in businesses as craftsmen, merchants and the like.

2,4,3,1) VILLEINS

Villeins usually comprise the vast majority of the peasants who work the land of a lord's fiefdom. In return for the protection of their lord, and being able to farm the dependent land to sustain their families, villeins provide labour to the lord, e.g. farming the demesne.

Villeins are bound in law to their lord's fiefdom and cannot move away without their lord's consent – and this bond is passed down through the generations. Few lords are willing to grant villeins their freedom, as this reduces the supply of labour on which their estate depends. So, some villeins try to escape to freedom without their lord's consent. A villein legally becomes a freeman after living a year and a day away from their lord's fiefdom (as does their spouse). However, taking flight in this way is dangerous. The lord's guards will be trying to recapture the absconded villein before a year and a day have passed. And villeins are almost always poor, and leaving their lord's fiefdom leaves them penniless and without protection. Whilst the luckiest might find an opportunity to ply a trade in a town or city and become freemen, most would be recaptured, become beggars or be taken as slaves. Those of an adventurous bent (like PC villeins) might flee into the wilderness to escape servitude and find their fortune...

2,4,3,2) FREEMEN

Freemen are peasants who pay a rent to the lord to work on the free land of his fiefdom. They are not legally bound by hereditary ties to a particular fiefdom.

Many large towns and cities have a royal charter decreeing that their residents are freemen not villeins, and that these places are administered not by a lord but by a council of aldermen, who elect a mayor to lead them. The aldermen will be grand masters of the guilds of craftsmen and merchants, and high ranking magicians and priests. The council controls who may live and work within the town walls, and its bailiffs collect a range of taxes from these residents. E.g. residents can buy properties within the town if they are wealthy enough (many successful merchants invest in property and supplement their income by renting it out), with the council collecting a tax on such transactions. Likewise, a large market will be held regularly, selling goods from far and wide, and stall holders pay a tax to the council based on their profits. Thus, society in chartered towns is based on commerce, and is much more

capitalist than feudal. In return for these freedoms, a significant part of the taxes collected by the town council is sent directly to the monarch's treasury (rather than through an intervening layer of greedy lords).

2,4,4) SLAVES

Slaves form the lowest social rank, beneath even villeins. Slaves can be bought and sold as their owner's property, and their children inherit this unfortunate status.

2,5) LAW

Most towns and cities are subject to written laws that keep order. It can be assumed that acts of violence, theft and fraud will be illegal. But how is the law commonly enforced?

2,5,1) CRIME AND THE WATCH

Laws are enforced by the Watch, whose job it is to capture and imprison suspected criminals. Watchmen are also empowered to act as judges for minor offences, and can dish out sentences of short-term imprisonment and small fines for such misdemeanours.

Given the small size of the Watch (villages are only likely to have a single Watchman), a system called the "Hue and Cry" operates. Witnesses to a crime are legally obliged to raise the alarm (the hue and cry) and help to pursue and apprehend the criminal – or be convicted of being conspirators.

In most settlements, a curfew will be in place throughout the hours of darkness, marked by bells rung in the Watch House or temple, castle, etc. Being caught abroad on the streets during curfew is likely to result in a fine or imprisonment till morning.

A further measure for public safety, enforced in many large settlements, is a prohibition on weapons in public. Consequently, visitors will be required to disarm, leaving their swords, bows, etc. at the gatehouse for the duration of their stay. (It is wise to consider whether an unscrupulous guard will return a valuable weapon to its rightful owner.) In some places, the law goes even further, obliging visitors and residents alike to purchase a licence to practice profane magic within the town walls. The licence must be bought from the town guard and will vary in cost – a licence valid for a week being cheaper than one good for a year. A record will be made of the licensee's address, and perhaps even the kinds of spells that they know (or admit to knowing). Practicing unlicensed magic within the town would be punished severely. Priests are generally viewed favourably enough to be exempt from licensing, except those of evil gods of course. But worship of evil gods is almost always illegal anyway.

2,5,2) TRIAL

Every month courts are held in the largest towns and cities, to which bailiffs and watchmen bring suspects of serious crimes for trial. The lord of the settlement – or, for very serious crimes, the King or Queen in the capital – acts as judge, following advice from lawyers. Juries are not used.

There is little understanding of forensic evidence in medieval times. Often, cases boil down to an evaluation of the reputations of the accused and the accuser. If the accuser has a good standing in his community, he is likely to be believed and the accused will be convicted, even if innocent. Outsiders – such as PCs who are likely to be travelling adventurers – will often be unable to demonstrate good standing and so are very vulnerable to being convicted of crimes. This leads to all outsiders being held in suspicion and so a viscous circle is formed.

If there is some evidence against a person, then torture may be used to extract a confession in some places.

A prisoner can often elect for trial by battle instead. In this case, he must defeat either the accuser's champion or the accuser himself, if he agrees to fight. In some cases, the judge may feel it appropriate to appoint a champion for the accuser – usually a warrior from the lord or mayor's bodyguard. Such battles may be fought to the death. The largest settlements will have pits and arenas for such contests, where the court and spectators can watch without being struck by stray blows or spells.

2,5,3) PUNISHMENT

Incarceration is too lenient a sentence for most crimes, so the majority of the prisoners in a gaol will be suspects awaiting trial. Instead, most punishments are corporal – e.g. lashes, branding, amputation, hanging or beheading – or financial – requiring the payment of compensation to the victim from the prisoner's estate.

2,5,4) OUTLAWS

Notorious criminals who have avoided capture are likely to be designated by judges as outlaws. These people are literally outside the law. The law no longer protects them or applies to them in any way. As such, their property can be taken without it being theft, and they can be killed without it being murder. Being an outlaw is not glamorous.

2,5,5) SANCTUARY

Criminals may be able to claim sanctuary in the temples of certain gods (generally those of lawful alignments). If sanctuary is granted by the temple's priests, the criminal will be safe from arrest whilst he remains within the temple grounds.

2,5,6) OTHER LEGAL SYSTEMS

Of course, PCs may travel to places with very different legal systems. There could be settlements or even whole states ruled:

- by priests, enforcing strict adherence to the doctrine of a particular god;
- at the whim of a fickle overlord with absolute power;
- by no-one – anarchies where rival clans battle for territory, and visitors fall prey to the mob...

2,6) RELIGION

Religion is hugely important in a world where the gods intervene in the affairs of people. Priests – those who devote themselves to the worship of a particular god – are commonplace, and there will be temples dedicated to different gods in every town and city. Almost all lay-people (non-priests) worship gods too with frequent prayers and offerings, believing that this will help their travails.

2,6,1) LESSER GODS

The *Magic* chapter in the *Players' Guide* describes the twelve gods that made the world. There are seven lesser gods too, whose aspects are more prosaic. They are worshipped by lay-people rather than by priests. The lesser gods have no temples but countless small shrines in the places where people live and work. The lesser gods do not power magic prayers of intervention, divination or blessing, as are wielded by priests of the greater gods. However,

at the GM's discretion, a character that makes a heartfelt prayer to a lesser god, and who has recently made an offering at a shrine to them, may sometimes receive a +1 bonus to a die roll related to that god's aspects. E.g. the God of Longevity might bestow a bonus to a Resistance Roll versus disease or poison. The Goddess of Art might give a bonus to an Action Roll for composing a poem. Each day of the week is associated with a particular lesser god, as shown in the following table. If a lesser god answers a prayer made on its day, the resulting die roll bonus might increase to +2.

DAY OF THE WEEK	ASSOCIATED GOD
Firstday	Art
Seconday	Toil
Thirdday	Fortune
Fourthday	Longevity
Fifthday	Harvest
Sixthday	Home
Seventhday	Feasting

2,6,1,1) ART

Aspects: Art, creativity, beauty.
 Names: Terpsichore, Athena.
 Depiction: A beautiful young woman of the beholder's race, with bells on her ankles, who dances whilst playing a fiddle.
 Alignment: Chaotic Neutral.
 Symbol: Fiddle.
 Patron of: Artists, musicians, poets.

2,6,1,2) FEASTING

Aspects: Food, drink, joviality.
 Names: Olidammara.
 Depiction: A corpulent man of the beholder's race, holding cooked meat and a cup of ale, and grinning with good humour. He is seated at a crowded feast.
 Alignment: Chaotic Good.
 Symbol: Cask of ale.
 Patron of: Revellers, cooks, beggars.

2,6,1,3) FORTUNE

Aspects: Fortune, luck, wealth, commerce.
 Names: Dedun, Plutus.
 Depiction: A fat and elderly man of the beholder's race, wearing expensive furs and jewellery, who greedily counts gold coins.
 Alignment: Neutral Evil.
 Symbol: Gold drake coin.
 Patron of: Merchants, thieves, gamblers.

2,6,1,4) HARVEST

Aspects: Harvest, agriculture, good weather.
 Names: Demeter, Gefjon.
 Depiction: An elderly lady of the beholder's race, standing in a field of golden wheat. She carries a sickle in one hand and leads a cow with the other.
 Alignment: Chaotic Good.
 Symbol: Sickle.

Patron of: Farmers, millers.

2,6,1,5) HOME

Aspects: Home, comfort, motherhood.

Names: Bes.

Depiction: A young woman of the beholder's race, nursing her baby, sat by the hearth. A small cauldron of food hangs over the fire. A dog lies at her feet.

Alignment: Lawful Good.

Symbol: Hearth and cooking pot.

Patron of: Housekeepers, mothers and mothers-to-be.

2,6,1,6) LONGEVITY

Aspects: Longevity, good health, vigour.

Names: Shou-lao.

Depiction: An ancient man of the beholder's race, bald with a high forehead and long beard, smiling and holding a peach and an apple. He stands in sunshine on the summit of a mountain, above the clouds.

Alignment: Neutral Good.

Symbol: A man atop a mountain peak.

Patron of: All who wish to remain healthy and live a long life.

2,6,1,7) TOIL

Aspects: Toil, labour.

Names: Ponos.

Depiction: A thin man of the beholder's race, grim-faced and tired, wearing torn and patched clothes. He stoops beneath a heavy load on his back.

Alignment: Lawful Neutral.

Symbol: Iron manacles.

Patron of: Labourers, slaves.

2,7) INTERSECTIONS AND LEY LINES

The existence of magic is one of the obvious differences between the setting of this game and the real medieval world as was. Other than the spells and prayers available to characters, another manifestation of magic in the world is the network of ley lines – invisible field lines of magical power which span the world. Their cause and purpose is the subject of much speculation amongst magicians. They are transient in nature – ley lines rise, shift and sink back into the ground unpredictably, such that their intersections appear and disappear seemingly at random. Whilst some may remain in the same place for long enough for a temple, fortress or even a city to be built around them, other intersections only last for hours or days before vanishing back into the earth. Those that have existed for some time in relatively populated areas will quickly become the subject of much local lore, and their effects (if constant) may be well known. Intersections which are young or in wild places may be utterly mysterious – their effects only discoverable through dangerous experimentation.

Springs and pools of water are commonly found at intersections. Drinking the water could heal injuries. Or it might be like imbibing a random magic potion. Alternatively, immersed objects might be turned to solid gold.

At other intersections, huge twisted trees sprout. Some are so tall that they spear the clouds. Others are decked with strange fruit, which might raise one attribute or skill value and lower

another if eaten, or completely change one's memorised spells. Or their branches could be laden with pods containing live animals, spell dies or dragon eggs.

Gravity is reversed at some intersections, sending things soaring up into the sky. Others are bathed in eerie blue light – standing within the glow could age a man a decade in a single minute, or make a fertile woman conceive (the resulting child being deformed or gifted in strange ways). Some intersections are barren, blasted wastes which burn with unending fire. Others are marked by towering spires of shear rock or crystal.

Many intersections act as portals between the Natural Realm (see *Realms of Existence* shortly) and other realms or even times. Some might be obvious – a black star-strewn rift hanging in an otherwise blue sky, or a natural rock arch through which another land can be seen. Other portals might be less obvious and require one to walk through the curtain of a waterfall or into a depression filled with thick seething fog, or to dive into a whirlpool.

PCs may stumble across intersections or they may seek them out using the Hunt Intersection spell in the Nature discipline. They can be hard places to find without this spell, or a suitable magic prayer, as most seem to affect the reliability of lodestones. The GM should always make them bizarre and unnerving places, where the intense magical field creates fantastic effects that aid or endanger visitors. (The Damage Score of a magic injury suffered at an intersection is always increased by an extra 1d100.)

2,8) HOLLOW HILLS

Another difference between the setting of this game and the real medieval world is the prevalence of cave systems. Caves and sinkholes are commonplace, and often appear to connect with tunnels which bore and branch through the earth for huge distances. Whilst some are the work of water or volcanism, and others have been dug by miners, it is obvious that many have different origins. Some scholars believe that the precession of intersections through the earth somehow produces these networks of tunnels. Others speculate that they are the work of Gnomes or Earth Dragons – or nameless things that gnaw at the roots of mountains.

Many races are troglodytic in their habits – the Dwarves, Bone Elves, Orcs, Goblins and Trolls all preferring to live underground – and most of their settlements will be located in these cave systems, or extensions to them. Whilst the surface-dwelling Wood Elves refuse to inhabit such places, Humans and Halflings make frequent use of caves which are local to their towns and villages: as a place to keep livestock safe overnight; as a larder, vault or prison; or as a refuge in times of strife. If a cave system is in a strategic location and suitably sized, it will often be occupied by a Human lord and his forces, for this is much cheaper than building a castle. And remote caves often serve as the lairs of dangerous creatures or bandits.

These tunnel systems are known as dungeons, especially if they are fortified. As PCs are likely to have adventures in dungeons, the following sections provide the GM with guidance about matters often arising in such environments.

2,8,1) LIGHTING THE DARKNESS

Dungeons that are occupied by people will be lit with torches, lamps and the like – or with shafts engineered to let daylight (and fresh air) into chambers near the surface. However, if PCs are entering unoccupied or deeper parts of dungeons, they will need light to see by. The *Index* contains a list of light sources of various sorts, from rushlights and candles to spells to

glowing mushrooms. The *Art Skills* section of the *Actions* chapter contains a description of Blind Fighting skill, which is useful when the lights go out.

2,8,1,1) ECHOES

Sound is often amplified underground by echoes. The noise of the PCs' approach will often alert any creatures in their path. (And the opposite is true, of course.) However, the mess of echoes can make it difficult to pinpoint the direction of the source of a sound. In caves in permeable rock, skilled hunters use the sound of dripping water to mask their footsteps.

2,8,2) NAVIGATION UNDERGROUND

Keeping one's bearings in a tunnel system is far harder than navigating on the surface, where landmarks can be seen from some distance and where there are generally just two dimensions to consider. PCs would be wise to map their travels (see *Sketch Maps* later this chapter), or at least to use chalk to mark junctions, else they may not find their way out again. Mining skill might also help a PC to identify features like changes in rock type or tunnel construction, whether a gently-sloping tunnel is actually going upwards or down, etc. Compasses are unreliable due to magnetic rocks.

2,8,3) SUSTENANCE

PCs adventuring in dungeons would be wise to take supplies of food and water. Many tunnel systems will be barren places, and explorers who become lost within them can expect to starve (or be eaten).

However, in some areas, sources of food may be found. There are subterranean streams, rivers and lakes which support fish and eels, and other less wholesome fauna – often pallid and blind after generations in the darkness. There are types of fungi and lichens which grow underground in places, some of which are edible, e.g. Blackgrot. There may be whole ecosystems growing in the detritus that accumulates beneath subterranean settlements. E.g. cave crickets often infest such places, and may even be farmed by some troglodytic races as a useful source of meat. They are cat-sized, with long antennae; wingless but able to jump dozens of metres in a single bound. (The GM may have some sport seeing if hungry PCs can catch them.) The chirping of a swarm of them can be deafening in caverns of particular sizes...

2,8,4) CLIMBING

PCs may need to climb in order to explore some dungeons, encountering large voids, shafts, etc.

2,8,4,1) BREAK THE CLIMB INTO SECTIONS

The GM should break a climb into sections, and require a climbing Action Roll (Climbing+ST) for each section. The GM selects the opposing Difficulty from the following table. If the roll is:

- successful, the section has been climbed safely;
- failed, the climber falls. The GM should roll d10s to calculate how far was fallen in metres. E.g. if a character was climbing a 60 metre section, the GM will throw 6d10. To calculate damage from falling, see the *Falling* section of the *Harms Beyond Combat* chapter.

- fumbled, there could be a rock fall in addition to the climber's fall – see *Rock Falls* in the *Harms Beyond Combat* chapter. Or the character could land on someone below...

A section of a climb can be any length but it must have consistent risk factors, as set out in the next table. E.g. if a cliff face is sheer for part of its length, and rough for another part, the GM should divide it into two sections and require two climbing Action Rolls.

2,8,4,2) DEFAULT DIFFICULTY AND RISK FACTORS

Various risk factors affect the default Difficulty of the climbing Action Roll, as shown in the table below. The Difficulty is the same regardless as to whether the climb is an ascent or descent.

RISK FACTORS	HOW MANY APPLY	ATTITUDE (SPEED)		
		CAREFUL (SLOW)	MEDIUM	RECKLESS (FAST)
Bad weather, Blind, Distracted, Overhang*, Sheer #, Slick	0	11	14	17
	1	12	15	18
	2	13	16	19
	3	14	17	20
	≥4	15	18	21

Key:

- Risk Factors – the GM considers how many of these apply and then uses the appropriate row:
 - Bad weather means strong winds, or extremes of heat or cold;
 - Blind means the character cannot see, whether due to darkness, fog or blindness;
 - Distracted means circumstances such as the climber having to assist someone else, or trying to avoid arrows being shot at him;
 - Overhang means the surface is at >90° to the horizontal for at least 0.25 metres.
 - * An overhang always counts double in terms of the risk factors applying;
 - Sheer means that handholds are sparse.
 - # If there are no handholds at all, the Sheer risk factor counts double;
 - Slick means the surface is slippery due to heavy rain, running water or ice;
- Attitude – how careful the climber is being:
 - Careful means the climber is moving cautiously and has no need to rush. Careful climbing speed is 1 metre per minute;
 - Medium is used when the climber's attitude is neither careful nor reckless. Medium climbing speed is 3 metres per minute;
 - Reckless means the climber is more scared of what is pursuing him than of falling. Reckless climbing speed is 5 metres per minute.

2,8,4,3) EXHAUSTION

The climber's Exhaustion Penalty – and therefore his Hindrance – increases by 1 point for every 20 metres climbed. E.g. a 60 metre section would result in a -3 Exhaustion Penalty. Remember that Action Rolls are made to see if a section was climbed, not whether it will be.

2,8,4,4) ROPES

If someone has secured a rope at the top of a section, and dangled it down to assist an ascending climber, then halve the Difficulty.

Also halve the Difficulty if the climber is descending using a rope which is taking part but not all of his weight, i.e. he is climbing or abseiling rather than being passively lowered down. Combine Climbing skill with the AG attribute for abseiling down, rather than climbing. (Being lowered like a sack of potatoes would be a routine action in most circumstances.)

If the climber is scaling (up or down) a rope in an open space with no surface to push against, apply a single Sheer risk factor, as if for sparse handholds.

If the GM needs to see if a rope snaps or a knot comes loose at a critical moment, she can require an Action Roll (Climbing+RE) for the character who arranged the ropes, versus a Difficulty reflecting the condition and quality of the rope.

2,8,4,5) LADDERS

If a section is being climbed with a ladder, then subtract two-thirds from the Difficulty. The same applies if there are other kinds of artificial hand- and foot-holds, e.g. iron staples hammered into the rock, so long as they have a regular and short spacing.

2,8,4,6) IRON SPIKES

Iron spikes can be hammered into soft rock and used to secure ropes. Thus they limit how far a climber can fall. Spikes can fail, however, especially if used with too great a spacing between them, or if they have been allowed to corrode. And hammering makes a lot of noise, especially in echoing caves, and may attract unwanted attention...

If iron spikes are used to secure a rope, the rope may have to be abandoned unless the last climber is able to undo the knots on their way.

2,8,4,7) GRAPPLING HOOKS

A grappling hook can be thrown using any thrown weapon combat skill (e.g. Spears, Daggers/Knives, One-Handed Axes, etc.) plus AG. The GM should apply a Difficulty that primarily reflects the height of the throw and the availability of ridges for the hook to catch upon. If the thrower has time and isn't worried about being seen or heard, he can make repeated attempts until his hook catches on something above. Or he can perhaps reduce the Difficulty by studying the cliff face (assuming that he can see it) to find a likely ridge at which to aim.

2,8,4,8) HAULING LOADS

Climbers will frequently want to haul up or lower down loads on ropes. The GM can require an Action Roll (Brawn+ST) for this. She should choose a Difficulty reflecting the weight of the load and, potentially, the slickness of the rope. If multiple haulers can get a good pull on the rope, she can add their Brawn+ST cumulatively.

When hauling loads up, the weight of the load cannot exceed the weight of the haulers, unless pulleys are used (these require an Action Roll (Mechanics+RE or Watercraft+RE) to configure). Likewise for lowering loads, although friction may help, e.g. the rope rubs against the top of the cliff, or has been bent around a tree stump. Of course, excessive friction will fray ropes...

If loads need securing using complex knots, the GM can test their effectiveness by requiring a knot-tying Action Roll (Climbing+RE).

2,8,4,9) EXAMPLE

A climber is at the bottom of a mine shaft which stretches up into the darkness above him. Its rocky surface is vertical but rough with plenty of handholds and is dry – so no risk factors apply. The climber has a ST attribute of 4, a Climbing skill of 5 and zero Hindrance. He has a lantern clipped to his belt.

Section 1. The GM decides that the first section of the climb is 10 metres high, although the climber can only see the nearest 5 metres with his lantern. She asks the player how careful his character will be. He answers that the climber is being very cautious. So the GM cross-references the Careful column of the default difficulty table with row zero. The Difficulty of the climb will be 11. The climber's player throws $1d10+5+4$ for the climbing Action Roll, scoring 14. (No Exhaustion Penalty applies until 20 metres might be reached.) The climbing roll is successful, and the climber scales the first 10 metres.

Section 2. The climber can now see that he has reached an overhang, 1 metre across, after which the shaft disappears around a corner and up out of sight. The overhang is rough with handholds, so the only risk factors that apply are for the overhang – which counts double, so the GM uses row 2. The climber's attitude is still careful. The Difficulty is therefore 13. No Exhaustion Penalty applies to the Action Roll because only $10+1=11$ metres may have been climbed. The player rolls $1d10+9$ again, scoring 13. The Action Roll is therefore successful (just), so the climber traverses the overhang, reaching section 3. As he does so, the GM announces that his lantern falls from its clip, and smashes on the ground below. The climber is plunged into darkness.

Section 3. The GM decides that the shaft now continues straight up for 30 metres, where it opens out at the surface. There is a tiny circle of daylight above the climber, but the light is not bright enough at this depth to help him see much – so he will be climbing virtually blind. And, although the face has plenty of handholds, it is slick with rainwater, moss and ferns. So two risk factors apply. Worse still, the GM tells the player that, as his climber is studying the shaft above him, he hears a rumbling roar from below and feels a gust of briny air blow up past him. The player realises that sea water is flooding the mine. He instructs the GM that his climber will waste no more time and start a reckless climb to safety. Cross-referencing row 2 with reckless gives a Difficulty of 19.

What will be the climber's Exhaustion Penalty by the time he gets to the top, 30 metres up? By then he will have climbed for $10+1+30=41$ metres, so will have an Exhaustion Penalty of $-(41/20)=-2$.

The player throws $1d10+9-2$ for his climbing Action Roll. He scores 11. As the Difficulty is 19, the roll fails and the climber falls. He had potentially climbed 40 metres, so the GM will roll $4d10$ to see how high up he actually was when he fell... Perhaps it would have been better to have climbed at medium speed – this would have reduced the Difficulty of climbing

the dark, slick shaft, and the climber might still have beaten the rising water. Or perhaps he should have waited for the rising water, and swam with it up the shaft to the surface...

Now let us rework this example with a rope hanging down the shaft from the surface to the bottom.

Section 1. The climber is scaling the rope in space for the first 10 metres, without being able to reach the sides of the shaft. Therefore a single Sheer risk factor applies. As the climber is being careful, the default Difficulty is 12, but the rope halves this to 6. The player rolls 1d10+9 for the climbing Action Roll (no Exhaustion Penalty applies yet) and scores 11 – a success. The climber goes up the rope as far as the overhang.

Section 2. The climber can now brace himself against the sides of the shaft as he climbs the rope, so the Sheer risk factor no longer applies. But his lantern falls off leaving him blind, and the walls are slick – so two risk factors apply. Plus the climber is being reckless, because of the sea water rising below him. The Difficulty is therefore 19, reduced by half due to the rope, i.e. 10. He will also have an Exhaustion Penalty of -2 by the time he gets to the top of the shaft. So the player rolls 1d10+9-2, scoring 11. The Action Roll succeeds – the climber clammers out of the shaft, collapsing on the turf around its mouth. Nearby sheep bleat in surprise...

2,8,5) MECHANICAL TRAPS

Some dungeons will be guarded by hidden mechanical traps designed to flatten or stab unwary intruders. Some examples of common types follow.

Two races in particular make use of such devices. Dwarves install them in their cities to guard peripheral tunnels which might be used by invading forces, or tunnels to their treasuries or the homes of their nobility. Goblins seem to install traps purely for the joy of them. Their strongholds are littered with traps, even in tunnels and chambers with no obvious strategic value, and despite the cost of installing and maintaining them. Indeed, some Goblin traps are even designed to maim rather than kill. (Orcs see traps as unsporting and rely on soldiers to guard their strongholds. Bone Elves disdain mechanical traps; instead their strongholds are often guarded by the animated skeletons of captured slaves.)

2,8,5,1) CANTILEVERED FLOOR TRAP

A section of floor appears unremarkable but is actually a slab pivoting on a hidden axle across its centre. It is finely balanced, with counterweights suspended beneath to ensure a swift tilting action. A sill keeps the slab level until intruders have walked past the midpoint of the slab. The floor beneath them suddenly lunges downwards (and rises up behind them), the intruders sliding into a deep pit underneath. The slab then tilts back, thudding into level position. Anyone surviving the fall into the pit is plunged into darkness as the lid closes over them.

These traps are most often deployed in small rooms, where the whole floor is able to tilt. On the far side of the room, opposite the entry door, are a number of treasure chests – bait for unwary adventurers. These are empty and fixed to the wall. Those fools who rush over to open the chests find themselves tipped into a deep cell beneath. The alert might spot a thin gap around the edge of the room, or between the chests and the floor.

This trap can be made more deadly by placing spikes on the floor of the pit, to impale falling victims. Or, if it can be arranged, keep a Creeping Jelly or Lesser Skeleton in the pit. The

former will require regular sustenance but keeps the pit clean, whilst the latter might operate without maintenance for centuries...

2,8,5,2) CRUSHING BLOCK TRAP

A series of one-tonne stone blocks are suspended on thick iron chains above a corridor. There could be as many as ten of these. The chains run up to a pulley mechanism above, connected to a series of large oak bucket counterweights. Intruders pass under the blocks without noticing them – until their foremost steps on a pressure plate beneath the penultimate block. This releases the blocks, which all drop from the ceiling simultaneously. Anyone beneath them whose $ST < 8$ is crushed flat, dying instantly. (An intruder with $ST \geq 8$ might be able to catch a block and hold it above them – but could they sustain this for long, or shove other blocks out of their way to escape?)

The dropping of the blocks opens a valve allowing water to flow into the counterweight buckets. Within a few minutes, the blocks are lifted into place above the corridor again – the trap reset for the next intruders who fail to notice the blood stains on the floor...

2,8,5,3) DOOR TRAP

The victims of this trap open a heavy door which leads into an empty chamber. There is a grand double door in the opposite wall, to which they go. The door that they came through is weighted so that it closes by itself, locking behind them with a loud click. This could leave them trapped in a blind cell, the double door being false. Or – a hidden mechanism links the two doorways so that, as the first locks, the double doors are pushed open (and kept open despite hasty attempts to push them shut). The victims see part of a dark chamber beyond the double doors with a straw-strewn floor. An unpleasant stink strikes them. They hear a deep growl and a scrabbling. And then they see the snout of a large and obviously carnivorous monster emerging from the gloom towards them...

2,8,5,4) SUMP TRAP

The unwary might not question why the tunnel they are passing along dips suddenly and then rises again. Until their foremost steps on a pressure plate, releasing an iron portcullis from the ceiling ahead of them. An identical portcullis drops down behind them, tapping them in the dipping section of corridor. Moments later, the sound of rushing water reaches their ears. Within a few minutes, they are waist deep in water. Ten minutes after the trap was triggered, the dipping section of corridor is flooded floor to ceiling, drowning the prisoners. Unless they can force up a portcullis to escape the sump. This requires a successful Action Roll ($Brawn + ST$) versus a Difficulty of 10. It may be possible for two or three PCs to combine their effort, but once the surging water gets too deep they will lose leverage.

After half an hour, a sluice gate opens and the water in the sump drains away, water wheels lifting the portcullises back up into the roof – resetting the trap.

2,8,5,5) SPEAR TRAP

Spear traps come in two configurations. Commonly, a pressure plate causes a score of heavy spears to suddenly drop from holes in the tunnel roof, stabbing those beneath. The roof will often be left rough-cut, so that the holes are hard to see by torchlight. The spears do not fall under gravity but are driven downwards by a mechanism with great speed and strength. There will be at least four spears per square metre of corridor, to ensure the death of intruders beneath. The GM should allow a Reactions Roll, triggered by the noise of the activating mechanism above. Those beneath who react within a couple of seconds may be able to dodge

the spears if they are slim enough (or perhaps position themselves to be stabbed by just one spear rather than several). A counterweight then withdraws the spears back into the roof.

Another common configuration is having longer spears that erupt from the floor in a circular configuration, making a fence to encircle and imprison rather than to impale. These spears will be no more than 10 centimetres apart and at least 3 metres high, and may extend up to the roof of the chamber if it is shallow enough. The floor may be patterned, so as to make the ring of holes less obvious to approaching intruders. There will need to be a lure to bring victims into the centre of the circle, e.g. a treasure chest on a raised dais, one of the steps to the dais being a pressure plate. These traps are also positioned in audience chambers before thrones, so the lord can capture those that displease him.

2,8,5,6) POISON NEEDLES AND GAS

Poison traps are usually only effective over very short range. They commonly involve poison-tipped darts, blown from a hidden hole by a gust of wind produced by the sudden opening of valves, or needles erected by a spring. They need cunning orientation so that they are likely to strike exposed skin (being ineffective versus AC>0). Consequently, poison traps are often positioned by doors or treasure chests, aimed at the hand of anyone fiddling with the lock. The dart will be tipped with a crystallising poison that either kills or immobilises the victim.

More rarely, a lock might contain a fragile glass canister of poisonous gas. This will be cracked if the lock is clumsily picked, releasing the gas towards the intruder.

2,8,5,7) DISARMING OR EVADING TRAPS

Most traps cannot be disarmed, jammed or resisted from the front end, i.e. from the victim's position. They move with too much force and speed, and their mechanisms are always inaccessible, hidden behind rock or masonry. A poison dart trap being the exception – if one of these can be spotted before it is triggered, it may be possible to avoid the dart's trajectory or block the small hole from which it is fired.

The simplest means of dealing with a trap is to spot the trigger mechanism, which is often a pressure plate in the floor, and to bypass it somehow so that it does not activate. Spotting a trap or its trigger requires a successful Action Roll (Observation+RE), versus a suitable Difficulty reflecting how well it is hidden. Even if a pressure plate is noticed, what kind of trap it activates may not be obvious. Alternatively, observant PCs might spot the hidden lever that controls a trap. Residents will use this to deactivate the trap so that they can go about their lawful business safely. These levers will be hidden. A certain iron wall bracket might have a dual purpose – it holds a torch but can also be twisted to disarm a nearby trap. Perhaps a lever is hidden inside a natural-looking crevice in a rough-cut rock wall. Or a particular tile must be pushed. These controls commonly have three settings:

- armed, i.e. the trap is active (the default);
- disarmed temporarily, i.e. the trap is off for a few minutes, giving a resident time to pass by safely;
- disarmed for maintenance, i.e. the trap is disabled until armed again (a key will need inserting in a lock to use this setting).

Not every trap will have a disarming lever. Residents may have to avoid some traps by taking a different tunnel.

There will be access to the mechanisms of most traps for maintenance purposes (certainly in Dwarven dungeons; Goblins may be less organised). Mechanisms are complex and need servicing regularly to prevent them from jamming and failing. There is usually a small secret

door near a trap's disabling switch, which is unlocked with the same key. This door accesses a narrow tunnel leading to a chamber housing the trap mechanism. A PC could just hit the mechanism repeatedly with a heavy weapon until it looks broken – but this will take time and create a lot of noise. And the damage might not disable the trap, or it might activate the trap and block the main tunnel. If a mechanism is to be carefully disarmed without activating the trap, tools will be required, plus a successful Action Roll (Mechanics+RE) versus a suitable Difficulty. In derelict dungeons where maintenance does not occur, PCs may accidentally trigger traps that do not activate. Or they may encounter traps that have activated but not reset themselves. Or they will see remains of previous victims which give a trap away.

The following table gives suggested Difficulties for Action Rolls for detecting or disarming traps, triggers, etc. These are for a properly maintained Dwarven dungeon, which represents the height of engineering prowess.

TRAP OR COMPONENT	DETECT #		DISARM *	
	DIFFICULTY	NOTE	DIFFICULTY	NOTE
Pressure plate	15	Spot in floor	n/a	Bypass instead
Disarming switch and secret door	18 @	Spot in wall	12	Pick lock to disarm trap indefinitely, and to unlock secret door to maintenance tunnel
Cantilevered floor	12	Spot cracks across floor	15	Disable mechanism to prevent tilting of floor
Crushing block	15	Spot cracks across roof	15	Disable mechanism so blocks cannot fall
Sump	10	Spot dip and portcullis crack	15	Disable mechanism to prevent release of portcullises and water
Spear, impaler	12	Spot holes in roof	15	Disable mechanism so spears cannot fall
Spear, imprisoner	8	Spot holes in floor	15	Disable mechanism so spears cannot rise
Poison dart	15	Spot dart hole	8	Block dart hole

Key:

- # The detect Difficulty assumes the PCs are walking carefully, actively looking for signs of traps – but are not performing a slow fingertip search of a surface. For the latter, halve the detect Difficulty (obviously, a slow fingertip search takes a very long time, and requires concentration). If PCs are not actively looking for signs of traps as they move along, e.g. because they are fleeing, add 50% to the detect Difficulty.
- * Except for poison dart traps, the disarm Difficulty assumes the PCs have been able to access the trap's mechanism via the maintenance tunnel, and are using tools to carefully disable it. (Clumsily smashing up a mechanism is a routine action.)
- @ Halve this Difficulty if a PC is aware of the secret custom relating to the positioning of disarming switches (and secret doors leading to trap mechanisms) in Dwarven dungeons. Dwarvish runes are often carved into the stonework at junctions that tell the reader to where a particular tunnel goes. These runes are often accompanied by a carved arrow motif. The disarming switch for a trap on that tunnel will be located seven or fourteen metres from the tip of the arrow, along the line that it indicates. This custom lets visiting Dwarves move around a dungeon without falling prey to its traps. The disarming switches for traps guarding important chambers, e.g. treasuries or the King's quarters, will not obey this custom. Only selected residents will know

where to locate these switches, and visitors will be warned to avoid these areas completely.

2,8,6) MAGICAL TRAPS

All manner of magical traps can be created by using Spell Rune from the Wizardry discipline. This spell delays the casting of another spell until specified circumstances occur. E.g. someone walking over a Spell Rune placed upon the ground triggers a Fire Ball. A Spell Rune is invisible to everyone except its creator (and more powerful wizards), so it will rarely be noticed before being triggered. (A cautious party of adventurers would make frequent use of the Detect Magic spell to “sweep” for Spell Runes as they explore a dungeon.) Normally, a Spell Rune can only be triggered a few times before it expires. But a masterful wizard can produce Spell Runes that operate a hundred times or more, and these could be encountered in an old, abandoned dungeon – still active.

The following example shows how three spells might work in unison to form a trap... The PCs are exploring a ruined tower, which belonged to a powerful magician long since dead. They have finally reached the uppermost storey – one large chamber which clearly served as private quarters and study, and must have been the magician's most hallowed space. Stacks of ancient tomes sit gathering dust upon a writing desk. Unable to contain her excitement, one of the PCs rushes forward to examine them – and vanishes. She unknowingly stepped into a pentagram carefully painted onto the floorboards in front of the desk. It has been made invisible with an Illusion spell; observers who fail to resist the illusion see just plain boards. (The Illusion spell's effect duration was made revocable infinite – see the *Effect Duration* section at the beginning of the *Magic* chapter.) There is also a Spell Rune on the floor, within the pentagram and likewise invisible. This contains a Teleport spell, which is set to trigger whenever someone enters the pentagram whilst the magician is absent from his study (it would also trigger if the magician were present and he uttered the word “Prison”). The PC has been teleported from the pentagram into a barred cell in the dungeon beneath the tower. She does not know this however. She has just been plunged into darkness. She knows somehow that she is without her comrades now, in some cool, damp and echoey place – but she can see nothing without a light of some sort. What is that strange hiss...?

2,8,7) OTHER THREATS

Apart from falls and traps, or getting lost and starving to death, there are many other hazards when adventuring underground. *The Bestiary* contains descriptions of many dangerous creatures that live in subterranean habitats. PCs might also enter areas subject to volcanism and have to contend with rock falls (see *Rock Falls* in the *Harms Beyond Combat* chapter), lava or the accumulation of flammable and/or poisonous gases.

2,9) REALMS OF EXISTENCE

Before we end this limited description of the setting for this game, it is worth pointing out that there are other realities to the normal world inhabited by the PCs.

2,9,1) NATURAL REALM

In these terms of reference, the world in which Humans, Elves, Dwarves and the like are native is known as the Natural Realm. This is the setting in which this role-playing game is expected to take place.

2,9,2) SPIRIT REALM

The Spirit Realm is strikingly different to the Natural Realm, yet strangely familiar also. It is superimposed upon the Natural Realm, yet apart from it. Travel between the two is usually impossible without death. However, non-living features of the Natural Realm manifest at the corresponding locations in the Spirit Realm if they have been still for sufficient time (measured in decades). The longer a feature is still in the Natural Realm, the more substantial is its manifestation in the Spirit Realm. Thus, the gross landscape of the Spirit Realm matches that of the Natural Realm. However, because of their constant movement, the airs and waters of the Natural Realm are not found in the Spirit Realm – rivers being dry channels which empty into vast valleys and gorges where seas churn in the Natural Realm. Likewise, the movement of the Sun and Moon make them absent from the Spirit Realm – which is perpetually dark and cold, lit only by the myriad unblinking stars strewn across the black sky (far more stars than can be seen in the Natural Realm). Any robust buildings of sufficient age will be present within the Spirit Realm, though moving parts like doors and window shutters will not be there. Many dead trees are old and immobile enough to be present in both realms. In the Spirit Realm, whilst a tree's trunk will be hard, its branches become increasingly insubstantial and transparent as one rises up the tree, given their movement in the winds of the Natural Realm. There are no grasses or flowers, insects, birds, animals or ought else that lives in the Spirit Realm. Instead, it is thronged with the souls of dead people. These shades are the only things that move within the Spirit Realm. They appear as they did in life, just before the time of their death. They are usually silent, eyes closed, endlessly reliving memories of their lives. Perhaps they get pleasure from this, or perhaps they are reviewing what they did when alive so that, when judgement comes, they can justify their actions. They haunt the locations in the Spirit Realm which correspond to their most treasured (or harrowing) memories of the Natural Realm.

The God of Death does not permit the living to enter the Spirit Realm – except for those in coma. Unlike the dead, these souls have living bodies which they have abandoned in the Natural Realm. Most comatose souls remain in the Spirit Realm permanently, their fate sealed once their bodies have died. Magic brings a few comatose souls back from the Spirit Realm, however, and these are able to describe the dark, barren world through which they travelled, and their conversations with the Dead.

2,9,3) DEMONIC REALM

The Demonic Realm is comprised of a seemingly endless maze of corridors, stairs, shafts and chambers, cut into rock and sporadically lit by glowing crystals of lurid hues. Though some chambers are vast, all are enclosed by a roof of stone, and daylight is never seen in the Demonic Realm. Because of this, lore masters call it the “Labyrinth”, and speculate about its location. Some think it a bizarre parallel existence, like the Spirit Realm. Others postulate that it is part of the Natural Realm, but buried deep below the surface world such that, if one dug down far enough, it might be possible to break through into it. However, even the deepest of the Dwarf mines have not uncovered the Demonic Realm (or, if they have, the Dwarves do not speak of it). Thus, it seems that magic is required to travel between the Natural Realm and the Demonic Realm. No known spell can transport people between the two, but magical mishaps seem to achieve this occasionally. Those few that claim to have returned from the Demonic Realm are consistent in their portrayal of it and its denizens – the latter always described as terrifying and evil. See *The Bestiary* for descriptions of several species of demon.

3) THE PLOT

The GM should have ideas for the kinds of adventures that her PCs are likely to experience in each gaming session. Typical plot lines might involve the party of PCs:

- slaying a pack of wolves that have been attacking villagers' livestock;
- slaying a dragon (or other fearsome monster) that has begun terrorising the locality;
- rescuing a prisoner from a fortress;
- protecting a merchant caravan from bandits;
- exploring a section of coastline by ship for a merchant guild;
- scouting the movements of an enemy army;
- finding the die required to cast a powerful spell;
- recovering a holy artefact from a temple that has sunk beneath the sea;
- representing the local lord at a tournament;
- infiltrating an enemy castle as spies or saboteurs;
- kidnapping or assassinating an enemy of the local lord, e.g. a rival noble, a suspiciously wealthy merchant, or a charismatic preacher;
- raiding the treasury of a noble's stronghold;
- recapturing a monster that has escaped the cage in which it was brought to the local lord as tribute;
- encouraging a band of travellers (e.g. a circus, refugees or cultists) to move on, as the local lord does not want them disturbing his people;
- breaking a siege or plague quarantine;
- etc.

In preparation for running a gaming session, the GM should ask herself some obvious questions about her plot. Taking the “recovering a lost piece of treasure” example, she needs to think in advance about the following questions:

- How are the PCs going to be drawn into the plot? E.g. will they stumble across a treasure map or will they be hired by an NPC to perform the task? Where and how will this occur?
- Where is the treasure currently? E.g. in an ancient ruin, a temple to an evil god, the vaults of the Thieves' Guild, or a merchant's caravan travelling through the desert?
- What will the journey be like for the PCs to get there? How long will the journey take them? What kind of terrain will they pass through? Will there be obstacles, e.g. bandits, or a wide river or high mountain range to cross?
- Why is the treasure in its current location? Why has it not been recovered before? Has its location just come to light, or is it guarded somehow? If so, by what – a powerful NPC or monster, or some kind of horrible trap?
- How will this guardian interact with the PCs? How will it protect the treasure? What powers does it have? Does it have minions that the PCs must defeat first?
- Are there ways that the PCs might improve their odds of success? E.g. is there a secret shortcut to the treasure? Does the guardian have a weakness that they might discover and exploit?
- Are the PCs in competition with anyone? E.g. is a rival group of adventurers also seeking the same treasure? Or is some natural event going to happen that will thwart them unless they recover the treasure first, e.g. a flood or earth quake?
- What is the stick and what is the carrot? What forces will keep the party of PCs following the plot when the going gets hard – greed, fear or something else? Why do they need to work together?

- If an NPC hired the PCs, who do they work for? What are their motives?
- Etc.

The GM does not need to meticulously plan out every eventuality, and improvising elements of her plot is fun and inevitable as the players do unpredictable things – but she should have a reasonable idea of what is going to happen next, most of the time. This lets her prepare enough to make her descriptions richer, making the world she creates feel more real.

If she can, the GM should present the PCs with difficult choices. E.g. the PCs have finally tracked down their nemesis. As they pursue their enemy through city streets, they hear a cry from a side alley and spot a robbery taking place. Do they break off their pursuit to fight the robbers, or do they leave the robbers' victim to their fate and keep chasing their enemy? This will be a harder decision for some PCs than others. A PC with a chivalrous nature should want to help the robbers' victim, whilst a mercenary PC would prioritise capturing his enemy. The GM should not give the players long for debate; if they argue for too long, both their enemy and the robbers will escape. Thus, the players may decide to split the party in two. If this happens, the GM will need to referee each half of the party in turn. This will slow down the game, forcing players to wait their turn. But, if the GM chooses cliff-hanger moments to switch perspective from one half of the party to the other, she can build tension. Also, PCs who leave their allies will be in more danger than usual, raising excitement further.

As with any good book, there should be a grand finale. It makes sense if the GM saves the encounters with the most challenging enemies towards the end of a particular scenario. Otherwise a sense of anti-climax will spoil the fun.

It is always entertaining to introduce plot twists. What could happen that the PCs do not expect? E.g. if she can arrange it carefully, the GM will enjoy watching the PCs gradually realise that an ally is actually an enemy. This kind of unpleasant surprise for the players contributes to a sense of fear and paranoia, which makes them care about their characters and makes the game exciting.

However, not every session needs to end with a plot twist or cliff-hanger. Sometimes let the predictable outcome happen. This will make the surprises more powerful when they do occur. Sometimes it is just a pack of wolves that has been eating the village's sheep. Sometimes the prime suspect is the murderer.

3,1) STEERING THE PCS

Since she controls the whole environment, the GM can steer the PCs along her plotline if needs be. She can drop clues along the way for the PCs to find, which lead to rewards if the PCs behave as the plot requires. These clues might be take the form of advice from an NPC that they meet, or information in a book that the PCs find. Alternatively, the GM can place barriers in the way to prevent the PCs from moving too far off the plot. These obstructions could vary from a locked door to a wide river or mountain range, to a dangerous monster or powerful enemy NPC.

The GM needs to strike a balance between steering PCs along her planned storyline, and letting the players control their characters. Players may become resentful if it becomes obvious that their characters are being coerced by the GM into a particular situation. A good GM is able to adapt her plot when the PCs do something that she did not predict.

Sometimes it can be fun to simply ask the players what happens next. Ask them what kind of monster lives in the cave, or what kind of treasure is in the chest, or what are the motives of this NPC... And adopt their suggestions. Giving the players some agency like this keeps them engaged and gives them a stake in the story.

3,2) NON-PLAYER CHARACTERS

Actions have consequences and, as time progresses, PCs will make friends and enemies. The GM should develop a pantheon of different NPCs, all with different ambitions for the PCs or grudges against them, and who will pop up in scenario after scenario. The GM should always be thinking things like, “The PCs have just found the Holy Hand-Grenade of Antioch. So how long before Jobasha of the Thieves’ Guild finds out, and what will she do about it?”

NPCs are role-played by the GM and, since the GM is Master of the Universe, she can arbitrarily choose every NPC’s attributes, skills, spells, equipment, etc. Often, NPCs will play a very brief role in the current adventure – they may just serve the drinks at an inn, for instance – and it would be a waste of time to fully generate their characteristics as one would for a PC. However, if an NPC is to play a larger role – perhaps he will be trying to steal a PC’s belongings that night in the inn’s dormitory – a more detailed description of his abilities is needed. The larger the role, the more detail is required. An arch-enemy NPC, who will be encountered repeatedly throughout a PC’s story, may require a full character generation process.

The Bestiary provides examples of NPCs of different races and professions. The GM should use these as guidelines and adapt them when necessary.

The GM should remember that she need not make Difficulty Rolls for NPCs (and creatures). E.g. if an NPC is being attacked, she uses $2xAG$ as its Defence – whereas a PC would defend with $1d10+(2xAG)$. This non-rolling mechanism makes NPCs somewhat weaker than PCs – which is appropriate considering that the PCs are the heroes of the game. It also saves the GM a lot of dice rolling. And she can always boost the characteristics of an NPC if she feels it is appropriate. Don’t forget, this mechanism only applies to Difficulties. The GM still rolls dice when making Action Rolls for her NPCs, e.g. to attack, cast spells or attempt manoeuvres.

3,3) POWERFUL MONSTERS

The GM should invest some time in her monsters – especially those which are highly intelligent and faced by the PCs at the climax of a particular scenario. Some monsters will be far cleverer than the PCs and even the GM herself. How does she role-play such creatures?

Start with the monster’s aims and resources. If it is highly intelligent, it is likely to have a strong desire for self-preservation. It will also have accumulated significant resources, especially if it has been living for centuries or even millennia. It will have used this time to acquire several lairs, wealth and treasures and, most importantly, a network of minions. These minions might be NPC mercenaries, well paid to protect the monster – not just with strength of arms but by gathering intelligence for it, and by manipulating people and institutions to further its aims. Or, rather than mercenaries, perhaps the monster is attended by a group of mad cultists who worship it as a god... Or perhaps it is teaching magic to a cabal of apprentices... Either way, the monster’s spies will likely have reported the arrival of the PCs in the vicinity. They might even have provided an assessment of the PCs’ strengths, weaknesses and favoured tactics. So, rather than resting in its lair waiting to fight the PCs

(unless it judges that victory is certain and it fancies the sport), the monster will put into action well-tested defences and traps to either soften up the PCs or to capture them before they reach the inner sanctum. Likewise, the powerful items in the monster's treasure hoard are not merely ornamental; the monster will employ them in its fight with the PCs, either directly or by allowing its minions to use them. (Some of these items might be magical scrying devices, allowing the monster to study the PCs' progress through its lair.) Most importantly, if the GM likes a particular monster, give it escape routes from its lair. These may be hidden with secret doors, or out of reach to those not of giant size. They allow this monster to retreat and live to fight another day – and nurse its grudge against the PCs, who have humiliated it and stolen its treasure...

The GM should remember that, as with NPCs, she need not make Difficulty Rolls for creatures. E.g. if resistible spell is being cast upon a creature, she uses its Intelligence as its resistance (whereas a PC would resist with 1d10 plus their magic skill plus SD). Don't forget, this non-rolling mechanism only applies to Difficulties. So if the creature is casting a spell, rather than being the target of one, the GM makes a Spell-Casting Roll for it, rolling 1d10 plus the creature's SC.

3,4) RANDOM EVENTS

Obviously, the GM cannot plan every detail of the plot and, even if she could, players would still make their characters do unpredictable things. Consequently, there will be times when the GM lacks inspiration for what is happening next. A random event is often useful in such occasions. The tables in *The Bestiary* list the creatures commonly encountered in different types of habitat, allowing the GM to select one at random for the PCs to face. Alternatively, here is a table listing one-hundred features of the wilderness, or encounters within it, from which the GM can choose:

1d100	FEATURE OR EVENT	CONSIDERATIONS & CONSEQUENCES
1	Adventurers, party of	Are they rivals? Will they challenge the PCs, or pass them by?
2	Army encampment	Will they question the PCs? Or press-gang them into their ranks? Will the PCs elude its scouts?
3	Aurora in the sky	Strange to see such a vivid aura at this latitude. Is it a portent? Does it mark an intersection?
4	Bandits	Both parties will be considering the gear and valuables carried by the other...
5	Battlefield, old	It is littered with bones and rusting pieces of armour and weaponry. Is there any treasure to scavenge? Will there be undead?
6	Battlefield, recent	It is littered with fresh corpses. Is there any treasure to scavenge? Will it attract scavenging monsters? Will there be soldiers nearby?
7	Bear cubs	The mother must be close by...
8	Blight	The vegetation in this area is brown and lifeless. As the party progresses, it blackens and the air acquires a sour odour. The earth feels slick and putrid in places, and ash-like in others, covering feet and legs with an unpleasant material. Will the party press on? Might they be affected by a miasma?

1d100	FEATURE OR EVENT	CONSIDERATIONS & CONSEQUENCES
9	Bodies, skinned	They are hung up high, e.g. in the tree canopy. Why and how? Why were they skinned?
10	Bodies, bound and starved	They are tied up, e.g. to tree trunks, and look starved to death...
11	Bones, petrified and enormous	What was this colossal creature? Is there anything interesting within the skeleton?
12	Bonfire	A large bonfire, still burning. Who built it and why? What's that burning amongst the wood?
13	Bounty hunters	They attack the PCs. Why? For whom do they work?
14	Burial pit, uncovered	It is heaped with corpses. Why are they here? Why did they die? Are there scavengers? Is there disease? Are there undead?
15	Campsite, fresh	It is recently abandoned. Fire embers are still warm, baggage left behind. Where is everyone?
16	Carcass, large	It is recent. Are there scavengers? Is there treasure within the carcass' stomach? Might the pelt, fangs or poison glands be valuable?
17	Cave entrance	What is inside? A monster's lair, a bandits' hideout, or a derelict temple?
18	Chasm, gorge or crevasse	How to cross it? What's that at the bottom? (A cave entrance, mysterious cottage, ruined temple, strange pool...)
19	Cholic	Each of the party's horses has a 50% chance of being stricken with a strange illness. They become nervous, lethargic, unable to stomach food. Can a cure be found? Must the horses be abandoned?
20	Comet	It is very slow-moving and emits an eerie light. Is it a portent? Does it guide the PCs somewhere?
21	Cottage	A mysterious isolated dwelling in the wilderness. Who lives here? Where are they?
22	Crashed vessel	This thing has clearly crashed to the earth. There is a doorway to the inside...
23	Crystal outcrop	Giant crystals which glow when night falls. Do they cause any magical effect? Do they attract creatures?
24	Dream, shared	The PCs wake having had the same dream...
25	Drovers	They are herding animals through the wilderness. How will they react to the PCs?
26	Earth tremors	The ground shakes and cracks. Ball lightning floats in the air. Does it strike a PC?
27	Eclipse of the sun	The eclipse plunges day into night. It was unforetold, and causes panic across the whole region. Are there riots? Bloody sacrifices to appease the gods?
28	Excarnation platform	With skeletal remains and a fresher corpse being pecked at by ravens. Whose is the corpse? Has it any treasure? Who laid the corpse there?

1d100	FEATURE OR EVENT	CONSIDERATIONS & CONSEQUENCES
29	Fairy ring	A wide circle of toadstools. Are they nutritious or poisonous? The weather is different inside...
30	Falling person	They drop from high in the sky, shrieking and dying as they hit the ground. Who were they? Why did they fall? From where?
31	Farm, isolated	Encircled by hedges and gates. How will the occupants react to the passing PCs?
32	Flattened trees around a crater	The trees for a kilometre around have a blasted look. Is there a strange rock in the crater's heart?
33	Floatstone slab	See <i>Unusual Materials</i> in the <i>Treasure</i> chapter. This piece must be a kilometre across, and hangs just 100 metres above the ground. Can it be reached and explored?
34	Fort	Guarding a strategic location, e.g. bridge or mountain pass. How will the soldiers react to the passing PCs?
35	Geothermal terrain	With sulphurous vents and hot pools and geysers. Circumnavigating it would take ages...
36	Gibbet and crossroads	Skeletal remains hang in the gibbet...
37	Glacier front	Can the ice wall be climbed safely? Are there fissures and caves to explore?
38	Glimpse of an eerie figure	Did you see that over there? What was it? It was enormous! Where did it go?
39	Graveyard, derelict	A large mausoleum can be seen in the centre. Who is buried here? Could there be treasure inside? Will there be undead?
40	Graveyard, of mastodons	Or the bones of other large creatures. Why did the creatures come here to die?
41	Grove of giant toadstools	They are tall as trees. Does anything shelter within the grove?
42	Grove of giant trees	They are ten times as tall as normal trees. Does anything shelter within the grove?
43	Herd of large herbivores	E.g. aurochs or bison. Can they be avoided? Will they stampede?
44	Horses spooked	The PCs' animals are spooked by something that the PCs cannot sense. They will not go further for 1d100 hours...
45	Hostages and their guards	Will the PCs rescue the hostages? Does someone arrive with a ransom?
46	Huntsmen, mounted, with hounds	What are they hunting? A beast (or the PCs)? Do the PCs aid the prey or the hunters, or neither?
47	Inn, isolated	Who is staying at the inn? Where does the adjacent road lead? Must a toll be paid to use it?
48	Intersection	See the examples in <i>Intersections and Ley Lines</i> earlier this chapter.
49	Lake	Circumnavigating it would take ages...
50	Lava field	Jagged terrain with ash, cinder cones, lava tunnels – all now cold rough rock...

1d100	FEATURE OR EVENT	CONSIDERATIONS & CONSEQUENCES
51	Lepers	Ringing their bells...
52	Marsh	It is shrouded in mist. A well-trodden path leads inwards. Circumnavigating it would take ages...
53	Maze	Set out with tall hedges or stone walls. What's at the centre? Who constructed it and why? Is anyone lost within the maze?
54	Merchant caravan	What is their reaction to the PCs? What will their guards do? What goods is the caravan carrying?
55	Messenger	She carries a sealed scroll for one of the PCs. What is the message? How did she find them?
56	Mould	The party's provisions are found to be infested by a strange white mould. When handled, food crumbles into unpleasant (and spore-ridden) dust.
57	Mountain peak	An interesting structure is visible at the summit...
58	Nest	Of some giant creature...
59	Obelisk	Carved with runes...
60	Outcrop of rock	A strange rocky peak in an otherwise flat area. The trees on its flanks are charred, save the one on the summit, which has foliage sprouting from the topmost branches. Static fills the air...
61	Panic	An oppressive sense of foreboding falls over the party and gradually worsens. Then something suddenly triggers panic. A strange noise or glimpse of something? Characters failing a Double SD Attribute Roll versus a Difficulty of 15 run for their lives in random directions. They come to their senses minutes later, exhausted and alone...
62	PCs hear bells	They are ringing furiously at a nearby temple...
63	PCs wake, shocked	They wake to find that the largest tree in or near their camp has gone (along with anything tied to it). There is a hole where it was uprooted...
64	Pedlar	What wares is this hawker selling?
65	Pentagram	Of brass inlaid in bare flat stone. Who uses the pentagram, and for what purpose? What happens if the pentagram is entered?
66	Pilgrims	Where do they go, and why? Whence did they come?
67	Players	A travelling troupe of musicians and actors...
68	Pool	Of spectacularly clear water. Something shiny can be seen at the bottom...
69	Rain of frogs	A violent black storm cloud passes over the land, raining frogs. On closer inspection, are they some kind of bizarre larvae...?
70	River	How to cross? Is there a ford, rickety bridge, rope and raft...?

1d100	FEATURE OR EVENT	CONSIDERATIONS & CONSEQUENCES
71	Ruined city	Is the ruin occupied? Is there treasure within?
72	Ruined city, giant	The buildings are built to a giant scale. Who built this eerie place? Where did they go?
73	Ruined fort	Is the ruin occupied? Is there treasure within?
74	Ruined temple	Is the ruin occupied? Is there treasure within?
75	Ruined tomb or barrow	Is the ruin occupied? Is there treasure within?
76	Salt lake	Circumnavigating it would take ages...
77	Shipwreck	What's inside the cabin and hold? Will it be flooded? If the wreck is far from the sea or a lake, how did it get here?
78	Shrine or temple	Is it manned? How will the priests react to the passing PCs?
79	Slavers	Will the PCs rescue the slaves? Will the slavers capture the PCs?
80	Spire of stone	Isolated rock spire, 100 metres high, with a spiral of ancient steps carved into its sides. What's at the top? Who made the stair?
81	Spring	Is the water wholesome? Might it have strange effects?
82	Statues	Basilisk country?
83	Stone altar	Standing stones encircle a stone altar with mysterious offerings around it. Are there cultists nearby? What is the purpose of their ritual, or the offerings? Is a monster about to be summoned?
84	Stone huts	Ancient bee-hive shaped dwellings. Are they still used?
85	Submerged building	A spire or tower protrudes from water (a lake or off-shore). What treasures lie within the flooded ruin?
86	Sword in a stone	Axe in a crack. Etc.
87	Tar pit	Circumnavigating it would take ages...
88	Thunderstorm	With lightning and hail as large as eggs...
89	Tornado	
90	Trap, net	Hidden rope net trap. Does it scoop up the PCs, and lift them off the ground? Who maintains the trap?
91	Trap, pit	Hidden by a mat of branches and vegetation. Do the PCs fall in? Will the fall or the spikes at the bottom prove fatal? Who maintains the trap?
92	Treasure chest	The activity of some animal has pulled aside the vegetation that concealed this chest. What is inside?
93	Troll statues	A group of petrified trolls. Are we in troll country?
94	Uprising	An angry mob with pitchforks and torches. Will they blame the PCs for something? Can the PCs remain neutral, or must they pick a side?
95	Village, abandoned	This settlement was left suddenly and recently. Why? Where is everyone?

1d100	FEATURE OR EVENT	CONSIDERATIONS & CONSEQUENCES
96	Volcanic caldera	With a churning lava pool. Is there a tremor or small eruption?
97	Wasteland, volcanic glass	Some usual event happened here, turning a vast stretch of land into slick black obsidian...
98	Waterfall	It is tall and spectacular. Is there a cave behind it? Does anything lie in the pool at its feet?
99	Wildfire	Will the wind blow it towards the PCs, at speed?
100	Wolf den	The PCs stumble across the den. They are surrounded...

3,5) LUCK

3,5,1) LUCK REROLLS

PCs have Luck Reroll Points (LURPs). These enable them to make mistakes and survive a few situations that should have proved fatal, thereby giving players longer to play with and develop their PCs – which is a good thing since most players invest a lot of time and effort in them. LURPs also give PCs an edge which helps them face a world packed full of threats and enemies. They have been selected by fate to be heroes, after all.

The GM's NPCs, creatures and monsters do not have LURPs. If they had them too, then every fight could boil down to who has the most left.

Each PC should regain any expended LURPs whenever the GM decides that a new scene or act has begun in her campaign. The GM should ensure that players have to ration their LURPs carefully, and that reckless or thoughtless behaviour is dangerous for PCs and often fatal.

3,5,2) SELECTING PCS

The GM will frequently need to “randomly” select a particular PC. Perhaps she decides that one of the party will trip on an item of treasure hidden in long grass – or a trap. How does she choose which PC is the most or least fortunate?

In such circumstances, the GM should require all of the Players to make a Luck Roll, i.e. to roll 1d10+LU, where LU is the character's Luck attribute. The PC with the highest result is the luckiest, while he with the lowest result is the unluckiest. Accordingly, the luckiest PC will be he that treads on the treasure, while the unluckiest will tread on the trap.

Luck Rolls (not to be confused with Luck Rerolls) can be used to select a number of PCs, if necessary. Imagine that all of the PCs have been swept up by an avalanche. The GM may decide that all of those PCs scoring <10 will be injured (rolling 1d10 plus some modifier on the Crush Damage Table); the rest will emerge from the snow unscathed.

The GM should only ask for Luck Rolls in situations where there is no particular reason to select one PC over the rest. She should always evaluate the circumstances first to see if there is a factor that will select one PC for her anyway. E.g. if the PCs are crossing a rickety rope-bridge one at a time, and the GM has decided that the bridge is going to collapse, flinging one of them into the canyon, then she should look at the weight of each PC – the ropes are likely to snap when the heaviest is half-way across. Often, a skill or attribute will be relevant.

E.g. Action Rolls (Observation+RE) would probably be a better mechanism for determining which PCs spot the treasure or trap in the long grass, and which do not. (The players of those characters that failed the Action Roll could then make Luck Rolls to identify which stumbles into the trap.)

Obviously, the GM can always forgo Luck Rolls and simply choose a particular PC for herself. However, the advantages of asking for Luck Rolls are that they are fair and make the player responsible for the good or bad things that happen to his character – he rolled the 1d10 and he chose how big or small his character's Luck attribute would be. Halflings generally do relatively well in these rolls.

3,6) ISSUING REWARDS

A key task for the GM is to issue rewards to PCs. Rewards that make PCs more powerful will be attractive to many players. But they can also enrich the game for everyone if the GM uses them to encourage good role-playing.

Rewards can take many forms. The most obvious is treasure. Magical items and spell scrolls enhance PCs' abilities, and coinage enables them to buy supplies and assets. The GM can allow PCs to find treasure in the possessions of a dangerous monster or villain that they have defeated. Or perhaps an organisation that hired the PCs to undertake a task will recompense them with treasure.

Boons are another form of reward, and they can be more interesting than treasure. An honourable individual or organisation might reward the PCs for accomplishing a task by offering to undertake some task for the PCs in the future. If PCs accumulate boons from a variety of people, they will have different ways of tackling puzzles in the GM's plot, e.g. gathering information or accessing guarded people or places. (Boon skill allows for these kinds of favours to be dealt with by die rolls, but the GM should always take opportunities to role-play such transactions.) If the PCs accumulate sufficient boons from the right people, they may eventually be granted status and property. See *Buying and Renting Property* in the *Goods and Services* chapter.

Sometimes there is no treasure or boon at the end of an adventure. Perhaps the adventure is the reward in of itself. Many players (and PCs) will enjoy the challenge of exploring new places and encountering new people and creatures. And adventuring employs a PC's skills, allowing them to develop. The GM can always give out a few bonus LURPs or Development Rolls if she feels it is appropriate.

The GM should always:

- consider balance. Great rewards should require great effort to acquire, in the face of great danger. If the GM dispenses treasures too freely, she will dilute the excitement of the game;
- use rewards to encourage good role-playing and ideas. This will boost everyone's enjoyment of the game, and keep the plot moving along. Thus, PCs that are role-played well should find treasure, meet potential allies, avoid traps, etc. – and likewise if players contribute suggestions for how to progress through the situations in which the PCs find themselves.

3,7) DOWNTIME

Player Characters may welcome some rest, or downtime, between dangerous adventures. They might use this time to:

- rest and recuperate;
- maintain relations with members of their family or guild;
- sell treasure;
- buy equipment or property, or maintain or improve it;
- deal with correspondence;
- undertake training or study to develop skills or memorise spells;
- forage for herbs;
- craft a magical item with alchemy;
- research a new spell.

All of these interludes give opportunities for the GM to introduce the next adventure. E.g. a PC might receive a message from a contact asking for help, be ordered to undertake a job by their guild, or be robbed of a valuable item by a thief who leaves behind a clue...

Downtime should also be used to review each PC's personality framework. Have a PC's goals, plan and boundaries changed at all, as a result of their experiences? Have personality trait scores shifted? Should the PC be role-played in a different way?

4) REFEREEING THE GAME

The GM's aim should be to make her world feel as realistic as possible to the players. This will make them relate to and care about their characters, and draw them into her plot and the game.

The GM can create a sense of realism by carefully and consistently judging what is possible and likely in her world and what is not. So, each time that a player suggests an action for his character, she must decide whether it should be possible to accomplish that action and, if so, how easy or difficult it will be.

4,1) CHOOSING THE RIGHT DIFFICULTY

Every non-routine action requires an Action Roll. The Difficulty of the roll determines how easy or hard it will be to succeed. For some actions, the Difficulty is predetermined. E.g. when casting an apprentice spell, the Difficulty is 12. But, for many other actions, the Difficulty is a mysterious value which is arbitrarily set by the GM. Being able to choose the right value for the Difficulty, to make the action just hard enough, is one of the key skills needed by the GM.

It may be sensible for the GM to ask of each player, what is the sum of the relevant skill and attribute for their PC. She can take an average of these values, and then add 5 to it. This way, statistically, half of the PCs should succeed the Action Roll and half fail (ignoring Hindrance and advantage). If this is too easy, then increase the Difficulty by a few points; if it is too tough, decrease the Difficulty accordingly.

Adjusting Difficulties to make actions hard can help the GM to create barriers that steer the PCs through her plot. For instance, she might use a locked door as an obstacle by making its lock hard to pick (by making the Difficulty opposing lock picking Action Rolls very high).

Once the GM feels that the PCs are ready to progress, she might allow them to find the key...

Remember that the same action can become more challenging with time. If prolonged combat should be making a character very tired, the GM may apply an Exhaustion Penalty – increasing his Hindrance and so penalising his ability to pass Action Rolls. Some types of creatures in *The Bestiary* are able to fight indefinitely without ever becoming exhausted, e.g. undead.

The GM should always modify the Difficulty to reflect the conditions in which the action is being attempted. For example, if a thief is picking a pocket, the default Difficulty will be the victim's Observation+RE (or, if they are a PC, 1d10+Observation+RE). If the thief tries to pick the pocket of a victim with whom he is talking, the GM should increase the Difficulty because the victim's attention is focused upon the thief. However, if the thief picks a victim's pocket as he barges through bustling crowds in the city market, then the GM should reduce the Difficulty accordingly.

4,2) DIFFERENT VIEWPOINTS

The GM should not allow a PC to make an action that is unrealistic given the information of which he is aware.

This situation arises frequently because each PC has a different viewpoint on a situation. The GM will often ask the players to make Action Rolls (Observation+RE) for their characters, and will then give some information to the players of the successful characters, describing what they have noticed. She may find, though, that players of unobservant characters are also acting on this information, even though their characters have not spotted anything yet. The GM should deter this kind of cheating.

Obviously, from the moment that they are asked to make observation Action Rolls, each of the players knows that something is afoot. If a player rolls badly, he also knows that his character will probably not have noticed a potential danger and is thus more at risk than the others. If he is role-playing well, the player will separate his own knowledge from that of his character, and will only make actions that are realistic.

To build the suspense, the GM may find it worthwhile speaking in private to different groups of players, depending on the viewpoints of their characters.

4,3) COMMUNICATION BETWEEN PLAYERS

It generally makes things simple if the GM and players agree that (unless the GM is told otherwise) all communication between players is actually communication between PCs. This becomes particularly relevant during combat. It is also an excuse to put on funny accents.

4,3,1) DISCUSSING TACTICS DURING COMBAT

When a fight is about to begin, players will often be tempted to spend a considerable amount of time discussing tactics. Generally, it is only fair for the GM to give them some time for this – they are having to visualise and co-ordinate the movements of imaginary combatants on an imaginary battlefield after all. However, if the players take too long in their discussion, the GM should allow her NPCs and monsters to begin their actions whilst the PCs are still planning.

Once combat has started, players should not be allowed to discuss tactics unless they are willing for their characters to shout through the melee to each other. Again, enemies are as likely to hear what is said as are the PCs receiving the advice. Often, the use of a language unknown to the enemies is a useful tool for PCs.

4,4) TIMING ACTIONS

Choosing realistic timings for actions is another key part of being the game's referee, especially in combat situations. First, the GM will need to supervise Reactions Rolls to see who acts in what order initially. Second, she must decide the default durations of all actions and events which occur. Some guide values for common actions are provided shortly, and the default durations of attacks, spells and prayers are given in the *Combat* and *Magic* chapters. (Each player can decide for himself whether to accept the default duration for his character's actions, or whether to speed them up at the risk of being less likely to succeed. Durations cannot be reduced to less than half of the default. The Difficulty is increased by 2 per second quicker.)

The GM should be careful to assign a duration to every event that occurs in combat. E.g. the seconds that a character spends selecting the next opponent, moving between opponents or re-orientating himself after receiving a nasty blow are just as long as the seconds that he spends swinging his sword. In other words, PCs (and NPCs) should not be allowed to move instantaneously between opponents. If the GM feels that a character would have to look around after dispatching an opponent, then she should allocate a second or two for such activity. Every second counts in combat, and the GM must keep track of them all.

Advice for the GM, when a combat situation is about to start:

1. Divide a piece of paper into columns, with a column for each participant in the combat. Write each participant's name at the top of their column. Underneath each name, list the time – in elapsed seconds – when that participant can start their actions, based on their Reactions Roll.
2. Start with the quickest participant to react. Ask their player what action that character wants to attempt. Decide when the action attempt will end in reference to the elapsed time since the combat started. Note the end time and a very brief description of the action in the column for that participant, e.g. "6 Lightning Bolt spell".
3. Move to the next fastest participant, and repeat – listing their action and its end time in their column. And so on.
4. Work down the paper, as the elapsed time grows larger.
5. When the elapsed time matches the end time of a participant's action, their player makes the appropriate Action Roll, Spell-Casting Roll, etc. to resolve success or failure.
6. Keep going until the combat is over, and there is no need to track activity second by second any more.

It will be helpful for the GM to set aside two d10s and use them as a d100 that displays the current elapsed time – like a kind of clock to which she and all of the players can refer to keep track of where, or rather when, they are. Similarly, it can be helpful in a combat for each player to set aside a d10 and use this to display their PC's current Hindrance to the GM and other players.

E.g. the following table shows the first 13 seconds of a battle in Moria...

LEGOLAS	GIMLI	GANDALF	ORC 1	ORC 2	GREAT TROLL
1 react					
		2 react			
3 load bow			3 react		
4 fire bow	4 react				
				5 react	
6 load bow			6 scimitar strike		6 react
7 fire bow		7 fire bolt cast	DEAD		
	8 axe hits			8 scimitar hits	
9 load bow					
10 fire bow					
				11 scimitar hits	
12 load bow	12 axe hits	12 fire bolt cast		DEAD	
13 fire bow					13 chain whip hits

4,4,1) DEFAULT DURATIONS FOR ACTIONS

The following sections give guide values for the default durations of common actions. (The default durations of different attacks with weapons are listed in the *Combat* chapter.) Asterisks indicate actions that are normally routine, i.e. are automatically successful and do not need an Action Roll. However, if attempted in less time than the default duration, the GM may require an Action Roll.

4,4,1,1) DRAWING AND MOVING WEAPONRY

ACTIONS: RELATED TO COMBAT	DEFAULT DURATION (SECONDS)	RELEVANT SKILL+ATTRIBUTE
Draw one-handed weapon	2	Combat+AG *
Draw two-handed weapon	3	Combat+AG *
Load bow	3	Combat+AG *
Drop weapon	1	n/a
Shift weapon hand to hand	2	Combat+AG *
Sheathe weapon	2	Combat+AG *

4,4,1,2) MAGIC-RELATED ACTIONS

ACTIONS: RELATED TO MAGIC	DEFAULT DURATION (SECONDS)	RELEVANT SKILL+ATTRIBUTE
Drink potion (once in hand)	3	n/a *
Cast spell – exclamation	1	Magic+EN
Cast spell – incantation	5	Magic+EN
Cast spell – ritual	3,600 (1 hour)	Magic+EN
Utter command word for embedded spell	1	n/a
Employ prayer	5	Devotion+varies
Employ prayer – trance	3600/FV	Devotion+varies

4,4,1,3) GENERAL MOVEMENT

ACTIONS: GENERAL MOVEMENT	DEFAULT DURATION (SECONDS)	RELEVANT SKILL+ATTRIBUTE
Stand from sitting / crouch	1	n/a
Stand from lying (leap onto feet)	2	Gymnastics+AG *
Crouch from lying	1	n/a
Mount animal	3	Riding+AG *
Dismount animal	2	Riding+AG *
Place item down	2	n/a
Drop item	1	n/a
Turn through 180°	1	n/a
Rummage through backpack for an item	10	Observation+LU *

It is also important to know how far a character can move in each second. This is given by the character's movement rate (see the *Character Generation* chapter). In a typical combat situation, a character can move at most a number of metres each second equal to his fastest permitted movement rate (see the *Prohibited Movement Rates* section in the *Actions* chapter).

4,4,1,4) OTHER ACTIONS

The list of actions in the previous tables is far from exhaustive. It is the GM's responsibility to decide on default durations for all other actions that characters wish to perform. As always, the GM should try to be realistic and consistent.

This can be challenging sometimes, especially when players want their characters to perform novel actions or several actions at once. E.g. how long does it take a character to run around the perimeter of a room to the other side, avoiding the melee in the room's centre, whilst jumping over bodies and whilst drawing his dagger? The GM must use her judgement and come up with a good guess.

Remember, though, that it is only necessary to determine the duration of actions when the PCs are in combat or other dangerous situations. More often than not, timing actions is not important.

4,4,1,5) INSTANTANEOUS ACTIONS

Some actions and events occur instantaneously. This means that they take zero seconds to occur, i.e. no time at all. E.g. with a Lightning Bolt spell, the bolt travels instantaneously to

its target, i.e. the bolt strikes at the exact same moment that the magician finishes casting the spell.

4,4,2) THE RANGE OF ATTACKS

The GM should always keep attacks' ranges in mind when timing a combat. Obviously, an attack cannot be successful if its target is out of range. In addition, the target may move out of range whilst the attack is being performed, making a miss of an attack that was possible when it commenced.

Ranges for thrown and missile attacks are listed in the *Combat* chapter. The range of a melee attack is dependent upon the length of the weapon and the size of the attacker. Weapon lengths are provided in the *Combat* chapter. Obviously, if a character wields a pike, he will be able to make a successful melee attack on opponents that are further away than if he were using a dagger or making an unarmed attack. Likewise, Common Trolls and other large creatures are likely to have a longer reach with their arms than Humans and other creatures of smaller stature.

4,4,3) WITHDRAWAL FROM MELEE

Characters will frequently wish to withdraw from a melee combat in which they are engaged. How is this situation modelled?

Imagine that one combatant, William, wishes to withdraw from a melee fight with another, Albert, his attacker. William has two choices – he may:

1. retreat whilst still facing Albert, so as to be able to defend against attacks more effectively;
2. turn and run, hoping to be out of melee range before Albert can complete an attack.

4,4,3,1) WITHDRAWAL WHILST FACING THE OPPONENT

The first choice will only be effective if Albert decides not to follow and keep up with the retreating William. It will probably be impossible for William to retreat backwards faster than Albert can advance facing forwards. If Albert chooses to follow the withdrawing William, then the GM should continue to allow the exchange of blows to continue, even though the two opponents are moving. William can still use Defence but, as he is probably walking backwards, he must spend a second now and then looking over his shoulder for obstacles behind him. This will slow down how frequently he can make attacks. If Albert does not pursue William, then any attack he is making will fail if William is out of reach before it is resolved.

4,4,3,2) WITHDRAWAL BY TURNING AND FLEEING

Imagine that William decides to go for the second choice – turn and flee until out of melee range. Withdrawal from melee in this way normally takes a minimum of 2 seconds – 1 second to turn and 1 to step out of melee range. So William may withdraw from the melee without suffering any damage if he can begin his withdrawal 2 seconds before his opponent Albert finishes making his attack.

Albert will notice immediately that William is beginning to turn away to withdraw. Consequently, he may immediately choose to speed up his attack so that he completes it before William has had time to withdraw, i.e. Albert must finish his attack ≤ 2 seconds after William begins to withdraw. If Albert finishes his attack later, it will miss.

The standard penalties are applied to Albert's Attack Roll if he decides to speed up his attack in order to hit William before he withdraws. (Remember that no attack can be sped up so much that it is undertaken in less than half of the default duration or 1 second.) If William has a shield, this will still provide him with cover and require Albert to aim at an exposed body location with the associated Location Penalty.

Of course, Albert could decide, on observing the beginning of William's withdrawal, to cancel his attack and begin running after William. The GM should allow Albert to make melee attacks at William's rear whilst giving chase, so long as he can keep William within melee range. (Note that Location Penalties alter for striking a target from the rear. See *First Division Body Locations* in the *Combat* chapter.) The GM should probably require Action Rolls (Running+AG) for both characters to see if either stumbles or trips (the Difficulty being harder for Albert if he is also making attacks). The GM will also need to compare movement rates to see which combatant is capable of outrunning the other.

4,4,3,3) USING A LEAPING SPELL TO WITHDRAW

The Leaping spell (see *Force* in the *Magic* chapter) allows its caster to jump SC metres from a standing position, where SC is his Force+EN. This enables a withdrawal to be made using the turn and flee option, in 2 seconds, but makes it unlikely that the attacker will pursue the caster as he will be far out of reach. Unless the attacker can cast Leaping too...

Note that the withdrawing character should turn before casting Leaping, or he will rocket forwards into his opponent and probably impale himself on his opponent's weapon.

4,4,4) SKETCH MAPS

Combat and many other tricky situations can be made a lot easier to visualise – for the GM and the players – if someone draws a sketch map of the battlefield. In addition, the GM will often find drawing maps and plans an effective way to convey to the players the layout of buildings or other types of terrain through which the PCs are moving.

While the players and GM might have maps to look at, the PCs may not. If the PCs do not have the equipment to make a map, and/or do not spend the time making one, then the GM should not allow the players to refer to her maps if the PCs get lost.

While it makes sense if the GM draws the maps, there is no reason why the GM has to do all of the book-keeping. For instance, it is recommended that each player keeps track of when his character's current action ends in combat.



Kleidung wider den Tod zu Rom. Anno 1656.
 Also gehen die Doctores Medici dâher zu Rom, wann sie die ander Pest erkrankte Personen besuchen, sie zu curiren und fragen, sich wider den Gift zu sichern, ein langes Kleid von gewarntem Tuch ist; Angesicht ist verlarvt, für den Augen haben sie grosse Crystalline Brillen, wider Nasen einen langen Schnabel voll wolriechender Specerij, in der Hand, welche mit Hand schühert, wol versehen ist, eine lange Kütze und darmit deuten sie, was man thun, und gebrauche soll

CHAPTER 2 – HARMS BEYOND COMBAT

The *Combat* chapter in the *Players' Guide* described how to handle injuries – acute physical trauma from the crushing and slashing blows of weapons in the main. This chapter describes other types of harms which might befall a PC. It starts with ailments, which are gradual imbalances in the body's system of humours, arising from poison, disease or madness. It then covers accidents like falling and drowning, and environmental threats like lack of sleep, hunger and hypothermia. Next, the effects of old age upon characters are explained. This chapter closes with rules for creating more experienced and powerful PCs than are produced by the default character generation process.

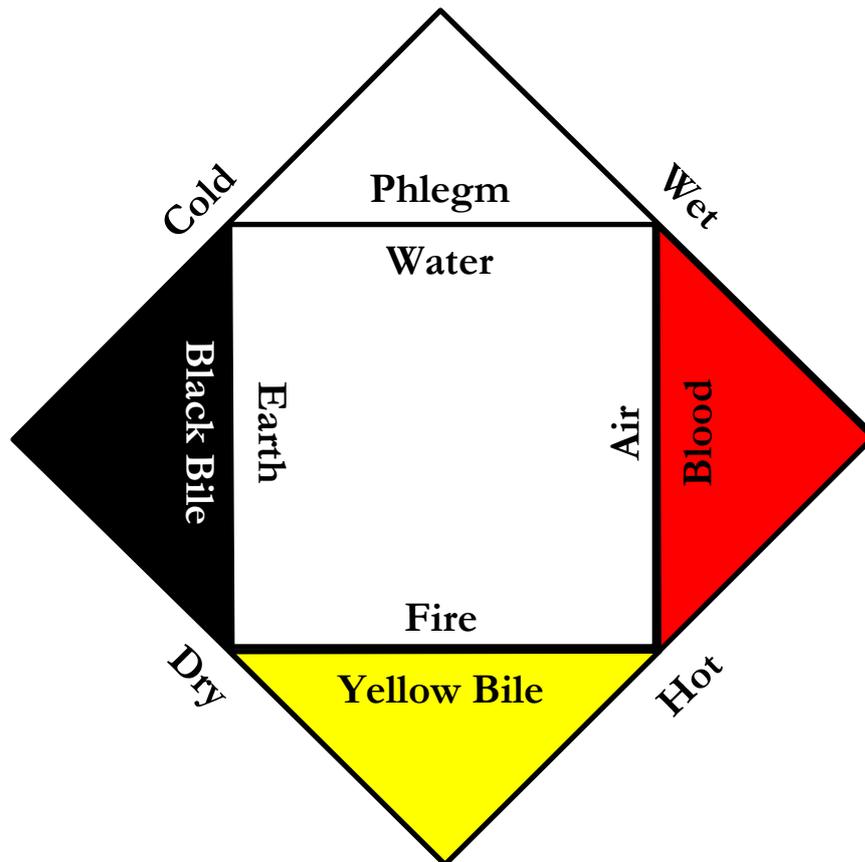
1) AILMENTS

Injuries from attacks and accidents inflict sudden physical trauma. In contrast, ailments – i.e. the effects of poisons and diseases, and also madnesses of the mind – inflict more insidious damage. How might these ailments be healed?

1,1) BALANCING THE HUMOURS

The body contains four vital fluids, called humours, which are in balance when a person is healthy. The four humours are blood, yellow bile, black bile and phlegm. When an ailment afflicts the body, the amount of one or more of these humours increases to excess, disrupting the body's natural balance and producing the symptoms. To heal the ailment, the humour(s) in excess must be reduced back into balance. There is a magic spell for this purpose (see Balance Humour in the Healing discipline in the *Magic* chapter). Some herbs are also capable of reducing humours (see the *Goods and Services* chapter).

The four humours are closely related to the four elements – air, fire, earth and water – from which all things are made. Their natural balance also determines a person's temperament. If this balance is disturbed within the brain, temperament can change dramatically, leading to madness. The following diagram and table show the qualities associated with the four humours, and how they relate to each other.



HUMOUR	QUALITIES	ELEMENT	SEASON	TEMPERAMENT
Blood	Warm & moist	Air	Spring	Sanguine: exuberant, enthusiastic, optimistic, confident, generous, romantic, artistic, sensual, indulgent, sociable, light-hearted, cheerful.
Yellow Bile	Warm & dry	Fire	Summer	Choleric: impatient, irritable, short-tempered, bold, courageous, audacious, contentious, dramatic, bombastic, fearless, extremist, fanatical.
Black Bile	Cold & dry	Earth	Autumn	Melancholic: practical, pragmatic, dependable, reflective, stoic, philosophical, nervous, highly-strung, austere, serious, withdrawn, depressed.
Phlegm	Cold & moist	Water	Winter	Phlegmatic: benevolent, nurturing, sympathetic, charitable, patient, devoted, spiritual, sensitive, sentimental, calm, passive, sluggish.

1,1,1) **DIAGNOSIS**

Making a successful diagnosis Action Roll (Medicine+RE) reveals to a character the nature of an ailment, e.g. a disease or madness, and also which of the patient's humours is in excess. Additionally, the character learns which system of the patient's body is predominantly affected. There are four of these systems:

- heart and lungs (circulation and respiration);
- stomach and liver (digestion and growth);
- gonads and womb (reproduction);
- senses and brain (perception and thought).

To cure the ailment, the treatment must target the right humour and system.

The GM should set the Difficulty of the diagnosis Action Roll to reflect the subtlety of the symptoms, the thoroughness of the examination, etc. (Or she could take the Difficulty to equal the relevant SC in the Balance Humour spell.) If the diagnosis Action Roll is failed, the character might be mistaken about which humour needs reducing and/or which system of the body is affected.

Alternatively, the Diagnosis spell (from the Healing discipline) can be used to reveal the same information to the caster.

1,1,2) **BLOODLETTING**

If blood is the humour in excess, those skilled in medicine can open a vein in order to restore the balance of this humour. If a successful bloodletting Action Roll (Medicine+AG) is made, the level of blood is reduced safely to balance and the ailment is cured (assuming no other humours are in excess). If the bloodletting Action Roll is failed, the bloodletting has no effect. If the roll is fumbled, an injury could be inflicted, or exsanguination or even death might result.

While bloodletting is dangerous, at least it can be readily attempted. There is no surgical method for reducing phlegm or yellow or black bile. Some claim that eating certain foods, and avoiding others, can bring down these particular humours – especially for ailments rooted in the stomach. But most find that magic and herbs are more reliable cures.

Common leeches can also be applied to the body to remove excess blood. A leechcraft Action Roll (Medicine+EM) must be passed for them to be administered safely.

2) **DISEASE**

Diseases are ailments, i.e. imbalances in the body's humours. They are spread by miasmata – foul airs which are described shortly. These are either breathed in, or enter the body via open wounds. Some diseases can also be spread by additional mechanisms, e.g. transmission in the blood inherited from parents in the case of Brain Rot, Muscle Rot and Palsy.

(There are also magical diseases, e.g. lycanthropy and vampirism. These operate very differently to non-magical diseases, and are described in the *Magic* chapter.)

2,1) MIASMA

A miasma is the foul and noxious air arising from sources such as:

- the unclean;
- victims of disease;
- rot and putrefaction;
- polluted smokes, perhaps from the burning of infected corpses.

Those that breathe in a miasma (or let it contact an exposed wound) may contract the disease which that miasma carries.

Some diseases are more likely to be spread by the miasma in certain environments, e.g. the reek from a foul swamp will preferentially carry White Fever, whereas the stench from corpses left on a battlefield will more likely transmit Wound Rot. The filth and detritus of densely populated settlements produces several different types of miasmata, carrying infections like Ague, the Cough and the Pox.

The wise will avoid miasmata, bathe regularly, and carry herbs or employ spells to ward off those that they encounter. E.g. the Pomander Rose is a herb whose scent can help protect against miasmata. The following spells may also be of use, either directly or indirectly:

- Aeromancy:
 - Control Winds – this spell can blow miasmata away whilst the caster concentrates;
 - Wind of Utility – this spell's gust will clear a miasma for SC seconds;
- Necromancy:
 - Excarnation – using this spell on a corpse might stop it from emitting a miasma;
- Pyromancy:
 - Disintegrate – using this spell on a corpse might stop it from emitting a miasma;
 - Fire Cloak – at the GM's discretion, this spell might prevent the user from being exposed to a miasma;
 - Summon Smoke – at the GM's discretion, this spell might destroy the miasma in an area for the duration.

(Note that magical diseases, like lycanthropy, tomb rot, vampirism and undead plague, are not borne by miasmata. Note too that certain powerful monsters emit miasmata which induce fear, rather than bearing disease.)

2,2) RESISTING DISEASES

The effects of diseases can be resisted on initial exposure, i.e. contact with a miasma (e.g. being injured in a place where there is miasma). An exposed character's player makes a Resistance Roll versus disease, i.e. a Double CO Attribute Roll. If this Resistance Roll:

- beats or equals the disease's Potency, the disease is not contracted and has no effect;
- is worse than the Potency, the disease is contracted and has full effect;
- is fumbled (i.e. the Resistance Roll scored a natural 1, and the Fumble Roll scored >LU), the disease is contracted and may have enhanced effects or develop more quickly, e.g. the incubation period is skipped.

If a character makes a successful Resistance Roll versus a particular disease, he gains a +1 bonus to his next Resistance Roll versus that disease. If further Resistance Rolls are passed against the same disease, the +1 bonuses are cumulative, giving him increased resistance.

Note that all of the diseases in this chapter only affect creatures with physiologies similar to those of the PC races (except Trolls, Dragon-Newts and Changelings). Other creatures cannot be affected by them and need not make Resistance Rolls.

2,2,1) REPEATED EXPOSURE TO MIASMA

A character only needs to make one Resistance Roll versus a particular (non-magical) disease each day. Further exposure to the same miasma within the same 24 hours has no effect on that character.

A character can only be afflicted with one (non-magical) disease at a time. If there are different miasmata in a character's environment, the GM should select one that dominates – though this could change periodically.

2,3) DESCRIPTIONS OF DISEASES

The following diseases (none of which are inherently magical) are commonly encountered. The descriptions list the:

- stages – the effects of the disease at different times of its infection (note that increases to the sufferer's Hindrance during different stages are not cumulative);
- cure – how the disease may be cured;
- transmission – how the disease is spread;
- Potency – how virulent is the disease.

2,3,1) AGUE

The Ague is an influenza. Stages:

1. Incubation period of CO days. The victim might have a mild headache occasionally.
2. Next 10-CO days. -2 to HI. The victim develops a fever, with shivers and sweating, aches in the head and limbs, loss of appetite, and a snotty nose and sore throat.
3. Recovery period of 1 day, assuming food and rest are available. The symptoms disappear and the infection ends.

The Ague:

- is cured by reducing an excess of blood in the lungs. This alleviates all symptoms.
- is transmitted by miasma from those that are infected. A thorough GM will require a Resistance Roll for each week spent in a village, town or city.
- has a Potency of 12.

2,3,2) BRAIN ROT

With Brain Rot the victim becomes increasingly confused and withdrawn, eventually entering a coma. Stages:

1. Incubation period of CO months. In any stressful situation, the victim has a tendency to become confused, suffering -1 to HI.
2. Next period. The victim's confusion in stressful circumstances causes -2 to HI. Roll 1d100 after 1 month. If the victim's RE equals:
 - >2, 1 point is lost from RE. Repeat stage 2.

- 2, there is a 33% chance of entering a coma. Otherwise, 1 point is lost from RE. Repeat stage 2.
- 1, there is a 66% chance of entering a coma. Otherwise, repeat stage 2.

Brain Rot:

- is cured by reducing an excess of phlegm and black bile in the brain. This alleviates all symptoms, except one point of RE which is lost permanently (unless the disease was cured before RE was reduced).
- is transmitted by miasma from those that are infected or the burning of corpses. It is also passed in the blood inherited from parents by offspring. In the latter case, the disease lies dormant for $3d10+10$ years before starting with stage 1 of the effects, if a Resistance Roll is failed.
- has a Potency of 12.

2,3,3) COUGH

The effects of the Cough are fever leading to weakness and possible death. Stages:

1. Incubation period of CO days. The victim quickly develops a painful hacking cough.
2. Next $1d100$ hours. The victim becomes feverish. -5 to HI. He is unable to stomach any food. If this stage lasts for a number of hours $\geq(CO \times 25)$, he dies. If he survives, he loses 1 point from CO – go to stage 3.
3. Recovery period, assuming food and rest are available. Lasts $10-CO$ weeks. -2 to HI throughout. The fever and coughing gradually subside.

The Cough:

- is cured by reducing an excess of blood in the lungs and brain. This alleviates all symptoms, except the lost point of CO (unless the disease ended before CO was reduced).
- is transmitted by miasma from those that are infected. A thorough GM will require a Resistance Roll for each week spent in a large town or city.
- has a Potency of 12.

2,3,4) MAGE BLIGHT

With Mage Blight there is a loss of magical energy, leading to inability to cast spells. Stages:

1. Incubation period of CO weeks. The Difficulty of the victim's Spell-Casting Rolls is increased by 1, but the victim may be unaware of this.
2. Next period (open-ended). The irises of the victim's eyes turn a shade towards purple. Whenever the victim casts a spell, he suffers a headache which inflicts -1 to HI and lasts for a number of minutes equal to the Difficulty of the spell. If he loses spell-casting ability due to spell-casting failure, the duration is doubled. If he suffers a magic injury, its damage score is doubled. Roll $1d100$ after 1 week. If the result is:
 - $\leq X$, where X equals the number of spells memorised by the victim, then the victim's EN reduces by 1 point. If EN is reduced to zero, he completely loses the ability to cast spells – go to stage 3. Otherwise, i.e. if EN remains >0 , repeat stage 2.
 - $>X$, go to stage 3.
3. Recovery period, assuming food and rest are available. All lost points of EN are regained naturally at a rate of one point per day, except for one which is lost permanently. All other symptoms then end, except the purpling of the eyes.

Mage Blight:

- is cured by reducing an excess of phlegm in the heart and brain. This alleviates all symptoms, except one point of EN which is lost permanently (unless the disease ended before EN was reduced).
- is transmitted by miasma from those that are infected. Moths of Darkness also spread the miasma, though the disease does not appear to affect them.
- has a Potency of 15.

2,3,5) MUSCLE ROT

With Muscle Rot, the victim's muscles waste away, leading to eventual death. Stages:

1. Incubation period of CO months. -1 to HI. The victim feels weak and tired, and his muscles ache.
2. Next period. The victim loses weight and his muscles wither. In any stressful situation, he feels pain, suffering -2 to HI. Roll 1d100 after 1 month. If the victim's ST equals:
 - >2, 1 point of ST is lost and 10% of body weight. Repeat stage 2.
 - 2, there is a 33% chance of death from heart failure. If the victim survives, 1 point of ST is lost and 10% of body weight. Repeat stage 2.
 - 1, there is a 66% chance of death from heart failure. If the victim survives, repeat stage 2.

Muscle Rot:

- is cured by reducing an excess of phlegm in the heart and liver. This alleviates all symptoms, except one point of ST which is lost permanently (unless the disease was cured before ST was reduced).
- is transmitted by miasma from those that are infected or decaying faecal matter, e.g. near middens or sewers. It is also passed in the blood inherited from parents by offspring. In the latter case, the disease lies dormant for 3d10+10 years before starting with stage 1 of the effects, if a Resistance Roll is failed.
- has a Potency of 12.

2,3,6) PALSY

With the Palsy, the victim develops a trembling which progressively worsens, leading to paralysis and death. Stages:

1. Incubation period of CO months. In any stressful situation, the victim has a tendency to tremble, suffering -1 to HI.
2. Next period (open-ended until paralysis). The victim's trembling becomes constant, inflicting -2 to HI. Roll 1d100 after 1 month. If the victim's AG equals:
 - >0, there is a 33% chance of losing 1 point from AG. Repeat stage 2.
 - 0, he becomes totally paralysed. Go to stage 3.
3. Next period. The victim is unable to move, except for subconscious actions like breathing, blinking, etc. At the end of every month in this period, there is a 33% chance that the palsy will cause the victim's heart to flutter and stop.

The Palsy:

- is cured by reducing an excess of black bile in the heart, and yellow bile in the brain. This alleviates all symptoms, except one point of AG which is lost permanently (unless the disease was cured before AG was reduced).

- is transmitted by miasma from those that are infected or decaying vegetation, e.g. near middens or in the heart of old and dense woodlands. It is also passed in the blood inherited from parents by offspring. In the latter case, the disease lies dormant for 3d10+10 years before starting with stage 1 of the effects, if a Resistance Roll is failed.
- has a Potency of 12.

2,3,7) PLAGUE

The Plague causes nausea, diarrhoea and vomiting, leading to weakness, sores and probable death. Stages:

1. Incubation period of 1d10+CO hours. No symptoms.
2. Next 1d100 hours. The victim becomes feverish, with copious sweating. -5 to HI. He is unable to stomach any food. If this stage lasts for a number of hours $\geq(\text{CO} \times 20)$, he dies. If he survives, red sores like rosettes appear across the victim's skin – go to stage 3.
3. Next 1d100 hours. The victim is very weak and delirious. -10 to HI. If this stage lasts for a number of hours $\geq(\text{CO} \times 10)$, he dies. If he survives, he loses 1 point from CO – go to stage 4.
4. Recovery period, assuming food and rest are available. Lasts 10-CO weeks. -3 to HI throughout. The sores heal and the fever ends after this period.

The Plague:

- is cured by reducing an excess of blood in the lungs, and yellow bile in the stomach. This alleviates all symptoms, except the lost point of CO (unless the disease ended before CO was reduced).
- is transmitted by miasma from those that are infected.
- has a Potency of 15.

2,3,8) POX

The Pox causes nausea, diarrhoea and vomiting, leading to weakness, pustules and possible death. It leaves disfiguring scars. Stages:

1. Incubation period of 1d10+CO hours. No symptoms.
2. Next 1d100 hours. The victim becomes feverish, with nausea, diarrhoea and vomiting. -5 to HI. He is unable to stomach any food. If this stage lasts for a number of hours $\geq(\text{CO} \times 30)$, he dies. If he survives, revolting yellow pustules appear across the victim's skin – go to stage 3.
3. Next 1d100 hours. The victim falls unconscious. If this stage lasts for a number of hours $\geq(\text{CO} \times 20)$, he dies. If he survives, he loses 1 point from CO and wakes – go to stage 4.
4. Recovery period, assuming food and rest are available. Lasts 10-CO weeks. -2 to HI throughout. The pustules heal and the fever ends after this period. But the victim is left with disfiguring scars and his BE attribute is permanently decreased by 1 (to a minimum of 1).

The Pox:

- is cured by reducing an excess of blood in the lungs, and yellow bile in the heart. This alleviates all symptoms, except the lost point of BE (unless the disease ended before pustules formed).
- is transmitted by miasma from those that are infected, and also by contact with pus.
- has a Potency of 12.

2,3,9) SNOTS

The Snots is a common cold. Stages:

1. Incubation period of CO days. The victim might have a mild headache occasionally.
2. Next 10-CO days. -1 to HI. The victim develops a runny nose and a sore throat to compliment the headache. They shiver as if with the cold.
3. Recovery period of 1 day, assuming food and rest are available. The symptoms disappear and the infection ends.

The Snots:

- is cured by reducing an excess of blood in the lungs. This alleviates all symptoms.
- is transmitted by miasma from the unclean and those that are infected. A thorough GM will require a Resistance Roll for each week spent in a village, town or city.
- has a Potency of 15.

2,3,10) WHITE FEVER

White Fever causes a severe fever leading to weakness and possible death. Stages:

1. Incubation period of 1d10+CO hours. No symptoms.
2. Next 1d100 hours. The victim becomes pallid and feverish, with uncontrollable shivering. -5 to HI. He is unable to stomach any food. If this stage lasts for a number of hours $\geq(\text{CO} \times 30)$, he dies. If he survives – go to stage 3.
3. Next 1d100 hours. The victim becomes very weak and delirious, with sporadic convulsions. If this stage lasts for a number of hours $\geq(\text{CO} \times 20)$, he dies. If he survives, he loses 1 point from CO – go to stage 4.
4. Recovery period, during which time the victim is unconscious whilst his body slowly repairs itself. Lasts 1d10-CO hours (minimum of 1). The victim wakes with the infection ended.

White Fever:

- is cured by reducing an excess of black bile in the heart and liver. This alleviates all symptoms, except the lost point of CO (unless the disease ended before CO was reduced).
- is transmitted by miasma from those that are infected or stagnant waters, e.g. fetid marshes, swamps and other wetlands.
- has a Potency of 12.

2,3,11) WHORE ROT

Whore Rot is a venereal infection which makes sores on the body and attacks the senses.

Stages:

1. Incubation period of 1d10+CO hours. No symptoms.
2. Next 1d100 hours. The victim becomes feverish and nauseous. -3 to HI. He is unable to stomach any food. If this stage lasts for a number of hours $\geq(\text{CO} \times 30)$, he dies. If he survives, itchy red sores appear around his genitalia – go to stage 3.
3. Next 1d100 hours. The victim is very weak and delirious. -10 to HI. If this stage lasts for a number of hours $\geq(\text{CO} \times 25)$, he dies. If he survives, roll 1d100. If the result is:
 - 01 to 66, go to stage 4;
 - 67 to 100, the infection spreads to the victim's vision and he becomes completely blind. He also loses one point from SD. Go to stage 4 – unless SD was reduced to zero, in which case death is immediate.

4. Recovery period, assuming food and rest are available. Lasts 10-CO weeks. -2 to HI throughout. The sores heal and the fever ends after this period. However, some permanent scarring will be visible around the victim's naughty bits. Loss of sight and SD are not naturally restored.

Whore Rot:

- is cured by reducing an excess of blood in the gonads, and black bile in the senses. This alleviates all symptoms, including blindness but not the lost point of SD (unless the disease ended before SD was reduced).
- is transmitted by miasma from those that are infected, and also via exchange of body fluids during sexual intercourse. It is thought that 10% of whores carry the disease.
- has a Potency of 12.

2,3,12) WOUND ROT

Wound Rot necrotises flesh and attacks the heart causing possible death. Stages:

1. Incubation period of 1d10+CO hours. The wound and surrounding parts of the body become sore, swollen and inflamed. -2 to HI.
2. Next 1d10+CO hours. -5 to HI. The wound oozes foul pus and gradually turns green and black through this period. The victim loses all sensation in the infected area. If the wound is on a limb, the victim will be unable to use the limb.
3. Next 1d100 hours. The victim falls unconscious. The area of the wound loses structural strength. If a limb is affected, the bone and soft tissues will decay so much that the whole limb will fall away below the wound. If this stage lasts for a number of hours $\geq(\text{CO} \times 20)$, he dies. If he survives, he loses 1 point from CO and wakes – go to stage 4.
4. Recovery period, assuming food and rest are available. Lasts 10-CO weeks. -2 to HI throughout. The wound heals and the fever and infection ends after this period.

Wound Rot:

- is cured by reducing an excess of black and yellow bile in the heart. This alleviates all symptoms, except the lost point of CO (unless the disease ended before CO was reduced). Lost body parts are not regained naturally.
- is transmitted by miasma from those that are infected or rotting flesh, e.g. corpses left in battlefields, graveyards, carnivore lairs, etc. It often enters the blood via open wounds.
- has a Potency which varies depending on transmission. If transmission is via:
 - breathing in miasma, then 10;
 - an open wound, then 15 if the wound is a major (or worse) injury, and 12 if it is a medium (or better) injury. A thorough GM will require a Resistance Roll after every combat where injuries were received that broke the skin, and will base the Potency upon the severity of the worst of these injuries.

3) MADNESS

Sometimes adventurers do terrible things, or witness them, and this can unhinge their minds. Occasionally they develop a madness, i.e. a mental illness distorting their perception of reality and how they think. Madnesses are ailments and can be cured by rebalancing the body's humours.

This section describes how the GM determines if a character has developed a madness, the different types of madnesses that characters may develop (amnesia, paranoia, etc.), and triggers for acute episodes of delusional and compulsive behaviour (Trigger Rolls and bouts of madness).

Three types of circumstances that may induce madness are now described.

3,1) UNNATURAL BEHAVIOUR

If a character behaves in a manner that opposes his normal habits and beliefs, that is significantly out of character, then the GM should ask for a Resistance Roll versus madness. First, the GM chooses the Difficulty, reflecting the outlandishness of the unnatural act. The GM would choose 10 for a minor lapse of character, and 21 for a truly deranged act. For example, the Difficulty might be:

- 10 if a normally good character knowingly lies or steals;
- 10 if a normally evil character fails to take an opportunity to accrue power or wealth, when they might have done so with little risk to themselves;
- 21 if a normally good character mercilessly slays an innocent;
- 21 if a normally evil character spares the life of an enemy out of pity or mercy, when they might have slain them without risk.

The character's player makes a Resistance Roll, throwing 1d10 plus twice his SD attribute. If the Resistance Roll:

- beats or equals the Difficulty, the character's mind is unfazed and his sanity is not affected;
- is worse than the Difficulty, the Resistance Roll fails and the character's sanity is harmed. If he has:
 - no madness currently, then he gains one. The GM should choose a madness with which to afflict the character from those described shortly, accounting for racial predisposition. The madness' Severity score equals one;
 - a madness already, then its Severity is increased by one point;
- is fumbled (i.e. the Resistance Roll scored a natural 1, and the Fumble Roll scored >LU), then treat it as a failure, except that the new madness' Severity equals the amount by which the Resistance Roll failed; or, if the fumbling character already has a madness, then its Severity is increased by the same amount;
- gives a spectacular feat, then the character's mind is cured of one madness. He no longer suffers its effects, and his personality, memory, etc. are all restored to normal.

Note that it is possible for a character to have multiple different madnesses at the same time. The Severity of each should be tracked independently.

3,2) FRIGHTENING SITUATIONS

A similar process occurs if a character finds themselves in a frightening situation (except encounters with frightening creatures, which are described later). This time, the Difficulty of

the Resistance Roll versus madness is chosen by the GM to reflect the degree of stress. The most disturbing circumstances warrant a Difficulty of 21, the least a Difficulty of 10.

How does the GM gauge the stress induced by the frightening circumstances in which a character finds themselves? She should consider the:

- nature of the character. E.g. a good character should find witnessing violence towards innocents far more stressful than would an evil character.
- degree of helplessness. The stress might be exacerbated if a character is powerless in the face of danger. E.g. a character that is tied up will suffer more stress and fear than one who is free to flee. Likewise, a character that understands the nature of a threat might be more afraid than one who is ignorant of its potency.
- degree of familiarity. This is a different aspect linked to a character's understanding of the danger. If a character has survived similar circumstances in the past, they may be more relaxed about the dangers than a novice. E.g., generally, returning to a frightening place should not lead to another Resistance Roll versus madness, unless the character learns something new and significant about the dangers there.
- duration of the stress. The GM should ask a player for a single Resistance Roll at the peak of the stress, rather than a series of rolls. However, sometimes the circumstances will change in ways that the GM did not foresee, significantly worsening the degree of fear and stress, and she might feel it appropriate to require another Resistance Roll.

E.g. a character might enter a dark chamber for the first time and see what appears to be an altar stone engraved with strange symbols. Although he might feel uncomfortable in the chamber, he could retreat at this point without risk to his sanity, the GM not asking for a Resistance Roll versus madness. Were the character to examine the altar more closely, though, see that it is bloodstained and realise that the symbols relate to the God of Darkness, then he might be struck with horror at his surroundings, justifying a Resistance Roll versus 12, say. Were he to enter the chamber just as a victim was being sacrificed on the altar by a group of masked priests, then the GM might raise the Difficulty to 15. As noted previously, an evil character might be unfazed by these circumstances. A good character that flees without trying to save the victim is probably acting in an unnatural manner, triggering a second Resistance Roll...

3,3) MADNESS CLASSES

In a situation where characters encounter a frightening creature, the GM should use the creature's Madness Class to set the Difficulty of Resistance Rolls versus madness.

The Bestiary divides every creature into one of the following four Madness Classes:

- None – these creatures are generally not fearsome enough to induce madness;
- Minor – when a character first encounters an example of this species, a Resistance Roll versus madness is made for them, with a Difficulty of 12. Creatures in the minor class are inherently frightening but are not so frightening that they shock anew with every encounter. E.g. seeing a zombie for the first time might warrant a Resistance Roll, but subsequent zombie encounters should not.
- Major – every time that a character encounters a new member of this species, they must make a Resistance Roll versus madness with a Difficulty of 12. Note that, if more than one of these creatures is met in a single encounter, then only one roll need be made. Also note that a roll need not be made if a specific individual is subsequently re-encountered. E.g. a character meets a pair of young dragons, and the GM asks for

a Resistance Roll. If the character later meets any of these specific dragons again, no Resistance Roll is required. A roll will be required, however, if he goes on to meet a new young dragon.

- Ultimate – every time that a character encounters an example of this species, they must make a Resistance Roll versus madness with a Difficulty of 15. A roll is required even if a specific individual has already been met, unless the previous encounter occurred within the last SD hours. If more than one of these creatures happen to be encountered together (probably an unlikely event), then multiple Resistance Rolls will be required. Creatures in the ultimate class are so unnerving that they never cease to terrify.

Knowledge can conquer fear, or worsen it. If a character has developed some Lore skill relevant to the frightening creature that has triggered a Resistance Roll, then the player should roll $1d10 + \text{Lore} + \text{SD}$ rather than the default Double SD – whether or not this is better for them. E.g. a character with a positive value in Undead Lore encounters a Lich. Their player makes a Resistance Roll by throwing $1d10 + \text{Undead Lore} + \text{SD}$, rather than $1d10 + (2 \times \text{SD})$. If the Resistance Roll is:

- successful, the character's knowledge of the Lich *lessened* their fear;
- failed, the character's knowledge of the Lich *worsened* their fear.

If a character's Lore skill is advantaged, this will affect how many dice are rolled, as normal.

3,4) RACIAL PREDISPOSITION

Each PC race develops one particular type of madness more often than others. If the player's Resistance Roll gave an even result, the GM should bestow the madness indicated by the following list. If the result was odd, she may choose the madness randomly.

- Changeling – fits (causing uncontrollable writhing and the loss of desired shape);
- Dragon-Newt – amnesia;
- Dwarf – phobia (of wide open spaces, outdoors);
- Elf, Bone – insomnia;
- Elf, Wood – narcissism;
- Goblin – kleptomania;
- Halfling – philia (e.g. pipeweed, cake);
- Human – obsession;
- Kalaman – paranoia;
- Orc – flashbacks;
- Troll, Common – manic depression (but see *Ettins* next);
- Troll, Crystal – mythomania.

3,4,1) ETTINS

Ettins have a predisposition for narcolepsy.

The GM should treat an Ettin as two different people for the purposes of madneses, i.e. an Ettin could potentially develop different madneses in each head. When a bout of madness occurs, the GM should roll a die to determine which head has control of the Ettin's body during the bout – even for the right head, odd for the left. If the “sane” head has control of the body, then the effects of the bout might be significantly ameliorated, and limited only to the “mad” head rather than the whole body too. E.g. if the Ettin suffers from narcolepsy and a bout is triggered, then, if the sane head keeps control, the Ettin will remain standing, mobile and alert, whilst the mad head sleeps...

3,5) SEVERITY

The Severity of a madness is a number representing its strength. Severity is abbreviated to SV. A madness with SV 1 would be the mildest affliction of that particular madness. A madness with SV 20 (the maximum) would be far worse, warping a character's personality and dominating his entire life.

3,6) SYMPTOMS

Madness changes a character's behaviour. These symptoms are manifested in two different ways: as gradual and ongoing changes in personality, which should be role-played by the character's player; and in acute bouts of madness, which are discreet episodes of bizarre, extreme and involuntary behaviour. These are usually dealt with solely by the GM.

Players should note that the GM will reward good role-playing.

3,6,1) TRIGGER ROLLS AND BOUTS OF MADNESS

A bout of madness may occur as a result of a character with a madness being in stressful circumstances. During a bout of madness, the GM controls the character for a period – so a PC will become an NPC during this time. (The GM may allow a player to role-play his character during a bout if he can do so constructively, despite the detriment to his character.) A bout of madness will invariably be harmful to the character – whether dangerous or just embarrassing and frustrating depending on the degree of failure of the Trigger Roll and the circumstances.

The descriptions of different madneses, shortly, explain what occurs during a bout of madness, and give clues as to the kinds of stress that may trigger a bout of madness. If the GM feels that a character with a madness is under sufficient stress, she should require the character's player to make a Trigger Roll, i.e. a Double SD Attribute Roll, versus a Difficulty equal to the madness' SV. If the Trigger Roll is:

- successful, the character does not suffer a bout of madness on this occasion;
- failed, the character suffers a bout of madness.

As a madness' SV increases, so it becomes harder to avoid having bouts of madness and losing control...

Between bouts, a player should role-play the chronic effects of the madness on his character's personality. Clues as to how this could be done are given in the descriptions of different madneses, but generally there is increasing fear or guilt leading to withdrawal or aggression.

3,6,2) MULTIPLE MADNESSES

If a character has multiple madneses, and a situation arises that could trigger bouts of more than one of them, the resulting bout should be for the madness with the greatest Severity.

3,7) DESCRIPTIONS OF MADNESSES

In this section are described different madneses with which characters can be afflicted. The following table can be used to randomly select a madness, if needed:

1d100	MADNESS
01 to 07	Amnesia
08 to 14	Fits
15 to 21	Flashbacks
22 to 28	Insomnia
29 to 35	Kleptomania
36 to 42	Manic Depression
43 to 49	Mythomania

1d100	MADNESS
50 to 56	Narcisism
57 to 63	Narcolepsy
64 to 70	Paranoia
71 to 77	Philia
78 to 84	Phobia
85 to 91	Schizophrenia
92 to 100	Reroll

3,7,1) AMNESIA

Loss of memory. When a bout of madness occurs, the character forgets his past completely, including his identity. (The character retains the use of his skills and spells, but will not remember how he learnt them.) The GM should allow the character to regain his memory after SV hours.

If the Trigger Roll is failed badly, the memory loss lasts for SV days. If the roll is fumbled, his memory loss is indefinite (lasting until this madness is cured). It is as if the character's subconscious does not want to remember...

Bouts are triggered by stressful circumstances – particularly when the character feels threatened. Between bouts the character is increasingly confused, nervous, withdrawn...

Amnesia is cured by reducing an excess of blood in the brain.

3,7,2) FITS

Debilitating spasms or other physical behaviours. When a bout of madness occurs, the character exhibits some form of fit. When this madness is first acquired, the GM should decide which type of behaviour is manifested in the fits, and the character will exhibit the same type of fit every time. Typical examples might be repeated sneezing, assuming a foetal position and sucking a thumb, tearing out hair, peeling off scabs or skin, writhing on the floor whilst grinding and gnashing teeth, and so on. The fit will totally incapacitate the character for SVx10 seconds.

If the Trigger Roll is failed badly, the character will gain a minor injury in the process of fitting, suffering a -1 HI penalty due to a bruise or wound. If the roll is fumbled, he will fall unconscious after the fit, waking naturally after SV hours.

Bouts are triggered by stressful circumstances – particularly when the character feels threatened. Between bouts the character is increasingly scared of their own behaviour, nervous, withdrawn...

Fits are cured by reducing an excess of yellow bile in the brain.

3,7,3) FLASHBACKS

Intrusive, debilitating memories. When a bout of madness occurs, the character is struck by a vivid memory of a frightening event in his past. This episode lasts for SVx10 seconds, during which time he is totally incapacitated due to the anguish of reliving the horror. When this madness is first acquired, the GM and character's player should choose an event in the character's past which was particularly frightening – this becomes the focus for this madness.

(If a god has taken an interest in the character, his flashbacks could be replaced by visions of some future doom instead.)

If the Trigger Roll is failed badly, the character will fall unconscious after the episode, waking naturally after SV minutes. If the roll is fumbled, the character will die on the spot after the episode, due to an adrenaline-induced heart attack.

Bouts are triggered by stressful circumstances when the character is in danger. Also any circumstance which reminds the character of the focus. Between bouts the character is increasingly guilt-ridden, scared of their own behaviour, nervous, unreliable...

Flashbacks are cured by reducing an excess of phlegm in the brain.

3,7,4) INSOMNIA

Disturbed sleep. When a bout of madness occurs, the character's next sleep period is restless and disturbed. This will cause the character to suffer a Weakness Penalty (see *Lack of Sleep* later this chapter).

If the Trigger Roll is failed badly, the amnesia continues through subsequent nights. In this case, the character's player must pass a Double SD Attribute Roll versus a Difficulty of SV before he may sleep properly – and is allowed just one roll each night. If enough rolls are failed and the Weakness Penalty becomes great enough, unconsciousness or even coma will result. It is as if the character's subconscious does not want to rest...

Bouts are triggered by stressful circumstances – particularly when the character feels he has failed or is failing in some way. Between bouts the character is increasingly irritable, lethargic...

Insomnia is cured by reducing an excess of yellow bile in the brain.

3,7,5) KLEPTOMANIA

Compulsive stealing. When a bout of madness occurs, the character attempts to steal the next portable and (apparently) unattended object that he encounters.

If the Trigger Roll is failed badly, the character will attempt to steal an important item that is guarded and which belongs to a person of influence whose aid he (or the party of PCs) requires. If the roll is fumbled, the character will attempt to steal a prized possession from a close friend or ally, fleeing with it if he can. It is as if the character's subconscious wants to be caught, and the theft is a cry for help...

Bouts are triggered by stressful circumstances – particularly when the character feels guilty or inadequate in some way. Between bouts the character is increasingly guilt-ridden, scared of their own behaviour, nervous, unreliable...

Kleptomania is cured by reducing an excess of yellow bile in the brain.

3,7,6) MANIC DEPRESSION

Polarised and extreme behaviour. When a bout of madness occurs, the character becomes either manic or depressed (50% chance of each). If:

- manic, he becomes extremely optimistic, energetic and extroverted. The character enjoys taking risks – the more stressful the trigger, the more dangerous are the risks that he is prepared to take;
- depressed, the character becomes pessimistic, lethargic and introverted. The character dislikes interacting with anyone – the more stressful the trigger, the greater the lengths to which the character will go to avoid interaction.

The GM should allow the character to regain his composure and balance after SV hours.

If the Trigger Roll is failed badly, the character will attack a perceived enemy if manic, or himself if depressed. On drawing first blood, the character's player is allowed a Double SD Attribute Roll versus a Difficulty of SV – success meaning the bout ends. If the Trigger Roll is fumbled, the character will attack the enemy until they are slain if manic, or attempt suicide if depressed, and no roll is allowed to end the bout early.

Bouts are triggered by stressful circumstances – particularly when the character feels guilty or inadequate in some way. Between bouts the character is increasingly either manic and extrovert or depressed and withdrawn...

Manic Depression is cured by reducing an excess of blood and black bile in the brain.

3,7,7) MYTHOMANIA

Compulsive lying. When a bout of madness occurs, the character is unable to speak the truth. The more stressful the triggering circumstances, the more outrageous will be his lies. This lasts for SV hours.

If the Trigger Roll is failed badly, the character will be struck dumb instead – completely losing the ability to communicate with speech and writing. If the roll is fumbled, he also loses the ability to communicate through gesticulation or any other method, and the bout lasts for SV days.

Bouts are triggered by stressful circumstances – particularly when the character feels inadequate in some way. Between bouts the character is increasingly nervous, withdrawn...

Mythomania is cured by reducing an excess of blood in the brain.

3,7,8) NARCISSISM

Compulsive obsession with appearance. When a bout of madness occurs, the character is transfixed by his face's reflection or image, until line of sight is broken, or until SV minutes have elapsed. Whilst transfixed he can take no action other than to stare at himself. (Blinking does not disrupt line of sight.)

If the Trigger Roll is failed badly, the character will remain transfixed for SV hours, and he will attack anyone trying to separate him from the reflective surface or image. His attacks suffer a HI penalty of $-(SV/3)$, though, as he is so distracted. If the Trigger Roll is fumbled, the character will remain transfixed until he is forcibly separated from the reflective surface or image. Unless this happens, he will remain staring at it until he falls asleep through exhaustion, and will be transfixed again on waking, and so on until he dies from thirst...

Bouts are triggered by the character seeing his own face's reflection or image – even if distorted by the surface of water or the profile of a piece of polished metal. Between bouts

the character is increasingly obsessed with his appearance, and controlling how others see him.

Narcissism is cured by reducing an excess of blood and yellow bile in the brain.

3,7,9) NARCOLEPSY

Sudden and uncontrollable loss of consciousness. When a bout of madness occurs, the character suddenly falls asleep and collapses to the ground. The impact with the ground will not normally wake or harm the character, unless he falls onto a dangerous surface or off a cliff. Any objects held by the character are dropped once he falls asleep – if these are fragile and the ground is hard, they may well break (likewise, fragile and poorly-wrapped objects in the character's pack or pockets may be damaged by the fall). If undisturbed, the character will wake after SV minutes.

If the Trigger Roll is failed badly, the character will remain asleep for SV hours. If the roll is fumbled, he enters a coma (see *Death, Coma and the Soul* in the *Combat* chapter).

Bouts are triggered by stressful circumstances of any sort. Between bouts the character is increasingly scared of their own behaviour, nervous, withdrawn...

Narcolepsy is cured by reducing an excess of phlegm in the brain.

3,7,10) OBSESSION

Obsession with a fixed idea. The character is increasingly consumed by an idea, usually achieving a particular goal. Examples might be accumulating power, beating a rival or destroying an enemy, protecting home or country, possessing a specific person, item or spell, etc. (The GM should ensure that the goal is something that the character is unlikely to ever achieve, at least to his satisfaction.) The character is listless and irritable when undertaking activity that he perceives as distracting him from his idea.

When a bout of madness occurs, the character becomes completely obsessed with his idea and will do nothing unless it directly contributes to it. E.g. he is likely to dispense with distractions like socialising, eating, drinking, sleeping... If prevented from undertaking relevant activity, the character retreats into a trancelike state – his introverted mind entirely devoted to planning what he will do next, reviewing where previous efforts went wrong, etc.

If the Trigger Roll is failed badly, the character remains entirely obsessed with his idea for SV days. If the Trigger Roll is fumbled, the bout lasts indefinitely (until this madness is cured).

Bouts are triggered when the character feels he is being distracted from his idea for too long, e.g. failing to make progress towards his goal. A typical trigger would be the character being diverted from his idea for two consecutive days.

Obsession is cured by reducing an excess of phlegm and black bile in the brain.

3,7,11) PARANOIA

Irrational behaviour towards a perceived enemy. When a bout of madness occurs, the character is overwhelmed by the conviction that he is under some immediate threat from a trap, ambush or plot prepared by a specific individual that he has met or heard about (the focus of this madness). The danger could also be from allies, associates or kin of the focus. The dangers are purely imaginary, yet the character's allies will be unable to convince him of

this – the character will invent convoluted reasons as to why no evidence for a plot can be found, reinforcing his own paranoia. The GM should allow the character to regain his composure (i.e. overcome his fear of the most recent imagined attempt on his life) after SV hours; his dislike of the focus, however, is permanent until this madness is cured.

If the Trigger Roll is failed badly, the character will attack a perceived enemy. On drawing first blood, the character's player is allowed a Double SD Attribute Roll versus a Difficulty of SV – success meaning the bout ends. If the Trigger Roll is fumbled, the character will attack the enemy until they are slain, and no roll is allowed to end the bout early.

Bouts are triggered by circumstances perceived as relating to the focus in some way. Between bouts the character is increasingly confused, nervous, aggressive...

Paranoia is cured by reducing an excess of phlegm and black bile in the brain.

3,7,12) PHILIA

Irrational desire. When a bout of madness occurs, the character is overwhelmed by desire for the focus of his madness, and will compulsively act to maximise his experience of it. If the character is unable to gain satisfactory exposure to the focus every SD hours, he becomes irritable and his next sleep period is restless and disturbed. This will cause the character to suffer a Weakness Penalty (see *Lack of Sleep* later this chapter).

When this madness is first acquired, the GM and character's player should choose a particularly strong experience in the character's past to be the focus of this madness. It should be a particular type of:

- substance, e.g. a type of herb;
- behaviour, e.g. fire-starting, gambling;
- location, e.g. beds with silk sheets;
- creature, e.g. a specific person, or a type of creature like sheep;
- object, e.g. gold coins.

If the Trigger Roll is failed badly, the character will attack anyone perceived as preventing him from satiating his addiction. On drawing first blood, the character's player is allowed a Double SD Attribute Roll versus a Difficulty of SV – success meaning the bout ends. If the Trigger Roll is fumbled, the character will die on the spot due to an adrenaline-induced heart attack if he is unable to immediately access the focus.

Bouts are triggered by stressful circumstances of any sort, and also prolonged absence of the focus. Between bouts the character is increasingly obsessed with the focus, and reliant upon it to improve his mood...

Philia is cured by reducing an excess of yellow bile in the brain and gonads.

3,7,13) PHOBIA

Irrational fear and revulsion. When a bout of madness occurs, the character is overwhelmed by fear of and revulsion towards the focus of his madness, and will flee from its sight in terror.

When this madness is first acquired, the GM and character's player should choose a particularly strong experience in the character's past to be the focus of this madness. It should be a particular type of:

- substance, e.g. tobacco smoke;
- behaviour, e.g. sneezing;
- location, e.g. dark places;
- creature, e.g. spiders;
- object, e.g. swords.

If the Trigger Roll is failed badly, the character will desperately attack anyone obstructing his flight. If the roll is fumbled, the character will die on the spot due to an adrenaline-induced heart attack.

Bouts are triggered by stressful circumstances directly involving the focus in some way. Between bouts the character is increasingly obsessed with the focus, nervous, withdrawn...

Phobia is cured by reducing an excess of black bile in the brain.

3,7,14) SCHIZOPHRENIA

Loss of control to a second, distinct personality. When a bout of madness occurs, the character's second personality becomes dominant, gaining control of the character until he wakes after the next sleep period. The two personalities share the same memory, skill values and spells, etc. but their outlooks differ. As SV increases, the second personality becomes increasingly opposed to that of the first, so that, once SV reaches 10, it is diametrically opposed to that of the character. If the character is normally good in broad terms, the second personality will be evil, and vice-versa.

If the Trigger Roll is failed badly, the second personality will remain dominant for SV days. If the roll is fumbled, the second personality remains dominant indefinitely (until this madness is cured).

Bouts are triggered by stressful circumstances – particularly when the character feels inadequate in some way, or afraid. Between bouts the character is increasingly confused, guilty, scared of his own behaviour, aggressive...

Schizophrenia is cured by reducing an excess of any one humour in the brain. The GM chooses which humour is in surfeit, reflecting the temperament of the second personality.

3,8) HEALING MADNESSES

The previous descriptions of madneses explain which humour(s) must be reduced to effect a cure. The Balance Humour spell (see the Healing discipline in the *Magic* chapter) can be used for this purpose. Certain herbs can also bring humours into balance and provide a cure. Alternatively, a priest of the Goddess of Doom might be able to heal a madness. Death and resurrection will not heal them, though.

A player is, of course, able to use his character's Luck Rerolls to reattempt Resistance Rolls versus madness or Trigger Rolls for bouts.

4) POISON

Poisons are harmful substances that induce ailments which can be cured by rebalancing the body's humours. Because poisons can be bought and sold, they are described in the *Apothecary* section of the *Goods and Services* chapter, later in this book.

5) FALLING

A strongly advantaged Attack Roll is made to simulate the damage of falling. The Attack equals three times the distance fallen in metres (maximum of 20). The Defence is the Gymnastics+AG of the falling character. The attack cannot be parried and the ground cannot miss, but assume that, if the Attack Roll produces a lesser result than the Defence Roll, then the faller has somehow managed to land safely, like a cat. Conversely, if the attack "hits", the Damage Score is applied to both the Crush and Mental Damage Tables. Worn armour gives no benefit, i.e. falling characters are classed as being AC 0 everywhere (for the standard PC races).

E.g. a PC falls 5 metres. The GM throws 1d10+15 for her Attack Roll. The roll is strongly advantaged so she throws 3d10 and chooses the highest result – a 9, giving a total of 24. The character has a Gymnastics skill of 2 and AG of 3, so the player makes a Defence Roll of 1d10+5. He scores a total of 10. The Damage Score is therefore 24-10=14. The Crush Damage Table indicates that the character sustains a medium injury when he hits the ground. The GM decides that his right fibula has fractured, giving him a -2 Injury Penalty. The Mental Damage Table produces a stun – an additional -4 Injury Penalty for 4d10-CO seconds.

Falling into deep water will be far less harmful than hitting the ground. In this case, the Attack Roll is strongly disadvantaged and the Attack is just the distance fallen. The Kick-Box Damage Table is used instead of Crush.

6) ROCK FALLS

A strongly advantaged Attack Roll is made to simulate the damage inflicted by a rock fall. (Note that the methodology here assumes that rock is falling more or less vertically for a few seconds. Events like landslides and pyroclastic flows are beyond its scope.) The GM must consider the following factors when making the Attack Roll.

- Positioning and Attack:
 - First, the GM must decide on the position of the rock fall in relation to the characters below, and the surface area that it covers. She can then determine how far, in metres, any particular character is from the edge of the rock fall, where they escape to safety. Three times this distance equals the Attack against that character. She will potentially need to make a different Attack Roll for each character, if they are different distances from escape.
- Timing:
 - The GM needs to consider how high up is the ceiling, and the rock fall's flight time. Due to gravity, an individual rock will have fallen approximately 5 metres in the first second, 20 metres after two seconds, and 45 metres by the third second. The following table shows these rates. If the ceiling is no more than 5 metres up, targets below could be struck by debris almost immediately. If the ceiling is much higher, the GM may need to add travel time to work out when the rock fall will engulf characters below. If a character has time to get clean out of the way of the rock fall before being engulfed by it, no Attack Roll should be made against them. The GM should

assume that most rock falls last for 3 seconds from the arrival of the first rubble at ground level to the time when the majority of the debris has landed, and only dust needs to settle. Only one Attack Roll is made versus each character. If a character spends even 1 second within the rock fall, then a roll is required against him.

- Location Penalty:
 - The rock fall “attacks” a character’s head (assuming they are an upright humanoid) without suffering a Location Penalty.
- Shields:
 - Lifting a shield overhead is only effective for rock falls of light rubble (described shortly), and will transfer any inflicted damage from the head to the arm instead. Using a shield provides no protection against more significant rock falls.
- Surprise:
 - Rock falls are rarely a complete surprise because they are noisy – they are preceded by unmistakable cracking reports and they roar as they fall. But they are fast. If a character spends 3 seconds within a rock fall, their Defence becomes zero – as if they had been surprised by the attack. Whilst the shortest distance away from a rock fall might not be straight in front of a character, they should not waste much time turning about...

A Defence Roll (1d10+(2xAG)+HI as normal, or 1d10+HI if surprised) is then made for each character in the rock fall. If the character’s Defence Roll beats the rock fall’s Attack Roll, he dodges the attack – he somehow manages to evade the worst of the debris and survive without injury. If the rock fall’s Attack Roll beats the character’s Defence Roll, the Damage Score is calculated. The GM chooses the Attack Strength: a value of 5 would be a relatively light shower of rubble; 10 would be a significant collapse of rubble and boulders; and 20 (the maximum) would represent a serious slump of rubble, boulders and huge blocks of stone onto the ground. Apply the usual modifier to the Damage Score for target size. The result is considered on the Crush Damage Table, using the Armour Class of the target’s head.

6,1) DISTANCE FALLEN DUE TO GRAVITY

The following table shows the distance that an object falls with time due to gravity. Beyond 5 seconds, air resistance plays too significant a role to ignore. Terminal velocity for a person is about 55 metres per second.

TIME ELAPSED (seconds)	TOTAL DISTANCE FALLEN (metres)
1	5
2	20
3	45
4	80
5	125

7) DROWNING

Drowning is simulated with an Action Roll (Swimming+SD). The GM should choose a Difficulty to reflect the currents (weak or strong), the weight of equipment (light or heavy), the weather (calm or stormy), etc. A successful Action Roll allows the character to control his breathing and swim to the surface. Failure indicates unconsciousness and then death. Obviously, if the character is too deep to reach the surface, failure is automatic.

Choking in smoke can be handled in a similar way, but Swimming+CO is used instead. Obviously, if there is no air to breathe, failure is automatic.

At the GM's discretion, it is possible to revive a drowned character that has been pulled from the water with the kiss of life (i.e. rescue breaths), so long as this is done within CO minutes of him drowning. A successful Action Roll (Medicine+RE) is required to revive the character; the Difficulty here is five times the number of minutes that have elapsed since he drowned.

8) HARMS INFLICTING WEAKNESS PENALTIES

Characters suffer if they go without food and water, lose too much sleep or blood, or if they spend too long in very hot or cold climates. These travails inflict a Weakness Penalty which contributes to Hindrance, thereby worsening Action Rolls. As a character's Weakness Penalty increases, he is likely to enter unconsciousness or coma, or even die. Unlike someone who is merely asleep, an unconscious or comatose person often cannot be woken prematurely without the use of certain spells or herbs. If a character remains unconscious or comatose for too long period, they will accrue Weakness Penalties from hunger and thirst, hastening their death.

Note that:

- Weakness Penalties from different causes are cumulative;
- Double CO Attribute Rolls triggered by weakness are always penalised by the character's Hindrance;
- if a character's Weakness Penalty reaches -CO, he can no longer sprint and his injuries cease to heal naturally;
- if a character's Weakness Penalty reaches -(COx2), he dies.

8,1) LACK OF SLEEP

If a character goes a night without sufficient sleep, he gains a -1 Weakness Penalty. The *Sleep Requirement* section in the *Character Generation* chapter shows the minimum number of hours of sleep that are required each night to avoid this. Each further night with too little sleep increases the character's Weakness Penalty (and worsens his HI) by another point.

If a character's Weakness Penalty reaches -CO, a Double CO Attribute Roll must be made for him. The Difficulty is 8 plus 1 point per night with insufficient sleep. If the roll is:

- successful, the character remains conscious;
- failed, the character falls unconscious, and will remain so for 24-CO hours before waking, his Weakness Penalty improved by two points (compared to the value it had when he lost consciousness);
- fumbled, the character enters a coma.

A further Double CO Attribute Roll must be made each time that the character's Weakness Penalty worsens. If the character's Weakness Penalty reaches -COx2, he enters a coma.

A character's Weakness Penalty due to lack of sleep reduces (i.e. improves) by one point with every day that he has sufficient rest.

8,2) HUNGER AND THIRST

If a character goes a day without sufficient food or water, he gains a -1 Weakness Penalty. Each further day of hunger or thirst increases the character's Weakness Penalty (and worsens his HI) by another point.

If a character's Weakness Penalty reaches -CO, a Double CO Attribute Roll must be made for him. The Difficulty is 8 plus 1 point per day with insufficient food or water. If the roll is:

- successful, the character remains conscious;
- failed, the character falls unconscious, and will remain so until he dies or is roused with healing spells or herbs;
- fumbled, the character dies.

A further Double CO Attribute Roll must be made each time that the character's Weakness Penalty worsens. If the character's Weakness Penalty reaches -COx2, he dies.

A character's Weakness Penalty due to lack of food and water reduces (i.e. improves) by one point with every day that he consumes sufficient food and water. The herbs Beetle Nut and Black Ironwood can stave off hunger and thirst a while.

8,3) EXSANGUINATION

Exsanguination is severe blood loss. Each time a character loses 0.25 litres of blood, he gains a -1 Weakness Penalty. Note that the Weakness Penalties induced by exsanguination should not be applied in cases of bleeding caused by injuries from combat, etc. In such cases, the Injury Penalties include the harm caused by blood loss. Weakness Penalties should be applied for blood loss from other causes, e.g. incompetent bloodletting by physicians, and bites from vampires and similar creatures that drink blood.

If a character's Weakness Penalty reaches -CO, a Double CO Attribute Roll must be made for him. The Difficulty is 8 plus 1 point per 0.25 litres of blood lost. If the roll is:

- successful, the character remains conscious;
- failed, the character falls unconscious, and will remain so until he dies or is roused with healing spells or herbs (including Bloodspurge);
- fumbled, the character dies.

A further Double CO Attribute Roll must be made each time that the character's Weakness Penalty worsens. If the character's Weakness Penalty reaches -COx2, he dies. Death also occurs if the character loses half or more of his blood volume. Members of the flesh-and-bone PC races have 5 litres of blood in their bodies, except Halflings who have only 4 litres, and Dryads who have 10 litres. (Trolls and Changelings cannot suffer from exsanguination.)

A character's Weakness Penalty due to exsanguination reduces (i.e. improves) by one point with every day that he has sufficient food, drink and rest. Alternatively, the herbs

Bloodspurge and Kingsfoil can be used to restore lost blood, and a proficient Balance Humour spell also.

8,4) HYPERTHERMIA

Hyperthermia occurs when a character cannot lower his body temperature sufficiently for a prolonged period. This normally happens in very hot environments like deserts, but could also occur in underground locations near lava and magma, or areas affected by magic (e.g. some intersections). The GM decides what constitutes a very hot environment, as some peoples may be more acclimatised than others to heat. (Dwarves have a +2 bonus to their CO attribute for the purposes of hyperthermia. Likewise peoples born and raised in the desert countries of the far South. Fire and Earth Dragon-Newts and Trolls never suffer hyperthermia.)

Every time a character spends CO hours in a very hot environment, he gains a -1 Weakness Penalty.

If a character's Weakness Penalty reaches -CO, a Double CO Attribute Roll must be made for him. The Difficulty reflects the GM's assessment of the suitability of the character's attire and shelter for survival in the heat. Loose-fitting and light-weight clothing will be better than heavy clothing or armour. Being able to keep in the shade will be better than exposure to the sun's burning rays. The GM also needs to consider the character's degree of exertion and access to drinking water. She should adjust a default Difficulty of 8 by adding a modifier from each of the rows in the following table:

FACTOR	MODIFIERS		
	+0	+1	+2
Clothing	Optimal	Sub-optimal	Inappropriate
Exertion	Resting	Light	Heavy
Shelter *	Optimal	Sub-optimal	Inappropriate / None
Water #	Sufficient	Insufficient	None

Key:

- * In the case of underground hot locations, apply the +2 modifier for shelter.
- # Note that thirst inflicts its own Weakness Penalty (see *Hunger and Thirst* previously) but the penalty caused by hyperthermia is likely to accrue much more quickly.

E.g. consider a character that has exerted themselves vigorously, whilst wearing heavy clothing, with no shelter from the sun, and with no water. The Difficulty becomes $8+8=16$.

If the Double CO Attribute Roll is:

- successful, the character remains conscious;
- failed, the character falls unconscious, and will remain so until he dies, or is roused with healing spells or herbs, or spends an hour in a significantly cooler environment;
- fumbled, the character dies.

A further Double CO Attribute Roll must be made each time that the character's Weakness Penalty worsens. If the character's Weakness Penalty reaches -CO₂, he dies.

A character's Weakness Penalty due to hyperthermia reduces (i.e. improves) by one point with every hour that he spends in a significantly cooler environment. Alternatively, herbs and

spells that reduce excesses of blood and yellow bile in the heart and brain will cure hyperthermia (although do not prevent it from returning if the character remains in the hot environment). The herb Salve-Aloe can stave off hyperthermia a while.

8,5) HYPOTHERMIA

Hypothermia occurs when a character cannot raise his body temperature sufficiently for a prolonged period. This normally happens in very cold environments like polar wastes, but could also occur in locations at high altitude or affected by strong wind chill or magic (e.g. some intersections). The GM decides what constitutes a very cold environment, as some peoples may be more acclimatised than others to cold. (Peoples born and raised in the icelands of the far North have a +2 bonus to their CO attribute for the purposes of hypothermia. Ice and Lightning Dragon-Newts and Trolls never suffer hypothermia.)

Hypothermia is treated like hyperthermia but in the opposite sense (i.e. cold versus hot) and with the following differences to the Difficulty modifiers:

FACTOR	MODIFIERS		
	+0	+1	+2
Campfire	Long-burning	Short-lived	None
Clothing	Optimal	Sub-optimal	Inappropriate / None
Exertion	Light	Heavy	Resting
Shelter	Optimal	Sub-optimal	Inappropriate / None

A character's Weakness Penalty due to hypothermia reduces (i.e. improves) by one point with every hour that he spends in a significantly warmer environment. Alternatively, herbs and spells that reduce excesses of phlegm and black bile in the heart and brain will cure hypothermia (although do not prevent it from returning if the character remains in the cold environment). The herb Bluebeard can stave off hypothermia a while.

8,6) SCURVY

Scurvy is an ailment that generally affects mariners on long voyages. But peasants sometimes suffer it in winter, especially after poor harvests. It is well known to be linked to the diet, in particular a lack of fresh fruit and vegetables.

If a character goes CO weeks without sufficient fresh fruit or vegetables, he gains a -1 Weakness Penalty and becomes increasingly irritable. He bruises easily and his gums start to bleed. Each further week without sufficient fresh fruit or vegetables increases the character's Weakness Penalty (and worsens his HI) by another point.

If a character's Weakness Penalty reaches -CO, a Double CO Attribute Roll must be made for him. The Difficulty is 8 plus 1 point per week without sufficient fresh fruit or vegetables. If the roll is:

- successful, the character loses 1d2 teeth;
- failed, the character's Weakness Penalty worsens by another point and he loses 1d10 teeth;
- fumbled, the character dies.

A further Double CO Attribute Roll must be made each time that the character's Weakness Penalty worsens (i.e. if a roll is failed or another week passes). If the character's Weakness Penalty reaches -CO₂, he dies.

A character's Weakness Penalty due to scurvy improves by one point with every day that he consumes fresh fruit and vegetables.

9) AGING AND DECREPITUDE

Old age causes the physical attributes (i.e. AG, BE, CO and ST) of the mortal PC races to reduce. This process is known as decrepitude and, for simplicity, it usually occurs at two ages: at 75% and 90% of the natural lifespan for the race, plus CO+LU. (Trolls and Dragon-Newts are immortal and unaffected by decrepitude.)

RACE	NATURAL LIFESPAN	FIRST AFFECTED AGE	SECOND AFFECTED AGE
Bone Elf	120+CO+LU	90+CO+LU	108+CO+LU
Changeling	30+CO+LU	0.95x(30+CO+LU) *	n/a
Dryad	90+CO+LU	68+CO+LU	81+CO+LU
Dwarf	100+CO+LU	75+CO+LU	90+CO+LU
Goblin	60+CO+LU	45+CO+LU	54+CO+LU
Halfling	120+CO+LU	90+CO+LU	108+CO+LU
Human	80+CO+LU	60+CO+LU	72+CO+LU
Kalaman	50+CO+LU	0.95x(50+CO+LU) *	n/a
Orc	60+CO+LU	45+CO+LU	54+CO+LU
Wood Elf	240+CO+LU	0.95x(240+CO+LU) *	n/a

Once a character's age reaches the:

- first affected age, his AG, BE, CO and ST are all reduced by 1 point, to a minimum of 3;
- second affected age, AG, BE, CO and ST are all reduced by a further point, to a minimum of 2.

Key:

- * Wood Elves, Kalamen and Changelings age more abruptly than the other mortal races. Their physical attributes remain unchanged until 95% of their natural lifespan. At this age, their AG, BE, CO and ST are all reduced by 2 points, to a minimum of 2.

10) ADVANCED CHARACTER GENERATION

This section shows a player how to generate a more powerful character than would be created by working through the *Character Generation* chapter of the *Players' Guide*.

This may be useful if the GM and players decide to role-play a party of relatively experienced adventurers, rather than beginners.

These rules should also be used following the death of a PC. If a replacement PC is created using the standard process described in the *Character Generation* chapter, he may be much weaker than the surviving PCs. They are likely to have much higher skill values and use higher rank spells and powerful magical items. Such experienced PCs are likely to seek out more dangerous and rewarding challenges than the replacement PC can easily survive, and this will make it hard for him to integrate effectively into their party. In order to avoid replacement

PCs becoming “cannon-fodder” and entering into a vicious circle of quick deaths, create them using this advanced character generation process.

First, a PC should be generated using the rules in the *Character Generation* chapter (and the *Optional Races* chapter if necessary). Work through the following sections:

- *Race* – determine the character’s race, height, weight and handedness, but not starting age;
- *Attributes* – customise the racial averages;
- *Status* – give certain skills positive values, depending on race and status rank, and alter advantage tiers for some;
- *Calling* – choose the character’s calling, and list default skill advantage tiers;
- *Magic Skills* – amend the advantage tier for magic skills depending on race, but do not select starting spells or magic skill values;
- *Personalisation of Skills* – personalise advantage tier, but not values;
- *Movement Rate* – calculate walking, jogging and sprinting rates;
- *Luck Rerolls* – calculate the starting allowance of LURPs;
- *Sleep Requirement* – calculate this based on CO;
- *Personality Framework* – ignore this section;
- *Background* – ignore this section.

Next, additional steps are taken to make the PC more powerful, reflecting his greater experience compared to a character created by the standard process.

10,1) EXPERIENCE LIMIT VALUE

The GM must set a limit on how high can be a new character’s skill values. It is suggested that she does this by looking at the PCs already in the party, making a note of the:

- highest combat skill value of each fighter;
- highest magic skill value of each magician;
- average of the highest combat and magic skills of each jack.

She then works out the average of all these values and calls it the Experience Limit Value, also known as ELV. This value will be referred to repeatedly in the following steps.

E.g. the GM decides to let the players generate relatively experienced characters. She sets ELV as 7. None of the new characters’ skill values will exceed 7.

If ELV is ≤ 3 , use the standard character generation process, rather than these rules.

10,2) PREFERRED SKILL TYPES

Next, the PC’s player rolls eight d10s. He assigns each result to a type of skill, in the order that he wishes:

- adrenal;
- advanced combat;
- art;
- combat;
- craft;
- lore;
- magic;

- manoeuvre.

Assigning a high result to a skill type means that more of the skills in that type will have their values enhanced subsequently.

If a PC's combat skills are all disadvantaged, then he cannot develop advanced combat skills. His player should only roll seven d10s, and henceforth ignore advanced combat skills throughout this process.

E.g. a player has created a magician character through the standard character generation process. All of his PC's combat skills are disadvantaged, so he cannot develop advanced combat skills. He rolls seven d10s. Wanting magic and lore skills to be the priority, he assigns the results as follows:

- adrenal – 3;
- art – 6;
- combat – 5;
- craft – 2;
- lore – 8;
- magic – 9;
- manoeuvre – 7.

10,3) NUMBER OF SKILLS TO ENHANCE PER TYPE

The following tables, one for each calling, show how many different skills in a particular skill type have their values enhanced in the next step, depending on ELV and the 1d10 value allocated to the skill type previously. It is suggested that players work through this step and the next (the *Enhance Skill Values* section) for one skill type, and then repeat for the next skill type, and so on.

E.g. the magician's player has allocated a result of 3 to adrenal skills. If ELV is 7, the player may enhance just one adrenal skill's value.

10,3,1) FIGHTER

SKILL TYPE	ELV+1d10				
	4	5 to 8	9 to 12	13 to 16	≥17
Adrenal	2	2	3	3	4
Advanced Combat	1	2	3	4	5
Art	2	3	3	4	4
Combat	3	4	5	6	7
Craft	3	4	5	6	7
Lore	1	2	3	4	5
Magic	0	0	1	2	3
Manoeuvre	4	5	6	6	7

10,3,2) JACK

SKILL TYPE	ELV+1d10				
	4	5 to 8	9 to 12	13 to 16	≥17
Adrenal	1	1	2	3	4
Advanced Combat	1	1	2	2	3
Art	2	3	4	4	5
Combat	2	3	4	4	5
Craft	3	4	5	6	7
Lore	3	4	5	6	7
Magic	2	3	4	4	5
Manoeuvre	4	5	6	6	7

10,3,3) MAGICIAN

SKILL TYPE	ELV+1d10				
	4	5 to 8	9 to 12	13 to 16	≥17
Adrenal	0	0	1	2	3
Advanced Combat	0	0	0	0	0
Art	2	3	3	4	4
Combat	1	2	3	3	4
Craft	3	4	5	6	7
Lore	4	5	6	7	8
Magic	3	4	5	6	7
Manoeuvre	4	5	5	6	6

10,4) ENHANCE SKILL VALUES

The following table shows each enhanced skill's value, depending on its advantage tier and ELV:

ELV	ADVANTAGE TIER				
	Strongly advantaged	Advantaged	Not advantaged	Disadvantaged	Strongly disadvantaged
10	9	8	7	5	3
9	8	7	6	4	2
8	7	6	5	3	1
7	6	5	4	2	0
6	5	4	3	1	0
5	4	3	2	0	0
4	3	2	1	0	0

Note the following:

- If the value from this table is lower than that produced by standard character generation, then leave the skill value unchanged, i.e. retain the higher value.
- Devotion skill (in the Arts skill type) should not be enhanced.

E.g. the magician's player may enhance a single adrenal skill. He chooses Reflex. Its value from standard character generation is 1, and it is disadvantaged. An ELV of 7 means that he may enhance this skill value to 2. The player now returns to the penultimate table, and looks at his PC's art skills, and so on.

10,5) PERSONALISE SKILL VALUES

Once the player has enhanced the correct number of skills of different types, he can customise his PC to an extent. He may increase a skill's value by one point if he decreases the value of another skill of the same type by two points, or another two skills of the same type by one point each. The player may increase a skill's value several times, so long as he can afford the cost. Also, he cannot increase any skill values above ELV, nor decrease any below zero.

E.g. the magician's player assigned a 1d10 value of 9 to magic skills, making them his preference. The penultimate table shows that, if ELV is 7, he can enhance six magic skills. There are twelve magic skills in total, so he must choose six of these to enhance and six to leave with a bonus of zero. His magic skills are advantaged so, using the last table, he can give these skills a value of 5. He decides to reduce two of these skills' values to 3, so that he can increase another one of them from 5 to 7, the maximum possible.

10,6) LANGUAGE SKILLS AND DEVOTION

Language skill values are not enhanced through this process. Instead, the GM simply chooses which languages are spoken by the character, and to what grade.

Likewise, the GM should decide (with the player) whether the PC is a priest of a particular god and, if so, chooses the level of his Devotion skill value. The PC may gain gifts accordingly.

10,7) SPELLS

The following tables help a player to determine which spells his PC has memorised, depending on his calling. For each magic skill with a value of 1 or greater, cross-reference the relevant SC (i.e. the sum of the magic skill value and EN attribute) and advantage tier. The table's result is the maximum rank of spell that the PC knows in that discipline ("Nov" means novice, "Dab" means dabbler, "Appr" means apprentice, "Prof" means proficient, "Exp" means expert and "Mast" means master). It can be assumed that he has memorised one spell of this rank, and one of each rank below that. The player then chooses exactly which spells have been memorised by his PC, with the GM's approval.

10,7,1) FIGHTER

SC	ADVANTAGE TIER				
	Strongly advantaged	Advantaged	Not advantaged	Dis-advantaged	Strongly dis-advantaged
≥16	Exp	Prof	Prof	Prof	Prof
15	Prof	Prof	Prof	Prof	Appr
14	Prof	Prof	Prof	Appr	Appr
13	Prof	Prof	Appr	Appr	Appr
12	Prof	Appr	Appr	Appr	Appr
11	Appr	Appr	Appr	Appr	Dab
10	Appr	Appr	Appr	Dab	Dab
9	Appr	Appr	Dab	Dab	Dab
8	Appr	Dab	Dab	Dab	Dab
7	Dab	Dab	Dab	Dab	Nov
6	Dab	Dab	Dab	Nov	Nov
5	Dab	Dab	Nov	Nov	Nov
4	Dab	Nov	Nov	Nov	Nov
3	Nov	Nov	Nov	Nov	Nov
2	Nov	Nov	Nov	Nov	Nov
1	Nov	Nov	Nov	Nov	Nov

10,7,2) JACK

SC	ADVANTAGE TIER				
	Strongly advantaged	Advantaged	Not advantaged	Dis-advantaged	Strongly dis-advantaged
≥16	Exp	Exp	Exp	Prof	Prof
15	Exp	Exp	Prof	Prof	Prof
14	Exp	Exp	Prof	Prof	Appr
13	Exp	Prof	Prof	Prof	Appr
12	Prof	Prof	Prof	Appr	Appr
11	Prof	Prof	Appr	Appr	Appr
10	Prof	Prof	Appr	Appr	Dab
9	Prof	Appr	Appr	Appr	Dab
8	Appr	Appr	Appr	Dab	Dab
7	Appr	Appr	Dab	Dab	Dab
6	Appr	Appr	Dab	Dab	Nov
5	Appr	Dab	Dab	Dab	Nov
4	Dab	Dab	Dab	Nov	Nov
3	Dab	Dab	Nov	Nov	Nov
2	Dab	Dab	Nov	Nov	Nov
1	Dab	Nov	Nov	Nov	Nov

10,7,3) MAGICIAN

SC	ADVANTAGE TIER				
	Strongly advantaged	Advantaged	Not advantaged	Dis-advantaged	Strongly dis-advantaged
≥16	Mast	Mast	Exp	Exp	Prof
15	Mast	Exp	Exp	Prof	Prof
14	Mast	Exp	Exp	Prof	Prof
13	Exp	Exp	Prof	Prof	Appr
12	Exp	Exp	Prof	Prof	Appr
11	Exp	Prof	Prof	Appr	Appr
10	Exp	Prof	Prof	Appr	Appr
9	Prof	Prof	Appr	Appr	Dab
8	Prof	Prof	Appr	Appr	Dab
7	Prof	Appr	Appr	Dab	Dab
6	Prof	Appr	Appr	Dab	Dab
5	Appr	Appr	Dab	Dab	Nov
4	Appr	Appr	Dab	Dab	Nov
3	Appr	Dab	Dab	Nov	Nov
2	Appr	Dab	Dab	Nov	Nov
1	Dab	Dab	Nov	Nov	Nov

E.g. the magician in the previous examples has a Lithomancy skill value of 7 and an EN attribute of 4, giving him an SC of 11. His Lithomancy is advantaged. Therefore, the maximum rank of spell that he has memorised is proficient. So he knows one proficient spell, one apprentice spell, one dabbler spell and one novice spell in Lithomancy. His player now chooses exactly which four spells are memorised, and lists them on his *Character Sheet*. He then goes on to consider the other disciplines for which he has a positive magic skill value.

Remember, a character's calling limits which spells he can memorise, thus:

- Fighters cannot memorise spells of expert or master rank. They can only memorise proficient spells from one discipline, and apprentice spells from the same discipline and one other.
- Jacks cannot memorise spells of master rank. They can only memorise expert spells from one discipline, and proficient spells from the same discipline and one other.
- Magicians can only memorise master rank spells from one discipline, and expert spells from the same discipline and one other.

10,8) SPELL DIES

Although a character might have studied a transcript of a spell and memorised it, he will not be able to cast the spell if it is proficient, expert or master rank and if he does not possess the relevant spell die.

Players should consult the following table for each spell that their character has memorised of proficient, expert or master rank. The resulting number is the percentage chance that the character has the die for that spell. For “ELV+1d10”, use the same value as was allocated to magic skills in the *Number of Skills to Enhance per Type* section earlier.

RANK	ELV+1d10				
	≤4	5 to 8	9 to 12	13 to 16	≥17
Proficient	30	40	50	60	70
Expert	20	28	35	43	50
Master	10	15	20	25	30

Players are encouraged to reduce the number of disciplines in which their characters know spells by transferring their allowance of spells from one discipline into another. If a player does this, his character will start with all of the dies for the spells that he knows in the recipient discipline (and so rolling on the previous table is not necessary for the donor and recipient discipline). E.g. the magician in the previous examples has enhanced six magic skill values, with Lithomancy being his favoured discipline. To ensure that he has the dies for all of his Lithomancy spells, his player decides to sacrifice all of his spells in Aeromancy, moving them to Lithomancy instead. The magician knows a novice, dabbler and apprentice spell in Aeromancy. His player crosses these off his character sheet, and gives his character an extra novice, dabbler and apprentice spell in Lithomancy instead. Sacrificing all of his Aeromancy spells in this way means that the magician starts with the dies he needs for his Lithomancy spells. The player may repeat this process for other pairs of disciplines, if he wishes. Note that a character's SC in the recipient discipline must be equal to or greater than his SC in the donor discipline.

10,9) POSSESSIONS

It can be assumed that the character has a spell-book with a transcript of each memorised spell, and perhaps some spell dies. But what other possessions will he have? It is likely that relatively powerful characters will have relatively powerful equipment. They may also have a considerable amount of money, or even savings and spare items in a bank vault. Perhaps they own property and have servants or retainers. As a guide, it is suggested that the GM generates a hoard of treasure (see the *Treasure* chapter) for each PC. The Treasure Rating should be:

- normal if $ELV \leq 6$;
- wealthy if $7 \leq ELV \leq 8$;
- rich if $ELV \geq 9$.

10,10) AGE, PERSONALITY AND BACKGROUND

Finally, work through the *Personality Framework* and *Background* sections of the *Character Generation* chapter. Note that experienced PCs are likely to be older than the default ages suggested by that chapter. The GM should decide how old each PC is as part of her development of his background. She will also want to discuss with the player what the PC has been doing all these years. Where has he been? Who has he befriended? Who has he made an enemy? And so on.



CHAPTER 3 – ADVANCED MAGIC

The *Magic* chapter in the *Players' Guide* listed the spells in the different disciplines of magic within the first four ranks: novice, dabbler, apprentice and proficient. This chapter completes the picture, describing the expert and master rank spells in each discipline. These spells are the most powerful, and will be closely guarded by those that know them, not carelessly given away. The GM should ensure that Player Characters have to work to obtain these spells. (By listing them in this book rather than the *Players' Guide*, these spells might remain a mystery to players for longer, engendering a real sense of discovery when their PCs come across them.)

After the lists of spells, there are rules for researching new spells, and the Magic Damage Table, which is generally used when spells go awry.

1) EXPERT AND MASTER SPELLS

1,1) AEROMANCY

1,1,1) EXPERT RANK

1,1,1,1) COLD CONE

DISCIPLINE: Aeromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC/2 seconds)
RANGE: Self
VOLUME: Cone of SC/2 metre length, SC/4 metre diameter front
DIE: Diamond gemstone, cut and polished

On casting this spell, a freezing chill fills a cone-shaped volume in front of the caster. The cone's apex is at his open palm and, by moving his arm, the caster can point the cone at targets and sweep it back and forth like a flame thrower. Every creature fully or partially within the affected volume should try to resist this spell. For those that fail, determine the damage by rolling 1d10+(SC/2) on the Burns Damage Table every second. If this die scores a 10, roll another 1d10 and add the result, and so on. The cold can burn several body locations at once, so use the Armour Class of the least protected first division body location

that was engulfed that second. For simplicity, the GM should tailor the resulting injury to this body location, with other parts just getting frosty (but not enough to be injurious). If the target has no armour, or is the same AC everywhere, assume that the cone damages the default body location, i.e. that with zero Location Penalty.

The cold cone appears instantly the moment that the spell is cast, so targets unfortunate enough to be fully or partially within the initial volume occupied by the cone cannot avoid it. However, they can try to run out of the cone to minimise subsequent damage. And creatures outside of the initial volume of the cone can try to evade it, if the caster sweeps it towards them. The caster effectively makes an Attack Roll for each target trying to evade the cone. He rolls 1d10+Aeromancy+AG, and each target rolls 1d10+Gymnastics+AG. If a target beats the caster, assume that he has dodged the cold cone before it can engulf him. Remember that Hindrance will penalise both the target's and caster's die rolls.

The caster may not reduce the default dimensions of the cold cone so, in a hectic field of battle, he must carefully consider placement to avoid hitting allies as well as enemies.

Cold cones are intense enough that they can be used to freeze water – even salt-water – allowing rivers to be crossed or icebergs to be created.

1,1,1,2) REPEL SYLPH

DISCIPLINE: Aeromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Self
VOLUME: 1 kilometre radius
DIE: Air from a slain Sylph

This spell prevents Sylphs from coming within one kilometre of the caster. Those within the affected area at the time of casting will flee.

1,1,1,3) SUFFOCATE

DISCIPLINE: Aeromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Hangman's noose

This spell prevents air from entering the target's lungs whilst the caster concentrates. The target (assuming it breathes air) chokes for 10xSC seconds, during which time their HI is worsened by -SC/2. They then collapse into unconsciousness and die after CO minutes.

1,1,1,4) WIND OF CONVEYANCE

DISCIPLINE: Aeromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self
VOLUME: 100xSC kilograms
DIE: Feather from an adult Roc

This spell causes a small whirlwind to appear, enveloping the caster and enabling him to fly at speeds of up to SC/3 metres per second. The caster can control his speed and direction through the air at will, and can even hover if desired.

The wild gusts swirling around the caster deflect 50% of arrows and similar missiles fired at him, rendering them harmless.

The whirlwind will convey items and companions with the caster if he wishes – so long as he remains in physical contact with them all, and their combined weight does not exceed 100xSC kilograms. Thus, the caster could link hands and fly with several companions, or could fly whilst mounted on his horse, etc...

1,1,2) MASTER RANK**1,1,2,1) FREEZE**

DISCIPLINE: Aeromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC weeks)
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Icicle, still frozen

The target's body is super-cooled in an instant, freezing absolutely solid. The target remains frozen for the duration or until the spell is cancelled by the caster or dispelled by someone else. Whilst frozen, the target is alive but unconscious (perhaps dreaming?). If a frozen target is subjected to any significant blow, it is likely that their body will shatter into myriad tiny glassy shards – this is instantly fatal.

Targets must be members of the flesh-and-bone PC races, Changelings or creatures with a similar physiology. The caster's Spell-Casting Roll must be passed by ≥ 2 to affect a large-sized target (see *Size* in *The Bestiary*), and by ≥ 5 to affect a huge one. Medium-sized and smaller targets can be affected with any degree of success.

When the spell ends, it takes SC minutes for the target to thaw. The target will not regain consciousness and mobility until they have thawed.

1,1,2,2) SUMMON HURRICANE

DISCIPLINE: Aeromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (1 hour)
RANGE: Self
VOLUME: SC kilometre radius
DIE: Fulgurite from soil or sand struck by lightning

This spell must be cast in the open air. After casting this spell, a powerful hurricane quickly forms throughout the volume. The storm persists for an hour and then dissipates. Wind speeds reach 120 kilometres per hour, causing severe and widespread damage to vegetation and structures. Anyone who is out in the open within the storm (where light levels become akin to twilight) must roll 1d10 each minute. A value of 1 indicates that they have been struck by a Lightning Bolt.

1,1,2,3) SUMMON LIGHTNING DRAGON

DISCIPLINE: Aeromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (1 hour)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Vector for a young Lightning Dragon

This spell summons a young Lightning Dragon into a pentagram being touched by the caster.

The pentagram must be large enough to comfortably contain the dragon, so will need a diameter of at least 20 metres. Otherwise, no dragon will be summoned.

The caster may issue the summoned dragon with orders whilst it is in the pentagram. They will be understood regardless of the language used and the dragon must unquestioningly carry them out to the best of its ability. Orders can take the dragon outside the pentagram, but a wise caster will make sure that he orders the dragon to re-enter the pentagram when its tasks are done. This is because the dragon is not forced by the spell to obey orders issued to it whilst it is outside of the pentagram.

When the spell's duration ends, or if the caster cancels the spell prematurely, the summoned dragon is immediately banished to whence it came. A successful Dispel Magic spell can also end this spell and banish a dragon, but only if cast whilst the dragon is within the pentagram by which it was summoned.

If the dragon successfully resists this spell it may, if it chooses, allow itself to be teleported into the caster's pentagram. It will not then be obliged to obey the caster's orders, however. This situation also arises if the casting of this spell is fumbled (see *Spell-Casting Fumbles* in the *Magic* chapter).

1,1,2,4) SUMMON WHIRLWIND

DISCIPLINE: Aeromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self
VOLUME: 1 tornado
DIE: Something that has been borne by the wind more than 100 kilometres

This spell must be cast in the open air. It makes a tornado descend from the heavens. This touches the ground at the moment the spell is cast, as a howling chimney of wind surrounding the caster. He stands in the tranquil eye of this tornado, a circular space just 4 metres across. The wall of wind that encircles him is 2 metres thick and rises up into the sky as far as the eye can see. The wall is translucent to vision but opaque to sound, due to its deafening roar.

Creatures weighing 500 kilograms or more may pass through the wall and enter the eye without hindrance, beyond looking ruffled. Anyone else must first make an Action Roll (Brawn+AG or Double AG if better) versus a Difficulty equal to SCx1.5. If this is:

- successful, they enter the eye after a few staggering seconds;
- failed, they are lifted off their feet and thrown down just outside the wall;
- fumbled, they are sucked up into the sky and dropped. They fall SCx10 metres, landing about half this distance from the tornado.

Objects thrown or fired through the wall, such as arrows, are likely to be so deviated that they do not hit the intended target.

The tornado follows the caster if he moves, keeping him at its centre. By moving with it, the caster can damage structures. All but the most robust non-stone buildings will be torn apart and their contents strewn around.

When the spell ends, the tornado abruptly vanishes with a sigh.

1,1,2,5) VACUUM

DISCIPLINE: Aeromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: 2xSC metres and within sight
VOLUME: SC cubic metres
DIE: Meteorite of at least 1 kilogram

This spell expunges all air (and other gases) from the selected volume. Creatures (that need to breathe) in the volume asphyxiate. They choke for 10xSC seconds, during which time their HI is worsened by -SC/2. They then collapse into unconsciousness and die after CO minutes.

Within the affected volume, there is utter silence (rendering spell-casting impossible).

Anyone within the volume when the spell ends is struck as if by a Void Ball, as the air fills the vacuum like a hundred hammers.

1,2) ALCHEMY

1,2,1) EXPERT RANK

1,2,1,1) COMPACTION

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: 1 object
DIE: Shed skin or carapace, e.g. from a snake or crab

This spell causes a single object – which must weigh less than SCx10 kilograms – to shrink in 1 second into a solid cube of 20-SC centimetres (minimum of 1) on each side. (If this would enlarge rather than shrink the object’s volume, the spell fails.) Whilst the object’s size and shape change, its mass and weight do not. Thus, an alchemist with SC 15 could shrink a suit of articulated plate armour, weighing 25 kilograms, into a cube 20-15=5 centimetres on a side, still weighing 25 kilograms.

The resulting cube is always engraved with a command word, which must be chosen as this spell is cast. Anyone touching the cube and saying the command word causes the cube to expand back into the original object, also in 1 second. The spell then ends. The same transformation occurs if the cube is subject to Dispel Magic, or the caster cancels the spell.

1,2,1,2) ENCHANT PORTRAIT

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 self-portrait painting
DIE: Self-portrait painting

This spell will fail unless the caster’s Expression skill value is ≥ 3 . For the purposes of this spell, the caster’s SC is modified by his Expression as follows:

EXPRESSION SKILL VALUE	MODIFIER TO SC
10	0
8 to 9	-1
6 to 7	-2
4 to 5	-3
3	-5
≤ 2	$-\infty$

The caster casts this spell upon a painting, which must be a self-portrait that he has carefully made. If his Spell-Casting Roll fails, he may not try to enchant the same painting again until his Expression skill increases and he has improved the portrait.

Once the spell is successfully cast, the caster is able to transfer his senses of sight and hearing to the portrait whenever he wishes, from wherever he is, simply by concentrating. (Note that, whilst doing so, the caster's body is vulnerable because he is unable to sense his immediate surroundings.) In addition, whenever a person looks into the eyes of the portrait, an image of that person immediately appears in the caster's mind (if he is awake). This alerts the caster to an opportunity to transfer his senses to the portrait and engage in telepathic communication with the person viewing the portrait. The viewer can try to resist this telepathy if they wish, by passing a Resistance Roll versus the caster's SC (modified by Expression as set out previously, such that a more skilfully painted portrait is harder to resist). If this Resistance Roll is passed, the caster is unable to communicate with the viewer. Otherwise, the caster and the viewer are able to communicate telepathically whilst eye contact is maintained via the portrait. The viewer instinctively knows that the voice in his head originates somehow in the portrait. (If several people meet the portrait's gaze simultaneously, the caster can choose to communicate with one or all of them at once.)

The caster can cast this spell upon multiple self-portraits if he wishes. Any time that one of his enchanted portraits is destroyed, the caster completely loses his ability to cast spells for the next SC/3 days and the GM should require a Resistance Roll versus madness with a Difficulty of 15 (see *Madness* in the *Harms Beyond Combat* chapter).

In the event of the caster's death, his dying wish can be for his soul to be transferred into his enchanted portrait, which becomes his phylactery. (If he has multiple enchanted portraits, he must choose one carefully; the others will lose their enchantment with his death.) The caster can see and hear as if he were standing where his portrait hangs, and may instigate telepathic communication with any person who meets his portrait's gaze and fails a Resistance Roll versus the caster's SC. In addition, he can try to possess any person who touches the painting. If they fail a separate Resistance Roll versus the caster's SC, their soul is immediately sucked into the painting, whilst the caster's soul enters their body. The caster gains full control of this body and can enjoy a new lease of freedom. Meanwhile, the person's soul is trapped in the portrait. The portrait gradually changes over the following days, until the portrayal looks like the person not the caster – the expression on its face one of dreadful despair. Their only release will be the destruction of the painting. This banishes the soul trapped within to the Spirit Realm forever.

1,2,1,3) MAKE CANDLE

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 candle
DIE: Ambergris

This spell is akin to Make Potion, but a candle is used rather than a phial of water.

In order to cast this spell, the caster must be touching a scented candle. The candle's size may not exceed that required to burn for SC/2 hours. After casting Make Candle, the next spell cast by anyone touching the candle is embedded into it. The embedded spell is effectively stored in the candle. Henceforth, anyone who comes within SC/2 metres of the lit candle and smells its scent will be affected by the embedded spell if they fail to resist. The Resistance Roll is made versus the Make Candle spell, rather than the embedded spell.

The candle can be extinguished in the usual ways, e.g. by a gust or water. Consequently, it will generally be lit indoors, where its scent can fill an enclosed space. If such a candle is lit in a windy place, it may be possible to approach from upwind and not smell the candle, and therefore be unaffected by the embedded spell, until coming much closer than SC/2 metres. The person lighting the candle is never affected by its embedded spell.

Each person encountering this particular candle is never affected by its embedded spell more than once. If they leave the affected volume and re-enter, or if this particular candle is extinguished and then relit, they cannot be affected by its embedded spell again.

Any embedded spell must be suitable for storing in a candle and being subsequently cast upon those breathing in its scent. Some spells may not suit these restrictions and, at the GM's discretion, may not be embedded into a candle.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), then the embedded spell is transmitted by light as well as scent. It will affect anyone who is 2xSC metres or less from the candle and who looks directly at the candle's flame (except he that lit the candle).

1,2,1,4) PHILTRE OF OATHS

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 vessel of water
DIE: Text of a treaty

Whilst reciting this spell's ritual, the caster heats a small vessel filled with fresh spring water. When it is simmering, a person (which might be the caster) pricks their finger and allows three drops of their blood to fall into the water. The caster then removes the vessel from the heat to let the liquid therein cool. At the end of the ritual, he utters the words of a solemn vow. This specifies a service for the donor of the blood. The ritual complete, a person (which might be the caster) may now drink of the liquid. This magically binds them to fulfil the vow. If consistent with the wording of the vow, more than one person can donate blood and/or drink the liquid.

Any subsequent failure to fulfil the vow triggers a Resistance Roll on behalf of the drinker, versus a Difficulty equal to SC+X, where X is the number of donors of blood. If this roll is:

- successful, the drinker is released from the vow;
- failed, the drinker dies immediately.

A donor of the blood always knows if the vow has been broken.

1,2,1,5) SECRET DOOR

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Varies
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Touch
VOLUME: 1 doorway
DIE: Key made of mithril

This spell makes a doorway in a wall. A section of the wall disappears (a rectangle by default, 2 metres high and 1 wide) revealing the space behind. The doorway closes again the moment the caster has passed through. The doorway cannot be reopened without casting this spell afresh. Walls thicker than SC centimetres cannot be affected.

The casting duration of this spell varies. The first time that this spell is cast on a particular wall, it must be cast as a ritual. Subsequent castings are incantations, until the caster has used this spell to pass through this wall 13 times. From then on, casting this spell on this wall is just an exclamation.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21) as a ritual, the caster can choose the size and shape of the doorway, but its height or width may not exceed SC/3 metres or be less than half of the caster's height. E.g. the caster could produce a star-shaped doorway, if he wished. All subsequent doorways created by this caster in this wall will now default to this size and shape.

1,2,1,6) SENTIENCE

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 ring, crown, helmet or melee weapon (or a golem)
DIE: Disarmer Scarab queen

This spell creates a sentient magical item. It can only be cast upon a magical ring, crown, helmet or melee weapon which has been created using the Skill Enhancement or Attribute Enhancement spell. It can only be cast once on any particular item – subsequent castings will fail. The spell turns the item into a phylactery, i.e. a vessel capable of holding a soul.

If a sentient and intelligent ($RE \geq 3$) being dies during the 2xSC seconds after casting this spell, and is within 2xSC metres of the item when it dies, then this spell immediately transfers the being's soul into the item. Its soul is trapped there, rather than travelling to the Spirit Realm as would be normal after death. Note that this spell is irresistible, so the soul cannot resist being trapped in this way. If a being does not die within the time limit or range, then the spell ends unsuccessfully and the item ceases being a phylactery.

Although the trapped soul's body has died, the soul itself remains alive inside the item. It retains its intellect, personality and memories, and gains magical senses. These allow it to see

and hear as well as it could when in its original body. It also retains its original voice and can speak audibly if desired, or can communicate telepathically with anyone that holds the item.

As its body is now an inanimate object, the familiar's soul becomes immortal. Its future life will be very different to its previous existence, however, as it cannot perform any actions that require movement. However, the item may perform purely mental actions using the skill and attribute values that it had when alive (at the GM's discretion, the item may be able to increase some values through normal skill development). In addition, it retains the spell-casting abilities that it had before death so can cast spells that it has memorised. Although lacking a living body, a sentient item still requires sleep and can still be affected by spells that affect souls (unless specifically noted otherwise). The item also automatically learns the command words of any embedded spells within it, and can use these command words to cast the spells. In addition, the item is able to prevent the command words from working when others try to use them. Consequently, users of the sentient item must ask it to allow them to use its embedded spells, or win a battle-of-wills.

Whenever a sentient item is touched, a battle-of-wills may be instigated by the item or the person touching it. To determine who wins, a battle-of-wills Action Roll is made. The players of both the item and the person touching it roll 1d10 plus twice their SD attributes and any Hindrance. (The magic bonus of the item should be added to its soul's SD for this purpose.) Whoever scores most wins, and is able to control the actions of the loser as if with a Master spell (see the Mind discipline). The control lasts while physical contact between the winner and loser is maintained; once this contact is broken, the control is lost. Should contact be made again, another battle-of-wills can be instigated immediately by either party.

E.g. if an evil sentient item won a battle-of-wills, it might order the person touching it to hold it and never put it down again (enabling the item to keep control of its holder indefinitely). Alternatively, if the person won the battle, he could order the item to allow him to use its embedded spells. The spells' command words would then work as normal.

Whenever a character or item wins a battle-of-wills, they gain a +1 bonus to their SD attribute for the purposes of the next battle-of-wills with the same opponent. These +1 bonuses are cumulative so that it becomes progressively easier to win subsequent battles with that opponent. Once a battle is lost, all such bonuses are lost also.

The trapped soul cannot be removed from the item except through the use of a Free Soul spell or by destroying the item (Dispel Magic spells do not affect phylacteries). If the item is destroyed, the soul that it contains is released and immediately banished to the Spirit Realm.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), it can trap a soul within a Golem under the control of the caster. As usual, for a soul to be trapped in this way, the death of a suitably intelligent being must occur within 2xSC seconds of this spell being cast, and within 2xSC metres of the Golem. This done, the Golem becomes the trapped soul's body – under its control, rather than the caster. As usual, the trapped soul magically retains its senses of sight and hearing, and its voice. It is able to use all of its old mental skills and attributes, and spell-casting abilities, as normal. Having control of a mobile body, the soul can also continue to use the moving skills that it had developed whilst it was in its natural body (and can develop them further). E.g. the Golem could pick up a short sword and make attacks using the soul's One-Handed Swords skill value. However, the rigidity of the statue body will impede its actions, and a penalty of -3 is applied to the Golem's Hindrance. If the Golem lacks necessary appendages for an action, e.g. fingers, then the GM should increase

the penalty suitably. Remember that the soul's new body is very likely to have different physical attributes compared with its natural body.

1,2,1,7) SLAYING ENHANCEMENT

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 weapon
DIE: Helm of a Death Knight

This spell can only be cast upon a magical weapon which has been created using the Skill Enhancement or Attribute Enhancement spells. Consequently, when the weapon (including ammunition fired from it if it is a missile weapon) is used to attack a specified type of target, then its attacks are classed as being slaying. This means that, against the specified type of target only, Attack Rolls have advantage (at least) and Damage Scores are increased by 10.

A weapon may only ever be slaying against one type of target, and the type of target must be that which was specified when this spell was cast. If he wishes, the caster may specify a weapon as slaying a particular individual (e.g. Smaug the Magnificent), a particular species (e.g. all Fire Dragons) or, even, all members of a general type of creature (e.g. any dragon).

One or more vectors are required to link the weapon with the type of target that it slays. The caster must touch the weapon and the vectors as he casts this spell. The number of vectors required varies as follows. If the weapon slays a:

- particular individual (e.g. Gothmog, Lord of Fire Fiends), then only one vector is required;
- particular species (e.g. Fire Fiends), then two vectors are required, from two different individuals of that species;
- general type of creature (e.g. demons), then three vectors are required, from three different examples of that type of creature.

This spell can only be cast once on a particular weapon. Subsequent castings will fail.

No weapon can benefit from more than three different types of Enhancement spell – and one of these must be the Skill Enhancement or Attribute Enhancement spell which made the weapon magical in the first place.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), then the weapon will glow with a pale light whenever a foe that the weapon slays is within 100 metres. Its glow brightens as the foe nears, or if there are multiple such foes.

1,2,1,8) SOUL PURPOSE

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: 1 sentient item
DIE: Crown made of lhachelang

This spell can only be cast upon a sentient item. It gives the item's trapped soul an overriding sense of purpose – a mission which it strives to fulfil with every fibre of its being. Example purposes might be to:

- help its maker;
- help its current owner;
- defeat evil;
- slay demons;
- slay Wood Elves.

This spell is resistible and so the item's soul may resist its effects (the magic bonus on the item should be added to the soul's SD attribute for this purpose). If it fails to resist, the personality change which takes place is immediate and complete – the way that the soul thinks about the world is changed and it will behave according to its new purpose.

1,2,1,9) STONE OF BEWILDERING

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC weeks)
RANGE: Touch
VOLUME: 1 hunky-punk
DIE: Complex maze pattern carefully drawn in sand, and regularly redesigned and redrawn by the caster

This spell must be cast upon a hunky-punk. This is set into the masonry of a building that the caster wishes to protect. This becomes known as the caster's stone of bewildering. He can only have one stone of bewildering active at any time.

Once this spell is cast, intruders find the building to be filled with a thick, cold and swirling white fog. They cannot see more than 1 metre in the fog, and sounds are muffled and misdirected by it. The fog is not experienced by the caster and those persons allowed by him within the building.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), it affects all of the doorways in the building too. Stepping through any doorway causes intruders to emerge from the main entrance, finding themselves back outside the building.

1,2,1,10) SUMMON ALKAHEST

DISCIPLINE: Alchemy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 millilitre
DIE: Quicksilver

The spell summons a tiny volume of alkahest into a vessel being touched by the caster. Alkahest appears like water in terms of density and viscosity, but has an almost luminescent iridescence. It is the universal solvent – a liquid able to dissolve any solid or liquid substance, other than mithril and adamant. Thus, if the vessel being touched by the caster is not made of mithril or adamant, the alkahest will dissolve it and leak into the environment, with dangerous consequences.

The Purity of the alkahest summoned by this spell equals SC.

For more information about alkahest, see *Unusual Materials* in the *Treasure* chapter.

1,2,2) MASTER RANK**1,2,2,1) ATTRIBUTE ENHANCEMENT**

DISCIPLINE: Alchemy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 item
DIE: Vector for a paragon of the chosen attribute

This spell can only be cast upon an item which has been made by the caster. (It is acceptable if others assisted in the item’s making, so long as the caster led the effort.) It may only be cast upon an item that can be worn, such as a piece of clothing, jewellery or armour. The spell makes the item magical, just like Skill Enhancement would. It becomes far harder to damage than non-magical counterparts, and ceases to be dulled, rusted or otherwise sullied by age. It also gains a +1 magic bonus. Rather than increasing a skill’s value, this bonus applies to one of the wearer’s attributes, specified by the caster at the time of casting (e.g. to create a “helmet of augmented charisma”).

This spell can only be cast once on a particular item. Subsequent castings will fail.

No item can benefit from more than three different types of Enhancement spell – and one of these must be the Attribute Enhancement or Skill Enhancement spell which made the item magical in the first place. An item created with Attribute Enhancement cannot have Skill Enhancement also cast upon it.

This spell is not used carelessly. If its spell-casting is failed then, in addition to the usual consequences of spell-casting failure (i.e. loss of spell-casting ability), the caster's Alchemy skill value is decreased by 2 points (to a minimum of 1).

1,2,1,2) CAST PROSTHESIS

DISCIPLINE: Alchemy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Infinite
RANGE: Self
VOLUME: One prosthesis, made of gold
DIE: Crutch, hook or other prosthetic used by the caster due to illness or injury

This spell magically attaches a prosthesis to the caster. This replaces a missing body part, functioning as did the original (when it was healthy). Unlike the Healing spell Carve Prosthesis, the prosthesis which is the subject of this spell must be cast from pure gold, and this spell can only be cast upon the caster himself, not upon others.

Only specific body parts can be replaced with this spell. If cast upon:

- an eye, the caster can see normally or, if he wishes, as if using a Detect Magic spell. Alternatively, a prosthetic eye can be fitted that reproduces the effects of a Detect Mind spell;
- an ear, the caster can hear normally or, if he wishes, as if using a Detect Lie spell;
- a hand, the caster gains a +1 bonus to all Action Rolls for craft skills (and to punch attacks with this hand);
- a foot, then, once a day, the caster's step will take him to any location that he can see, as if he had been teleported there.

1,2,2,3) CONSTANT SPELL ENHANCEMENT

DISCIPLINE: Alchemy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 item
DIE: Ring made from adamant

This spell acts like Spell Enhancement, but the embedded spell takes effect constantly and will automatically affect anyone who complies with certain conditions regarding the use of the item (as specified by the caster at the time of casting Constant Spell Enhancement). E.g. the caster might use this spell to embed an Invisibility spell into a ring, specifying that anyone who puts on the ring will be affected by the Invisibility spell and will remain invisible for as long as they are wearing the ring. Alternatively, a Fire Protection spell may be embedded into a shield, such that anyone who uses the shield is automatically affected by the Fire Protection spell. The person using the item may always try to resist being affected by the embedded spell when it activates, if it is resistible.

Only one constant spell effect may be embedded in a single item at any time.

The GM should use her discretion with regard to which spells that she allows to take effect constantly via an item – some spells may be wholly unsuitable for acting continuously. She should also carefully consider the conditions for use that are specified.

No item can benefit from more than three different types of Enhancement spell – and one of these must be the Skill Enhancement or Attribute Enhancement spell which made the item magical in the first place.

1,2,2,4) **DUPLICATE POTION**

DISCIPLINE: Alchemy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 potion
DIE: +3 magical pelican alembic

To cast this spell, the caster must hold in one hand a phial containing a single dose of a potion, and in the other hand, an empty phial. The spell duplicates the potion, filling the empty phial.

This spell is not used carelessly. If its spell-casting is failed then, in addition to the usual consequences of spell-casting failure (i.e. loss of spell-casting ability), the caster's Alchemy skill value is decreased by 1 point (to a minimum of 1).

1,2,2,5) **FREE SOUL**

DISCIPLINE: Alchemy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 item or golem
DIE: Quartz brain of a Troll in Long Sleep

This spell can only be cast upon a sentient item (or golem) made through alchemy. On casting the spell, the caster – who must be simultaneously touching the item and a comatose body – acts as a conduit for the trapped soul. The soul is released from the item and gains control over the body, which immediately awakes. For this spell to be successful, the body must be:

- of the same race and gender as the soul's original body (of birth);
- alive and comatose (i.e. without an occupying soul).

The soul becomes fully united with its new body. It will regain the use of all of its old skills, though physical attribute values may have changed. In addition, it will also retain any skills that were developed with its previous item or golem form. The soul also remembers any embedded spells (consider these as having been memorised). Any outlook changes or purposes forced on the soul with Soul Purpose spells are also retained.

Sentient items may make a Resistance Roll versus this spell. The magic bonus on the item should be added to the soul's SD attribute for this purpose.

1,2,2,6) GOLEM RESURRECTION

DISCIPLINE: Alchemy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: 1 statue
DIE: Alkahest into which a small clay model of the caster has been dissolved

This spell has no visible effects until the moment of the caster's death. It then immediately transfers his soul into a specially prepared Golem, waiting in some dungeon for this very moment (there can be any distance between this Golem and the dying caster). The caster's soul gains control of the Golem, exactly as per the Sentience spell. He lives on, with a new physical form, while his old body rots. (Note that this spell is revocable only until the caster's death and transfer into the Golem. Once this has occurred, the duration becomes irrevocable.)

1,2,2,7) STONE OF CLOAKING

DISCIPLINE: Alchemy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC weeks)
RANGE: Touch
VOLUME: 1 hunky-punk
DIE: Ring of Invisibility

This spell must be cast upon a hunky-punk. This is set into the masonry of a building that the caster wishes to protect. This becomes known as the caster's stone of cloaking. He can only have one stone of cloaking active at any time.

The stone cloaks the affected building in an illusion chosen by the caster. Normally this is done to make the building look unremarkable and not worthy of exploration, or to hide the building altogether. The illusion could make the building look like a derelict and ivy-clad ruin. Or it might be of some uninviting terrain, like a swamp, patch of thorny briars or a tar pit.

An observer may try to resist this spell when he first sees the illusion. If this Resistance Roll is:

- failed, the observer is totally fooled by the illusion and believes it to be real (and will not even realise that he failed to resist a spell);
- passed, the observer realises that he is seeing an illusion. He still sees the illusion like fooled observers, but can also see through it if he wishes by concentrating.

Anyone who enters the building is treated as if they had passed their Resistance Roll.

1,3) CURSES**1,3,1) EXPERT RANK****1,3,1,1) AMPUTATE**

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Adamant dagger made by demonic hands

This spell causes the target's limb to be instantly amputated, with the wounds left cauterised, i.e. no bleeding occurs. The location of the cut is at the wrist or ankle, so as to remove the target's hand or foot. It is suggested that the target suffers a -5 Injury Penalty to actions that involve manipulation with the missing hand. For loss of a foot, the target suffers a -5 Injury Penalty for actions involving locomotion; a suitable crutch will reduce this penalty to -2.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the cut is made just below the shoulder or groin, i.e. the whole limb is removed. For the loss of a whole leg, an Injury Penalty of -10 applies to actions involving locomotion, reducing to -5 with a crutch.

A Regeneration spell would be required to replace the amputated body part.

1,3,1,2) BANISH DEMON

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 demon or pentagram
DIE: Bounty paid for the death of an infamous outlaw

This spell ejects a single demon from the Natural Realm. It immediately vanishes back to the Demonic Realm. If this spell is cast upon a pentagram, then all demons within the pentagram must resist or be banished.

1,3,1,3) CHOKE THE LIAR

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: Meat infested with blowflies and their larvae

A warlock will often use this spell to determine if minions or captured enemies are telling him the truth. For the duration, whenever the target tries to utter something that they know to be untrue, their throat and mouth instantly fill with flies, which they vomit forth in buzzing clouds until they relent.

If it amuses the caster, he may cast this spell in reverse so that, instead, the target is afflicted whenever they speak the truth.

1,3,1,4) DEMONIC ASSASSIN

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC days)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Mansbane oil

This variant of the Summon Demon spell summons a demon to kill a specified enemy of the caster. He can choose the type of demon that is summoned, or summon a particular individual if he owns a vector for it, but the demon must be of Class I, II or III. The caster must be holding a vector for his enemy as he casts this spell, which is consumed.

Unlike with Summon Demon, the demon is free to remain in the Natural Realm until its target is dead (or the spell ends). Once the target is dead, whether at the demon's hands or not, the demon is instantly banished back to whence it came. In the interim, its behaviour is magically constrained such that it cannot rest until it has slain its target. There is no constraint preventing collateral damage. (Class IV demons seem to resent being bound and used in this way, but other demons relish the sport of killing mortals.)

The spell gives the demon a general sense of its target's direction and distance. Consequently, some demons will ignore the caster on being summoned and rush off on their hunt. More intelligent demons will converse briefly with the caster about their target. Whilst the demon is within the caster's pentagram, they understand each other's speech.

As with Summon Demon, use of this spell may curse the caster with a Demonic Wrongness field. And fumbling the spell-casting will summon an uncontrolled demon, perhaps even of Class IV.

1,3,1,5) DEMONIC FAMILIAR

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: 1 Homunculus
DIE: Cauldron of caster's blood and urine on a fire within a pentagram

Before casting this spell, the caster must draw a small pentagram and build within it a fire. On the fire should be placed a cauldron containing one pint of the caster's blood and one pint of his urine. When the contents begin to boil, the caster employs this spell – and the liquid is transformed into a Homunculus (see *The Bestiary*). The tiny Class I demon, similar in stature to a small monkey, flies out of the cauldron on bat-like wings to perch on the caster's shoulder.

This process creates a link between the souls of the homunculus and the caster. The link enables the homunculus – known as a familiar – to gain some of the caster's intellect and personality. Consequently, the homunculus' RE attribute is increased to half of the caster's RE (if it was lower beforehand) and it becomes the devoted servant of the caster.

Whilst \leq SC kilometres apart, both caster and familiar are able to understand each other, communicating telepathically. Additionally, if the caster enters a trance, he receives sensory input from the familiar. He sees what it sees and hears what it hears, but receives nought from other senses. He may also speak and cast spells through his familiar. Such spell-casting is risky; a natural 2 on the Spell-Casting Roll is classed as a 1, and any fumble is automatically a dire fumble. Whilst in the trance, the caster's body is immobile, blind and deaf – making him vulnerable. He can still feel, smell and taste though, so he could be shook out of the trance or woken with smelling salts.

The caster may only have one familiar at a time. If his familiar dies, the caster completely loses his ability to cast spells for SC/2 days and the GM should require a Resistance Roll versus madness with a Difficulty of 18.

Note that the familiar may resist spells using the caster's magic skill and SD attribute, if this is better. Note too that the caster is not affected by his familiar's Demonic Wrongness field.

1,3,1,6) DESTROY VECTOR

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 creature
DIE: Mummified corpse or carcass

This spell causes all of the organic vectors linked to a creature to be destroyed (see the *Vectors* section in the *Magic* chapter). The vectors – locks of hair, bones and the like – immediately shrivel and desiccate and turn to useless dust. The caster must be touching the creature at the time of casting; the vectors can be anywhere.

1,3,1,7) INFECT

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Dust from the grave of a victim of disease

If the target fails to resist this spell, it is exposed to a disease chosen by the caster. The caster's SC must be greater than the chosen disease's Potency, and magical diseases like lycanthropy, vampirism and undead plague cannot be induced.

The target's Resistance Roll versus the disease has a Difficulty equal to SC (see the *Resisting Diseases* section in the *Harms Beyond Combat* chapter).

If the disease must affect a specific body location, like Wound Rot, then the caster should specify which location is infected.

Targets must be members of the flesh-and-bone PC races or creatures with a similar physiology.

1,3,1,8) INVISIBILITY TO DEMONS

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Self
VOLUME: Within sight
DIE: Claws of a Gargoyle

This spell prevents the caster from being seen by demonic creatures whilst he concentrates. In addition, any invisible demons within sight become visible to him. (If a demon resists this spell, it will be able to see the caster, and remain invisible to him.) A high level of concentration must be maintained, however. The caster can do little more than walk or he will lose concentration, ending the spell and rendering the caster visible again.

1,3,1,9) MASTER DEMON

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: 2xSC metres and within sight
VOLUME: 1 demon
DIE: Crown made of adamant

For SC minutes, the chosen demon will unquestioningly carry out the caster's verbal orders to the best of its ability, regardless of the language used by the caster. Note that orders must still be followed even if they require the target to move beyond the spell's range. The target is not required to complete orders once the duration has ended or the spell is cancelled or dispelled, however.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the caster's orders can be issued telepathically whilst the target demon is within range, rather than being spoken aloud.

1,3,1,10) POLLUTE

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC days)
RANGE: Touch
VOLUME: Plane of SC square metres
DIE: Salt from a White Snapper

This spell places a magical barrier across a waterbody, in the position chosen by the caster. The barrier is flat and up to SC square metres in size. It is invisible and does not prevent the passage of the water. However, water passing through the barrier is rendered brackish – salty and unpalatable, and poisonous to freshwater fish and crops. Thus, the caster can foul a well, spring or a small river, perhaps to punish local people with whom he is displeased.

1,3,1,11) PROJECTION

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Vector for a location or demon in the Labyrinth

By casting this spell whilst standing in a pentagram, an illusory projection of the caster appears in the Labyrinth (see the *Demonic Realm* section in *The GM* chapter). The caster's senses of sight and hearing, and his voice, are transferred with his projection, allowing him to study or converse with demons in the Labyrinth.

The caster's body, back in the Natural Realm, is vulnerable, as it loses its senses of sight or hearing. The caster's senses of feeling, smell and taste are unaffected, however, so he could cancel the spell in response to being shaken or the scent of smelling salts. On cancelling the spell, his projection vanishes and his senses (and voice) return to his body.

Whilst using this spell, the caster's body is not immobile. He can walk about within the pentagram, this moving his projection in the Labyrinth. Anyone watching the caster in the Natural Realm will see his movement and gesticulations (aimed at invisible interlocutors in the Labyrinth of course). But no sound will be heard to come from the caster's body's mouth

– his voice coming only from his projection in the Labyrinth. Should the caster move out of the pentagram, the spell ends.

The caster can make his projection appear at different locations within the Labyrinth by obtaining vectors for different locations there. If the caster obtains a vector for a specific demon, his projection will appear in the Labyrinth before that demon. Note though that vectors and other physical objects cannot be transferred via the caster's projection. The projection is intangible and cannot be affected by anything (other than Dispel Magic).

If casting this spell is fumbled, the caster's soul is trapped in the Labyrinth. It becomes a ghost, haunting that demonic realm. His body becomes comatose.

Powerful demons may occasionally use a version of this spell to project themselves into the Natural Realm. They are able to make their projection look fair not foul. One of the most frequent users of this ritual is the Fire Fiend, Mephistopheles. He prefers to appear as a handsome man (of a suitable race) dressed in fine clothes – of the newest fashion but always in black trimmed with silver. His projection is always accompanied by very faint smells of acrid smoke and cracking sounds.

1,3,1,12) VAPORISE POISON

DISCIPLINE: Curses
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 dose of poison
DIE: Bladderwrack

This spell makes a gas of a single dose of poison. The caster chooses whether the spell's magic:

- lets him safely inhale this gas, in a manner akin to the Inhale Miasma spell; or
- directs the gas into a vessel held by the caster.

In the former case, the caster can subsequently exhale the gas by using the Exhale Miasma spell. Targets are exposed to this poison, rather than a disease.

In the latter case, the vessel must be closed forthwith by the caster, air tight. When this vessel is subsequently opened (or broken), the gas is released and all within SC/4 metres must resist the poison.

1,3,2) MASTER RANK**1,3,2,1) BEHEAD**

DISCIPLINE: Curses
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Adamant sword made by demonic hands

This spell causes the target's head to fall off. Death is virtually instantaneous.

1,3,2,2) DEMONIC POSSESSION

DISCIPLINE: Curses
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: 1 pentagram
DIE: 1,000 gold drakes

This spell is unusual in that it must be cast twice in succession to work fully. A pentagram must be drawn prior to the first casting. The caster then throws a vector for a person into its centre, and casts the spell. The vector immediately vanishes – reappearing in a corresponding pentagram in the Demonic Realm. Demons invariably seem interested in possessing people in the Natural Realm, for something almost always appears in the place of the vector in the caster's pentagram. If the caster is satisfied with this gift, he must then cast this spell for a second time. This seals the bargain. (If dissatisfied, his vector will reappear within a few moments and the gift will vanish.)

This bargain enables a demon to possess the body of the person to whom the vector links. The target may attempt to resist this spell when the demon first tries to take control – but not subsequently. If the spell is not resisted, the demon may control this person's body whenever it wishes (if the person is a PC, it becomes an NPC whilst it is being controlled by the demon). Control extends to all physical actions, including speech. The person remains conscious during episodes of possession, and will remember all experiences, but can do nothing while the demon is in control except for purely mental actions (e.g. spell-casting without speech, perhaps). The demon will use the person's body for its own evil ends, e.g. information gathering, manipulation of others, sport, etc.

Note that, whilst the demon can possess the person's body at any time, it is unlikely to exert control all of the time – no demon is omnipresent and its attentions will often be elsewhere. When not being possessed, the person may try to call for help. If the demon becomes aware of attempts to rebel, it will quickly inflict punishments – often by hurting those loved by the person. Usually, the only way for the person to end this spell and free itself of the demon is through the casting of Destroy Vector or Dispel Magic.

Sealing the bargain also enables the caster to retrieve his gift from the pentagram. The value of the gift usually depends on the relative power held by the person to whom the vector links. It is presumed that sending the vector of a person of influence helps a demon to further its dastardly aims, and so the gift offered in exchange will be more powerful. Gifts often take the form of ancient magical items, rare spell scrolls, adamant weapons or armour (see the *Treasure* chapter) or even other vectors.

If this spell's casting is dire fumbled, the caster is automatically possessed, rather than the intended victim. In this case, the caster is unable to cancel the spell, and it must be dispelled.

1,3,2,3) DOOM

DISCIPLINE: Curses
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Infinite
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: Skull of one who died of fright

This spell inflicts the target with a curse. The effect of the curse is up to the caster (with the GM's approval) but it may not cause direct physical damage to the target. Examples might be that:

- money always slips through the target's fingers;
- the target betrays his friends and they spurn him;
- a disaster destroys his estate;
- any boat or ship upon which he travels will sink;
- beasts see him as prey or an enemy;
- it rains wherever the target goes, and storms prevent him from travelling to drier lands;
- wherever the target lives, crops fail and livestock sicken and perish;
- hunting and fishing always fails in the target's vicinity.

The curse can be ended using Dispel Magic. However, if this spell is cast with the caster's dying breath, the duration of the curse becomes Irrevocable Infinite – its effects can never be dispelled. Moreover, there is a percentage chance equal to 5xSC that each of the target's progeny inherit the same curse. Members of the next generation have a (4xSC)% chance of suffering the curse; the third generation a (3xSC)% chance; and so on until the sixth generation, whose members are free of the curse.

1,3,2,4) EXPEL

DISCIPLINE: Curses
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Infinite
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Barghest skull

This spell instantly banishes the target to the Labyrinth. In the target's place, a demon appears. If the Spell-Casting Roll was passed by >3 , the type of demon is chosen by the caster. Otherwise, the type of demon is selected randomly, using this table.

1d100	TYPE OF DEMON
01 to 16	Barghest
17 to 32	Gargoyle, Lesser
33 to 48	Spine Demon
49 to 59	Felv
60 to 70	Gargoyle, Greater
71 to 81	Naga, Greater
82 to 87	Fire Fiend
88 to 93	Plague Demon
94 to 99	Toad Demon, Huge
100	Re-roll twice *

* Two demons from the Labyrinth swap places with the target and the person nearest to them (which may be the caster).

If the target is within a pentagram at the time of casting this spell, the demon appears therein and can be given orders – just as if it had been brought forth using the Summon Demon spell.

The target and the demon swap places again if this spell is cancelled or dispelled, or if either the target or demon are slain.

If the casting of this spell is fumbled then, in addition to the usual consequences, the caster is teleported to the Labyrinth, rather than the intended victim. In this case, the caster is unable to cancel the spell, and it must be dispelled.

1,3,2,5) SACRIFICE PAWN

DISCIPLINE: Curses
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (1 day)
RANGE: Self
VOLUME: Self
DIE: Chess pawn carved from the caster's own bone

This spell can only function if the caster possesses vectors for one or more people. For the duration, any injuries inflicted upon the caster manifest on one of these people instead – leaving the caster completely unharmed. Likewise, any spell affecting the caster affects one of these people instead – leaving the caster completely unaffected. The victims of this spell can be any distance from the caster, and are selected in order of their proximity to him, nearest first. A victim may try to resist the transfer of each injury and spell to them. If they resist, neither they nor the caster are affected by the injury or spell. If a victim dies, injuries and spells affecting the caster are henceforth transferred to the next nearest person for whom the caster owns a vector – etc.

1,4) FORCE

1,4,1) EXPERT RANK

1,4,1,1) BATTERING RAM

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (1 second)
RANGE: Touch
VOLUME: The thing that is touched
DIE: Skull of a beast with fine horns

The caster's touch conveys a powerful impulsive force, delivered in the final moment of spell-casting. Imagine the damage inflicted by a battering ram – an iron-capped tree trunk weighing 1 tonne, swung on heavy chains attached to a scaffold.

Creatures and magical items may try to resist this spell to ignore its effects. If the target fails to resist, determine the damage by rolling 1d10+SC on the Crush Damage Table. If this die scores a 10, roll another 1d10 and add the result, and so on. The impact will usually knock a person down. Inanimate objects, e.g. doors and walls, cannot resist unless they are magical.

1,4,1,2) DEFENDED BY DANCING SWORDS

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: 3 metres
VOLUME: 1 melee weapon
DIE: Favoured melee weapon of a person who became a ghost

This spell animates a melee weapon so that it lifts up into the air and hovers there, in front of the caster. It will defend the caster, attacking opponents entering melee range – and does this independently of the caster. He can designate certain people as allies, and they will not be attacked by the weapon.

The weapon should be treated as a fighting character in its own right. It strikes with an Attack equal to the caster's SC-1, and is clever enough to aim at weak points on its opponent if necessary, or to make quick attacks to beat those of its opponent. (Let the caster's player control it.) The weapon is classed as a small-sized super-resilient creature (or tiny-sized, if it is a small weapon like a dagger). It has a Defence equal to SC-1, and an Armour Class appropriate to its construction, e.g. AC 5 for a sword, or AC 2 for a spear or axe with a wooden handle. If the weapon is "slain", it falls to the ground, inanimate – and the spell ends.

The weapon is of limited use against multiple attackers; it cannot divide its Attack and must focus on one opponent at a time. The caster's opponents can bypass the weapon altogether by making missile or thrown weapon attacks; it is unable to parry these.

Whilst the weapon fights for him, the caster is free to perform other actions as he sees fit. He can even move away – the sword will fly along and keep pace with him. It cannot move faster than a brisk walk, however. If the caster moves more quickly than this, the weapon will be left behind. Once it is more than 3 metres from the caster, the spell ends and the weapon falls to the ground, lifeless again.

This spell does not summon a weapon into existence. It must be on the caster's possession, or within 3 metres of him at the time of casting. Also, it must be free to be moved by this spell. It will not yank a weapon from another person's grip, or unclip ties on a scabbard...

Difficulty variant. If this spell is cast at Master (21) Difficulty, it will animate up to three melee weapons. These assume positions around the caster, initially 120 degrees apart – one directly behind him, the others in front and to his flanks. The caster selects one weapon to be the most skilful – this has an Attack equal to SC-1. He chooses another to be the least skilful – its Attack equals SC-3. The third weapon's Attack equals SC-2. The spell ends when all three weapons are slain, or the spell's duration is exceeded.

Sentient magic weapons can try to resist this spell.

1,4,1,3) ENTOMB

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (varies)
RANGE: 2xSC metres and within sight
VOLUME: (SC) ⁴ cubic metres
DIE: A small wooden box with a live insect trapped inside

This spell lines a discreet room or chamber (or, at the GM's discretion, an immobile container like a stone sarcophagus) with a forcefield which prevents access to or egress from the room for the duration. It is generally used to trap a dangerous creature whilst the caster makes good his escape, or perhaps to protect the caster in a room from a creature outside. The forcefield is impervious to physical attacks, and must be cancelled using Dispel Magic if the room to be escaped, or broken into.

The forcefield needs a physical structure of rigid walls to act as the framework over which it lies. Consequently, this spell must be cast upon an enclosed room; it cannot be employed in the open air or on a flimsy structure like a tent. If this spell is cast upon a room with open doorways or windows, a forcefield is created but it will be unstable, and the effect duration becomes just SC minutes. If the doorways and windows have closed doors and shutters when this spell is cast, the forcefield is much more stable and the duration becomes SC hours.

Occasionally, this spell is used to entomb an extremely dangerous creature indefinitely. This spell may be cast with a duration of revocable infinite if the chamber upon which it is cast has thick, strong walls and is enclosed, with no windows and a tightly-sealed and robust door. Additionally, the caster's SC must be ≥ 12 , and he must sacrifice a point of his Force skill and cast the spell as a ritual. Afterwards, it would be wise to inscribe warnings in several languages upon the door to the chamber, to deter treasure hunters in future ages from dispelling the magic and releasing the monster.

1,4,1,4) FLY

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (2xSC seconds)
RANGE: Self
VOLUME: Self
DIE: Meteorite

The caster is able to fly at speeds of up to SC metres per second. He can effortlessly control his orientation within the air.

1,4,1,5) GREAT ATTRACTOR

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (2xSC seconds)
RANGE: 2xSC metres and within sight
VOLUME: 3xSC metre radius
DIE: Iron nails stuck to a lode stone

This spell creates a magical field, 3xSC metres in radius, which sucks to its centre point any projectiles in flight. The field's centre is positioned when casting, and cannot thence be repositioned. The caster typically chooses a point several metres up in the air, well out of reach. Projectiles flying within the field even momentarily change trajectory and fly towards the centre point, clumping there in a roughly spherical aggregation. All arrows, bolts, spears, stones, bullets, etc. are affected, unless their trajectory keeps them outside the field (or they individually weigh >SC kilograms). When the spell ends, the clump of projectiles falls to earth.

Difficulty variant. If this spell is cast at Master Difficulty (21), the field also attracts any weapons brought into its volume (except those individually weighing >SC kilograms). Weapons carried on belts and in scabbards pull free, breaking all but the strongest straps and ties, and sail up into the air. If a weapon is held in the hand, a grip Action Roll (Brawn+ST) must be passed versus a Difficulty equal to SC to hang on to it despite the field. Even if the roll is passed, any subsequent attempts to wield the weapon within the field suffer a penalty equal to -SC. If grip is loosened even momentarily, the field will tug at the weapon and another grip Action Roll must be made.

Magical weapons and projectiles may attempt to resist this spell on first encountering the field.

1,4,1,6) INVISIBLE PORTER

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: 2xSC metres and within sight
VOLUME: SC items
DIE: Fine silver chain with exactly 1,000 links

This spell provides a useful method of conveying luggage. It causes the targets – up to SC items with a combined mass of up to 10xSC kilograms – to lift into the air and float along behind the caster. By concentrating, the caster can adjust the height of the targets above the ground, and how far behind him they travel (limits of 2xSC metres apply to both). Otherwise, the motion of the targets copies that of the caster – they fly along his path at his speed exactly.

A Resistance Roll should be made for magical items affected by this spell that are not the caster's property. And sentient items may always make a Resistance Roll versus this spell. The magic bonus on the item should be added to the soul's SD attribute for this purpose.

1,4,1,7) SHIELD

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (2xSC seconds)
RANGE: Self
VOLUME: Self
DIE: Shield split by a blow that would have been fatal but for the shield

This spell creates a magical force-field which envelops and protects the caster. He will suffer no damage from any physical attacks (including from magical weapons) until the force-field is broken. The caster effectively becomes a super-resilient creature – see the *Vulnerability* section in *The Bestiary*. Defeating him as such causes the force-field, and this spell, to end (a Dispel Magic spell might also achieve this, of course). The caster will then take damage as normal again.

1,4,1,8) SHIFT GRAVITY

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: 2xSC metres and within sight
VOLUME: SC metre cube
DIE: Piece of floatstone

This spell redirects gravity within a cubic volume of up to SC metres along each side. The affected cube is intangible and invisible, although the caster is able to see its outline (as can

those using Detect Magic), facilitating his positioning of it. He can position the cube as he likes, but it must be within 2xSC metres of him and its bottom side must rest on the ground. It cannot then be repositioned. The caster can choose whether gravity acts:

- upwards within the cube, causing things within it to fall up to its top surface rather than down;
- horizontally within the cube, causing things to fall towards one of its four sides, chosen by the caster.

The caster and those that resist the spell are unaffected by the shift in gravity's vector. Things that are securely attached to the ground do not fall either – characters can make Action Rolls (Gymnastics+AG) to try to grab onto something secure to stop themselves from falling. Those that fall will tumble through the air, either towards the top of the cube or towards its designated side. If gravity is acting:

- upwards within the cube, those who fall will stop when they reach its upper surface, bobbing around in that plane. They will fall to the ground if wind or some other force pushes them over the cube's side, or otherwise when the spell ends. Damage from falling vertically to earth should be determined normally.
- horizontally within the cube, those who fall within it will fly out of the designated side, entering a region where gravity acts normally again – so momentum may carry them onwards a little before they come to rest on the ground behind the cube. The GM may wish to calculate damage as for falling, but substituting the Kick-Box damage type for Crush because of the small the vertical distance through which they will have fallen.

This spell is typically used to lift enemies up into the air, and to then make them fall in order to break their bones. With judicious sizing and positioning of the cube, it could also be used to cause something to fall towards the caster.

The GM should apply a suitable penalty to the Attacks of ranged weapons being fired into the cube from outside (or vice versa), to reflect the strange behaviour of the projectiles as the direction of gravity abruptly changes.

1,4,1,9) TETHER

DISCIPLINE: Force
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: 2xSC metres and within sight
VOLUME: SC creatures
DIE: Strand of web made by a Giant Spider

The chosen targets become “tethered” to their current location. For every metre that a target moves away from this location, a cumulative -1 penalty is added to its Hindrance so as to worsen it. The maximum penalty that can be applied is -SC.

E.g. if a caster with an SC of 12 casts this spell at a target, a -10 penalty will be added to the target's HI when it is 10 metres from the location to which it was tethered, and a -12 penalty when it is 12 metres away or more.

1,4,2) MASTER RANK**1,4,2,1) BLACK PEARL**

DISCIPLINE: Force
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC seconds)
RANGE: Touch
VOLUME: 1 pearl
DIE: Black pearl

This spell summons a small sphere of concentrated force (actually... there is much debate amongst volitants about the nature of these spheres). The sphere is grape-sized and utterly black, like a hole in reality. It floats above the caster's open palm, and the caster is able to control its flight through the air – though the sphere always moves in straight lines and at a fixed 1 metre per second. Any creature or magical item touched by the sphere must pass a Resistance Roll or vanish instantly. It is not known whether they are annihilated or merely teleported to some other place. If the sphere touches a large thing like the ground or a building, then its volume within a 1 metre radius of the sphere vanishes.

1,4,2,2) INVULNERABILITY

DISCIPLINE: Force
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (2xSC seconds)
RANGE: 2xSC metres and within sight
VOLUME: SC creatures
DIE: Figurine of tranquil person, made of lhachelang

Up to SC chosen targets become invulnerable to any forms of damage inflicted by non-magical weapons.

1,4,2,3) SHACKLE

DISCIPLINE: Force
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: 2xSC metres and within sight
VOLUME: SC creatures
DIE: Polished fossil shell, still partially encased in rock

This spell binds up to SC selected targets in a force field which prevents any movement. They become totally paralysed.

1,4,2,4) **TRANSFER IMPEDIMENT**

DISCIPLINE: Force
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Fine mithril chain with exactly 1,000 links

The caster's Hindrance is transferred to the chosen target. In other words, the caster suffers no HI whatsoever, while the target suffers his own and that of the caster.

1,5) **HEALING**

1,5,1) **EXPERT RANK**

1,5,1,1) **ALTER SIZE**

DISCIPLINE: Healing
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Touch
VOLUME: 1 creature
DIE: Dragon egg shell

Targets of this spell must be medium-sized and members of the flesh-and-bone PC races or creatures with a similar physiology. The spell causes the target's body to dramatically shrink or swell, the caster choosing which as he casts. If the target is shrunk, their height is halved and they become a small size band creature. If the target is enlarged, their height increases by half and they become a large-sized creature. The following table sets out the changes to the target, which also extend to their weight and AG and ST attributes. The GM may apply other modifiers to Action Rolls as she feels appropriate to reflect the changes to the target's physical power, coordination and reach, e.g. Location Penalties. Note too that the Damage Score of attacks against the target will be altered (see the *Target's Size* section of the *Combat* chapter).

This spell does not affect the target's equipment. It will likely be useless to them until they return to their normal size. Unless removed before the transformation, clothing is likely to either tear or smother the target as they swell or shrink.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the target shrinks to the tiny size band, rather than small. Alternatively, they swell to the huge size band, rather than large. If the target becomes huge, treat them as being of the resilient vulnerability.

(If a subject of this spell is slain, their corpse does not revert to normal size. The GM should consider whether this means that giant (or miniature) undead, like zombies and skeletons, might be encountered...)

TRANS-FORMATION	MULTIPLIER TO		MODIFIER TO	
	HEIGHT	WEIGHT	ST	AG
Medium to Tiny	x0.25	x0.1	-5 (minimum of 1)	+3
Medium to Small	x0.5	x0.25	-2 (minimum of 2)	+2
Medium to Large	x1.5	x4	+2	-2 (minimum of 2)
Medium to Huge	x2.5	x10	+5	-3 (minimum of 1)

E.g. this spell is cast upon Baggi Bolgins, a halfling lady, whose height is 120 centimetres, weight 50 kilograms, AG 4, ST 1. If the spell is cast to make her huge, she becomes: height 3 metres, weight 500 kilograms, AG 1, ST 6. If the spell makes her tiny, she becomes: height 30 centimetres, weight 5 kilograms, AG 7, ST 1.

1,5,1,2) CARVE PROSTHESIS

DISCIPLINE: Healing
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Infinite
RANGE: Touch
VOLUME: One prosthesis, made of wood
DIE: Crutch, hook or other prosthetic used by the caster due to illness or injury

An exterior body part involved in locomotion or manipulation, like a finger, hand or arm, can be replaced using this spell. It must be cast whilst holding the prosthesis against the target's stump, in the appropriate orientation. The prosthesis is magically attached by this spell to the target's stump, and animated so that it moves as did the missing body part (when it was healthy), controlled by the target's thought. The prosthesis must be carved from a single piece of wood.

Difficulty variant. If this spell is cast at Master Difficulty (21) upon a:

- hand, then, in addition to the default effects, the caster can control the target's (moving) actions. This influence can be exerted but once a day, for up to SC minutes. The target's body moves as per the caster's mental commands;
- foot, then, in addition to the default effects, the caster can teleport the target to his presence. This can be done only once each day.

1,5,1,3) CREATURE TATTOO

DISCIPLINE: Healing
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Self
VOLUME: 1 creature
DIE: Ornate drawing by the caster, in tattoo ink on vellum, of a beast

As he casts this spell, the caster must be touching a vector for a particular creature. The creature must be of the tiny, small, medium or large size band (see *Size* in *The Bestiary*). This spell creates a Creature Tattoo on the caster's skin and traps the target creature within it – the creature literally vanishing into the tattoo. Subsequently, the caster is able to instantly

summon the creature from his tattoo by speaking a command word, chosen when he cast this spell. The creature then reappears on the ground before the caster. The caster can repeat the command word in order to return the creature into the tattoo again. In this way, he may expel the creature from the tattoo and return it there as many times as he desires.

The tattoo's appearance is an ornate pattern which reflects the creature embedded within it, e.g. if the tattoo contains a wolf, the tattoo's design will be an elaborate and stylised picture of a wolf. The command word is also shown in the tattoo, in small letters of Magicka hidden within the design.

This spell does not give the caster any influence over the trapped creature initially. The creature can try to resist the spell each time that the caster utters the command word to return it to his tattoo. If the creature resists, it is not returned to the tattoo, the tattoo disappears from the caster's skin, and any further Creature Tattoo spells cast by the caster at this specific creature will automatically fail (until the caster's SC increases). If the creature fails to resist, a -1 penalty applies to its next attempt. These -1 penalties are cumulative so that it becomes progressively harder for it to resist being returned to the tattoo. Once the cumulative penalty exceeds twice the creature's SD, it may resist no longer and is broken, becoming subservient to the caster. Henceforth it will unquestioningly carry out the caster's verbal orders to the best of its ability. This spell does not raise the creature's intelligence. However, it can be assumed that most creatures will understand simple gestures and orders from the caster, like "Attack him!" or "Follow me!".

Creatures have no memory of their time trapped in tattoos other than dimly remembered dreams (which often relate to the caster's activity). If the caster leaves an intelligent creature (i.e. one whose Intelligence halved or RE is ≥ 3) trapped within a tattoo for longer than SC days, the GM requires a Resistance Roll versus madness. The Difficulty is the creature's Intelligence. If this roll causes the caster to gain a madness, it is automatically schizophrenia – the caster gaining personality traits and memories from the creature in his tattoo. If he already has a madness, it changes into schizophrenia henceforth.

A Creature Tattoo may only contain a single creature, and the caster can only wear a single Creature Tattoo on his skin at a time – subsequent castings of the spell will automatically fail until the tattoo is removed.

If the body part that bears a tattoo is destroyed, the tattoo will also be destroyed. If the tattoo contained a creature at the time of its destruction (or dispelling), then the caster's player should make a 1d10 roll. The GM should use the result to determine where the item ends up. E.g. if the roll scores:

- 10, the creature might reappear somewhere close by and in sight;
- 1, the creature might be irretrievable, reappearing in another realm of existence.

If the creature dies whilst outside of the tattoo, then the tattoo gradually fades from the skin over the next four days, the caster suffering discomfort and a -4 HI penalty during this time.

1,5,1,4) HEAL ALLIES

DISCIPLINE: Healing
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: Creatures touching caster
DIE: Hand carved from jade

Anyone touching the caster at the time that he casts this spell is healed of any minor, medium or major injuries.

1,5,1,5) HIBERNATION

DISCIPLINE: Healing
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (varies)
RANGE: Touch
VOLUME: 1 creature
DIE: Tincture of myrrh, frankincense and opium

The target immediately falls into a deep slumber from which it cannot be woken by normal means. The sleep is restorative – bleeding ceases, injuries slowly heal themselves and humours gradually restore their balance (but lost extremities cannot be regrown). The Difficulties in the tables in the Balance Humour and Heal Injury spells show how many days of sleep are required to heal different ailments and injuries. E.g. a target suffering from a minor injury to the abdomen and also fits (a madness due to yellow bile in the brain), would be healed of the injury after 7 days of sleep, and of the ailment after another 6, i.e. 13 days in total.

The target does not automatically wake once healed. A Revive spell, or Dispel Magic, must be used to wake the target. Alternatively, each dawn, the target's player can roll 1d100 – the target wakes if the result is \leq SC. Otherwise, the target continues to sleep...

1,5,1,6) REGENERATE EXTREMITY

DISCIPLINE: Healing
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 creature
DIE: Tail cut from a newt, which has regrown the tail

This spell regenerates a missing piece of the body. Typically, it is used to restore a part lost through amputation, Wound Rot disease, etc. Whole heads and torsos cannot be regenerated, however – only limbs and other extremities, e.g. finger, ear, nose.

1,5,1,7) THWART INJURY

DISCIPLINE: Healing
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Touch
VOLUME: 1 creature
DIE: Silver crucifix of a Paladin

This spell instantly heals the next major injury inflicted upon the target. The spell then ends.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the next major or mortal injury inflicted upon the target is healed.

1,5,2) MASTER RANK

1,5,2,1) CLONE

DISCIPLINE: Healing
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: Self
DIE: Hairs given freely by identical twins

This spell must be cast upon a clone of the caster's body, made using the Regenerate All spell (cast upon a hair from the caster's head). This spell has several effects:

- First, it preserves the cloned body, keeping its tissues fresh and protecting it from degeneration due to age, decay and vermin.
- Second, it alerts the caster if the cloned body is harmed, moved or otherwise tampered with.
- Third, on the event of the caster dying (or becoming comatose), it transfers his soul to the cloned body. The caster wakes, alive and with a healthy body again, and the spell ends.

The spell also ends if the cloned body is harmed to any significant extent.

The caster can use this spell repeatedly to create multiple cloned bodies. However, each time this spell is cast, the caster's Healing skill value decreases by one point.

1,5,2,2) REGENERATE ALL

DISCIPLINE: Healing
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 creature
DIE: Heart carved from pink alabaster

This spell enables the caster to completely regenerate the target's body. Some scrap of the target's body must exist for this spell to work, and this scrap must be relatively undamaged – for example, ashes cannot be used but a hair, a shred of skin, a piece of bone or a drop of blood would provide a suitable basis for the spell. The target's body will be reformed – whole and healed of all injuries – and will be alive but comatose, i.e. lacking a soul.

1,5,2,3) RESURRECTION

DISCIPLINE: Healing
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 soul
DIE: Brain carved from black soapstone

The caster must be touching a comatose body or fresh corpse for this spell to function. The spell pulls the body's soul out of the Spirit Realm and replaces it in the body. The person will awake into consciousness.

This spell will fail if the target's:

- soul has been in the Spirit Realm for longer than SC hours;
- body has not been healed enough for it to be able to remain alive immediately after the resurrection.

This spell is not used carelessly. If its spell-casting is failed then, in addition to the usual consequences of spell-casting failure (i.e. loss of spell-casting ability), the caster's Healing skill value is decreased by 1 point (to a minimum of 1).

1,5,2,4) RESURRECTION TATTOO

DISCIPLINE: Healing
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Self
VOLUME: Self
DIE: Ornate drawing by the caster, in tattoo ink on vellum, of himself

This spell places a Resurrection Tattoo onto the caster's body. In the event of the caster's unnatural death (i.e. due to accident or violence, rather than old age), the tattoo's magic will resurrect him. Additionally, if needs be, it will first regenerate his body, as if a Regenerate All spell had been cast. This regeneration can take up to an hour, depending on the damage to the caster's body. Note that, if the damage destroyed the Resurrection Tattoo, then neither regeneration nor resurrection will occur.

The tattoo's appearance is an ornate depiction of the caster.

On being resurrected in this way, the Resurrection Tattoo vanishes from the caster's body. The caster also loses 1 point from his Healing skill value (to a minimum of 1).

The caster can only wear a single Resurrection Tattoo on his skin at a time – subsequent castings of the spell will automatically fail until the tattoo is removed.

1,5,2,5) SANCTUARY TATTOO

DISCIPLINE: Healing
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Self
VOLUME: 1 location
DIE: Ornate drawing by the caster, in tattoo ink on vellum, of a location

As he casts this spell, the caster must be standing in a specific location. The spell creates a Sanctuary Tattoo on the caster's skin, and links the location to the tattoo. Subsequently, the caster is able to instantly teleport himself to the location by speaking a command word, chosen when he cast this spell.

The tattoo's appearance is an ornate pattern which reflects the location linked to it, e.g. if the tattoo links to a particular room in a castle, the tattoo's design will be an elaborate and stylised picture of that room. The command word is also shown in the tattoo, in small letters of Magicka hidden within the design.

A Sanctuary Tattoo may only contain a single location, and the caster can only wear a single Sanctuary Tattoo on his skin at a time – subsequent castings of the spell will automatically fail until the tattoo is removed.

If the location to which a Sanctuary Tattoo links is destroyed, it remains possible to teleport to that spot using this spell. The tattoo's design will change to reflect permanent changes to the location, potentially giving the wearer some warning of what he will find if he travels there.

If the caster dies whilst wearing a Sanctuary Tattoo, his corpse will be instantly teleported to its location (along with his clothing and any carried or held equipment, of course).

1,6) HYDROMANCY**1,6,1) EXPERT RANK****1,6,1,1) ASSAY SHIP**

DISCIPLINE: Hydromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 vessel
DIE: Miniature model of a sailing ship

This spell affects a single ship or boat, which must be in contact with the water. It informs the caster of all damage to the vessel significant enough to threaten its seaworthiness. The caster learns the general nature of each area of damage, and its location on the vessel. Leaks and fires of any size are always brought to the caster's attention (with the exception of controlled flames like those of candles, lamps and tobacco pipes).

1,6,1,2) CUSHION FALL

DISCIPLINE: Hydromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Revocable Finite (SCx2 seconds)
RANGE: Within sight
VOLUME: Mound of snow, SC metres deep
DIE: Valuable item recovered intact from an avalanche

This spell creates a mound of very soft snow that will cushion a fall. The mound is SC metres deep. The Attack of a fall onto this mound is reduced by three times this number.

By default, the mound is roughly hemispherical. Thus, one must fall onto the centre of the mound to benefit from its fullest protection. Landing off centre reduces the depth of snow to cushion the fall. Landing on top of another faller also negates much of the benefit. A falling person will sink deep into the snow and may struggle to free themselves. Helpfully, after SC seconds, the snow disappears gradually, in layers starting from the bottom. This gently lowers the person to the ground and frees them from the snow.

1,6,1,3) DROWNING

DISCIPLINE: Hydromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Silver bowl whose inner surface is engraved with a face, filled with water

This spell fills the target's airways with water whilst the caster concentrates. The target (assuming it breathes air) will collapse into unconsciousness after choking for 10xCO seconds, and will then die after another CO minutes. Whilst choking, the target's HI is worsened by -SC/2.

1,6,1,5) REPEL UNDINE

DISCIPLINE: Hydromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Self
VOLUME: 1 kilometre radius
DIE: Water from a slain Undine

This spell prevents Undines from coming within one kilometre of the caster. Those within the affected area at the time of casting will flee.

1,6,1,6) SUMMON RAIN

DISCIPLINE: Hydromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Self
VOLUME: SCx10 metre radius
DIE: Vector for a Cloud Serpent

This spell only works above ground. It causes torrential rain to fall within the radius. A total depth of SC centimetres will fall within the duration.

1,6,1,7) WATER WALKING

DISCIPLINE: Hydromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Silver bowl of water in which are kept living pond or sea skaters

The target is able to walk or run across the surface of water without sinking for the duration.

1,6,2) MASTER RANK**1,6,2,1) PART WATER**

DISCIPLINE: Hydromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Self
VOLUME: Column of water of SC/3 metre radius, and up to SCx10 metres tall
DIE: Narwhal horn of at least 1 metre in length

The caster must hold a narwhal horn whilst he casts this spell, and subsequently as he concentrates on its magic. The spell repulses water from around the caster. It clears a vertical column, at the bottom of which he stands. The column is centred upon him, moves with him, and is filled with air from above. Thus, by concentrating on this spell, the caster and his companions can walk into a river, lake or shallow sea and trudge across its slimy bottom, whilst remaining dry and breathing air from above. It is possible for someone standing at the bottom of the column to reach into the encircling water – or even to pass wholly into it and back again – without disrupting the column. However, if the caster's concentration is broken, or if the depth of the surrounding water exceeds the column's maximum height, then the column collapses and all within it are stuck as if by a Void Ball. Survivors must then swim to the surface...

1,6,2,2) SUMMON ICE DRAGON

DISCIPLINE: Hydromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (1 hour)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Vector for a young Ice Dragon

This spell summons a young Ice Dragon into a pentagram being touched by the caster.

The pentagram must be large enough to comfortably contain the dragon, so will need a diameter of at least 25 metres. Otherwise, no dragon will be summoned.

The caster may issue the summoned dragon with orders whilst it is in the pentagram. They will be understood regardless of the language used and the dragon must unquestioningly carry them out to the best of its ability. Orders can take the dragon outside the pentagram, but a wise caster will make sure that he orders the dragon to re-enter the pentagram when its tasks are done. This is because the dragon is not forced by the spell to obey orders issued to it whilst it is outside of the pentagram.

When the spell's duration ends, or if the caster cancels the spell prematurely, the summoned dragon is immediately banished to whence it came. A successful Dispel Magic spell can also end this spell and banish a dragon, but only if cast whilst the dragon is within the pentagram by which it was summoned.

If the dragon successfully resists this spell it may, if it chooses, allow itself to be teleported into the caster's pentagram. It will not then be obliged to obey the caster's orders, however. This situation also arises if the casting of this spell is fumbled (see *Spell-Casting Fumbles* in the *Magic* chapter).

1,6,2,3) SUMMON ICE STORM

DISCIPLINE: Hydromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (up to 100 seconds)
RANGE: 2xSC metres and within sight
VOLUME: SC targets
DIE: Stalactite carved into a spear

This spell must be cast in the open air. It causes rods of ice to streak down from the sky and strike each of up to SC targets (which need be within range only when the spell is cast). Every rod of ice strikes at a random time – the GM secretly rolls 1d100 for each target to determine when (in seconds after casting) it is struck. The rods act as powerful Ice Bolts, which deliver 1d10+SC damage and hit the uppermost first division body location.

Note that targets which have found appropriate cover (e.g. underground) before they are struck will not be harmed.

1,6,2,4) SUMMON SNOW

DISCIPLINE: Hydromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Self
VOLUME: SCx10 metre radius
DIE: Vector for an old Ice Dragon

This spell only works above ground. It causes snow to fall within the radius. A total depth of SCx10 centimetres of snow will fall within the duration.

1,6,2,5) SUMMON WHIRLPOOL

DISCIPLINE: Hydromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Within sight
VOLUME: 1 whirlpool
DIE: Treasured possession of a drowned sailor, recovered from the water

This spell invokes a powerful whirlpool in deep waters. (The spell fails if the waterbody does not exceed 90 metres in width and depth, or if it exceeds 1 kilometre in depth.) The

whirlpool's visible radius is 15 metres, but it is surrounded by strong currents out to 30 metres from its centre. Once within 30 metres of the centre of the whirlpool, a vessel must be capable of moving at 2 metres per second (approximately 4 knots) or more. If not, it will be sucked into the whirlpool. (Small boats and swimming people will be too slow to escape.) If the vessel could exceed this speed, a Watercraft+CH Action Roll must be made on behalf of its captain (or Watercraft+SD if he is single-handed). The default Difficulty is SC, but the GM should:

- increase the Difficulty if the conditions are unfavourable, e.g. weak wind, damaged vessel, etc.;
- decrease the Difficulty if there is a favourable wind, vessel is shipshape, oarsmen are readied, etc.

If this Action Roll is:

- successful, the vessel steers safely out of the whirlpool's grasp;
- unsuccessful, the vessel is sucked into the whirlpool.

Any vessel sucked into the whirlpool plunges down into the maelstrom and out of sight. It is dragged down to the water's bottom, and then laterally along by strong currents. The vessel is almost certain to be wrecked by this journey – torn apart by the currents or the pounding against rocks on the bottom. Buoyant wreckage and sailors' corpses (drowned or mangled) will surface several hundred metres downstream of the whirlpool after a few minutes.

1,7) LITHOMANCY

1,7,1) EXPERT RANK

1,7,1,1) CONSTRUCT

DISCIPLINE: Lithomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 m ³ of stone
DIE: Lump of coal, never exposed to sunlight

This spell is the opposite of Excavate in that it creates a cubic metre block of stone. This appears at a location chosen by the caster (within range) and in the orientation so desired by him. (But the spell fails if the block is summoned into a position where it is inadequately supported by pre-existing stone, earth or metalwork. Thus, the block cannot be summoned into mid air). The stone is of the predominant local type. Feats allow for unusually shaped blocks or with elaborate carvings.

If a caster with SC=X uses Construct to summon a stone block, then that block cannot be affected by Lithomancy spells like Evacuate and Summon Cracks if their caster's SC is not >X.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the caster can summon a block of translucent crystal.

Doom-mongers warn that, each time that Construct is used, it enlarges the Labyrinth, bringing the lair of demons closer to the surface world.

1,7,1,2) DETECT ORE

DISCIPLINE: Lithomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Self
VOLUME: SCxSC metres
DIE: Glacial erratic stone

This spell was created by the Dwarves, and they try to keep it a closely guarded secret. It is typically used once prospectors (using Mining skill) have identified a location worth searching. Whilst the caster concentrates, metals – both in the native form and as ores – become visible to him through any intervening rock. Other minerals or those more distant than SC² metres will not be revealed to him.

The caster sees each quantity of metal as a glowing silhouette superimposed upon his normal field of view. The colour of the silhouette informs the caster of the type of metal. The size of each silhouette allows him to guess the distance and size of that vein or deposit; larger silhouettes reveal closer or larger quantities, while very distant or small quantities may appear only as faint dots of light.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the caster can also see precious stones and naturally magical metals like mithril.

1,7,1,3) QUICKSAND

DISCIPLINE: Lithomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: SC metre diameter area
DIE: Cave water, i.e. drips from a stalactite never drunk nor exposed to sunlight

This spell instantly turns an area of earth (soil or sand but not rock or stone) of up to SC metres diameter into quicksand. Anyone within the target area will immediately begin to sink into the fluid, at a rate of 20% of their height every second. Whilst sinking, a victim may make a grip Action Roll (Brawn+ST) each second to pull himself free, versus a Difficulty equal to the caster's SC. However, the victim's Hindrance worsens by -2 each second as his body becomes progressively submerged. The victim stops sinking once he is up to his neck. At this point, escape is impossible without magical means or assistance from people on firmer ground.

1,7,1,4) REPEL GNOME

DISCIPLINE: Lithomancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Self
VOLUME: 1 kilometre radius
DIE: Soil or sand from a slain Gnome

This spell prevents Gnomes from coming within one kilometre of the caster. Those within the affected area at the time of casting will flee.

1,7,1,5) SHATTER BLADE

DISCIPLINE: Lithomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self
VOLUME: Self
DIE: Pieces of a sword broken by an enemy in combat

If a metal weapon strikes the caster within the duration, it inflicts no damage but, instead, shatters into fragments. Only the metal parts of the weapon are affected; wooden handles and leather grips, for example, remain intact. (The spell likewise affects arrows with metal heads, which bounce harmlessly off the caster, their heads split into fragments.)

Large weapons, whose metal blades exceed SC/2 kilograms, are unaffected by this spell; as are magical weapons.

1,7,1,6) STONE WALKING

DISCIPLINE: Lithomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Touch
VOLUME: Self
DIE: Small fossilised animal, polished

Whilst he concentrates, the caster (including worn and carried equipment) is able to move into and through stone and earth. It is as if the stone and earth has become a viscous fluid that he can slowly move through at 1 centimetre per second.

This allows the caster to walk through earthen walls, or lower himself through stone floors, etc. He might reach into the stonework around a wooden door to unlock a bolt from the other side of the door. The caster cannot move through other materials, like wood or metal, using this spell. Neither can he use this spell to move through sentient earth or stone, like a Troll.

The use of this spell has its dangers. If the caster's head is subsumed, he loses all senses except for touch, direction and balance. And the caster can only breathe and move whilst part of his body remains outside of the earth – even a fingertip in the air will do. Should he allow himself to become completely subsumed within the earth, the spell immediately ends, leaving him entombed. Death quickly follows from crush injuries or asphyxia.

1,7,1,7) SUPPORT

DISCIPLINE: Lithomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 void
DIE: Ornate capital from a column in a temple

This spell can be cast on any void in earth or rock. It compacts and hardens earth and produces supporting stonework (including arches and pillars) as necessary to reinforce the void against natural collapse. A single casting of the spell will reinforce a volume of up to SC cubic metres. Multiple castings will be required to produce support for longer, wider or deeper voids.

1,7,2) MASTER RANK

1,7,2,1) GAPING PIT

DISCIPLINE: Lithomancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (1 second)
RANGE: 2xSC metres and within sight
VOLUME: SC metre wide and deep pit
DIE: Tooth from a Giant Sand Worm

This spell creates a gaping pit in the ground where the caster points. The roughly cylindrical pit opens up to a width and depth of SC metres in 1 second. Unless they can react in time and leap aside, which requires a successful leaping Action Roll (Gymnastics+AG) versus a Difficulty equal to SC, those standing on the circle of ground where the pit opens will fall to its bottom and suffer damage accordingly (see the *Falling* section in the *Harms Beyond Combat* chapter). Should they still be physically able to climb out, they will find that the vertical sides of the pit present a Difficulty of SC versus climbing Action Rolls (Climbing+ST).

1,7,2,2) HEAVING EARTH

DISCIPLINE: Lithomancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC seconds)
RANGE: 2xSC metres and within sight
VOLUME: SC metre diameter area
DIE: Keystone from an arch in an important bridge

This spell causes an earthquake in a circular area of the ground in front of the caster. Anyone standing in the area must pass a balance Action Roll (Gymnastics+AG) each second, versus a Difficulty equal to SC, or fall over.

The quake is approximately SC/2 on the Richter Scale. At the GM's discretion, it may damage buildings, uproot trees, collapse tunnels, etc.

1,7,2,3) STANDING STONE

DISCIPLINE: Lithomancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Petrified creature

This spell causes the target creature's body to be turned to granite. Death is assured if the target fails to resist. Over time, the statue's features will erode, leaving a menhir.

1,7,2,4) SUMMON EARTH DRAGON

DISCIPLINE: Lithomancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (1 hour)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Vector for a young Earth Dragon

This spell summons a young Earth Dragon into a pentagram being touched by the caster.

The pentagram must be large enough to comfortably contain the dragon, so will need a diameter of at least 15 metres. Otherwise, no dragon will be summoned.

The caster may issue the summoned dragon with orders whilst it is in the pentagram. They will be understood regardless of the language used and the dragon must unquestioningly carry them out to the best of its ability. Orders can take the dragon outside the pentagram, but a wise caster will make sure that he orders the dragon to re-enter the pentagram when its

tasks are done. This is because the dragon is not forced by the spell to obey orders issued to it whilst it is outside of the pentagram.

When the spell's duration ends, or if the caster cancels the spell prematurely, the summoned dragon is immediately banished to whence it came. A successful Dispel Magic spell can also end this spell and banish a dragon, but only if cast whilst the dragon is within the pentagram by which it was summoned.

If the dragon successfully resists this spell it may, if it chooses, allow itself to be teleported into the caster's pentagram. It will not then be obliged to obey the caster's orders, however. This situation also arises if the casting of this spell is fumbled (see *Spell-Casting Fumbles* in the *Magic* chapter).

1,8) MIND

1,8,1) EXPERT RANK

1,8,1,1) ENCHANTER'S CURSE

DISCIPLINE: Mind
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: 2xSC metres and within sight
VOLUME: 1 person and creature
DIE: Valuable item used as collateral for a loan

This spell can be cast in two different ways. First, it can be cast upon a person and a beast – both must be within 2xSC metres of the caster and in his view. The spell forces the person's soul into the body of the beast, and the beast's soul into the body of the person in return. When the spell ends, both souls instantly return to their natural bodies.

The term “beast” means any creature larger than the end of a thumb and with no more than instinctive intelligence, i.e. Intelligence ≤ 4 (see *Intelligence* in *The Bestiary*).

Alternatively, the caster can cast this spell upon a vector for a beast, e.g. a tail feather, a claw, an egg, etc. The vector is consumed by the spell. Henceforth, that particular beast is memorised by the caster and can be used in swaps, regardless of its distance. The caster can memorise multiple beasts in this way.

If either the person's or the beast's body dies whilst their souls are swapped, then the two souls immediately fight a battle-of-wills. Battles-of-wills are described in the *Sentience* spell in *Alchemy*. The winning soul is able to possess the remaining living body; the losing soul is banished to the Spirit Realm (or potentially becomes a ghost, haunting the resting place of its body).

The GM should require a Resistance Roll versus madness for people subjected to this spell, with a Difficulty of 12. If a madness results, it should be either a philia or phobia focused on the particular type of creature within whose body the person's soul was trapped.

1,8,1,2) HEAR THOUGHTS

DISCIPLINE: Mind
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Within sight
VOLUME: 1 person
DIE: Crystal ball made of rose quartz

On casting this spell, the caster is able to hear the thoughts of the target whilst he concentrates.

1,8,1,3) INVISIBILITY

DISCIPLINE: Mind
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: 2xSC metres and within sight
VOLUME: 1 person or item
DIE: Mask carved from alabaster with a cloth blindfold across the eyes

Like Blur, this spell affects the minds of all observers of a single target. It becomes impossible for them to focus their attention upon the target, so long as he does not draw attention to himself. He is rendered wholly invisible to them, disappearing from their mind's eye.

Each observer may try to resist this spell when he first encounters the target. The Resistance Roll is made with disadvantage. If the roll is:

- failed, the target completely vanishes from his sight. The observer will not remember seeing the target at all (or even realise that he failed to resist a spell).
- passed, the spell fails to affect this observer – the target appears normally to him.

The invisibility bestowed by this spell only lasts while the target does not behave in an overt manner, drawing attention to himself. Each time that the target commences a blatant action, e.g. an attack, a leap, a run or a shout, each observer can make another Resistance Roll versus the spell. Walking slowly and speaking quietly should not be classed as overt behaviour, even in an otherwise still and quiet location.

This spell is clearly most effective when the target does not need to behave overtly, and where there are only a few observers. The more observers there are, the more likely it is that he will be seen. It is quite possible for the target to be visible to some observers and invisible to others at the same time.

Although this spell is resistible, the target cannot resist its affects. Only the observers make Resistance Rolls.

The GM should consult Blind Fighting skill for guidance about attacks on invisible targets.

1,8,1,4) LOST IN THE CROWD

DISCIPLINE: Mind
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self
VOLUME: 2xSC metre radius
DIE: Disarmer Scarab queen

This spell has helped many an enchanter escape in a crowd. Every person within range of the caster when he casts this spell is cloaked with a phantasm for the duration. The phantasm makes each person look exactly like the caster.

A single Resistance Roll should be made for each observer, with disadvantage. (No +5 bonus is received for witnessing these phantasms appear.) If the roll is failed, the observer is fooled by all of these phantasms. Confusion ensues!

1,8,1,5) NIGHTMARE NEMESIS

DISCIPLINE: Mind
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (next dream)
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: Sweat from one having a nightmare

The next time that the target falls asleep, he will enter a deep slumber (which appears febrile and disturbed to anyone observing the sleeper) in which he has a vivid nightmare.

In the dream, the target is attacked by his double. The double is identical to the target, having the same attribute and skill values, the same clothing, armour, weapons and other belongings, the same spells and so on. The double will attack the target until he is slain, or the double dies in the attempt.

If the target is slain by the double in the nightmare, his soul travels straight to the Spirit Realm, leaving his body in a coma. If the target slays the double, he will awake from the sleep unharmed. The target can be woken at any time from the nightmare by the normal means, rescuing him from the double's attacks.

1,8,1,6) PHANTASMAL HORROR

DISCIPLINE: Mind
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: Executioner's hood

This spell makes the target face the monster it most fears. (The GM chooses from those creatures that the target has seen first-hand. If the target has led a sheltered life, they see something mundane like a large bear or wolf.) The target notices the monster behind them. It is enraged and will attack the target (and no-one else) to the best of its ability. It will pursue the target should they flee.

The monster is a phantasm, and no-one but the target can see or sense it (without a spell like Detect Magic). The battle between monster and target should be resolved as if the monster is real. This is how it feels to the target. Companions might try to tell the target that there is no monster but, if the target failed to resist this spell, they know that their companions are mistaken and they must fight to the death... However, any damage caused by the monster, or done to it, is illusory – of course. If the target is killed by the monster's attacks, they actually just fall unconscious (at which point, the spell ends – but the target will not wake naturally for at least SC minutes). If they slay the monster, or otherwise remain conscious when the spell ends, they witness any wounds vanishing along with the monster, and come to their senses...

If this spell is:

- cast but resisted, the target can see the monster but knows that it is a harmless illusion, and is not afraid;
- fumbled then, in addition to the usual consequences, the caster becomes the target, is fooled by the phantasm, and must fight his own worst fear...

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), then up to SC/4 different targets can be affected, each seeing their own phantasms.

1,8,1,7) SEE MEMORIES

DISCIPLINE: Mind
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Within sight
VOLUME: 1 person
DIE: Crystal ball made of amethyst

The caster is able to experience the memories of the target. The caster can jump forward and backward to different times in the target's memory. Treat the experiencing of events like watching a film recording. The view can be watched in real time, or can be watched in a sped-up forwards and backwards search mode, or can be fast-forwarded or rewind without viewing events. The caster can potentially experience everything experienced by the target, even if the target cannot currently remember that memory.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), then he can erase selected memories – the target completely forgets them. A successful Dispel Magic spell cast upon the target will restore these lost memories, however.

1,8,2) MASTER RANK

1,8,2,1) BANISH SOUL

DISCIPLINE: Mind
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 soul
DIE: Quartz brain of a Troll in Long Sleep

The target's soul is banished to the Spirit Realm and its body, still alive, collapses into a coma.

Note that a Resurrection spell is generally needed to restore the soul of someone in a coma. Note too that souls in phylacteries (e.g. sentient items) are not affected by this spell.

1,8,2,2) ILLUSORY LANDSCAPE

DISCIPLINE: Mind
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Self
VOLUME: 200xSC metre radius
DIE: Cockatrice tail plume

This spell cloaks a wide area with an illusion that changes the apparent terrain, weather and illumination therein, as per the caster's wishes. Thus, a snowy pine forest might be transformed into a hot and steamy jungle, or the tunnels of a dark mine into a series of oak panelled rooms, as if in a palace, with daylight streaming in through windows.

When creatures enter the affected area, they may try to resist this spell. If their Resistance Roll is successful, they perceive the illusion and can see through it by concentrating. However, so powerful is this magic that, if they spend too long in the affected area, they might yet be enchanted by the illusion. A Resistance Roll is required after each hour therein, and each successive roll accrues a -1 penalty (so the third Resistance Roll is made at -2, etc.). (The caster need not make Resistance Rolls versus his own illusion; treat him as succeeding automatically.)

If their Resistance Roll is failed, the creature is enchanted by the illusion. The illusory terrain and weather in the affected area become entirely real to them. Thus, an enchanted creature might fall into an illusory pit and be killed by the impact with the ground at the bottom. An enchanted creature might freeze to death in the snows of a polar wasteland. An illusion of a hot desert could induce hyperthermia, etc.

Escape from the affected area is only possible if an enchanted creature passes a Resistance Roll versus the illusion. As noted above, these are made at hourly intervals, but a cumulative penalty applies, making the rolls progressively harder. Otherwise, the creature wanders in circles without realising it – lost and trapped within the illusion until it is dispelled. Death,

e.g. from dehydration, starvation or exposure, may come first. Alternatively, a person who has resisted the spell could guide them out of the affected area...

1,8,2,3) NAME OF POWER

DISCIPLINE: Mind
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Self
VOLUME: Infinite
DIE: Crystal ball made of smoky quartz

After casting this spell, the caster is able to hear his name being uttered out loud, regardless of where the speaker is situated in relation to the caster (though they must both be within the same realm of existence). On hearing his name, if the caster immediately concentrates, he is able to see through the speaker's eyes and hear through the speaker's ears for the next SC seconds. If his name is spoken simultaneously by multiple speakers, the caster can choose one speaker to focus upon.

Once cast, the spell is activated even if only part of the caster's name is spoken aloud, e.g. the given name or surname; as long as the speaker is referring to the caster, the spell will activate. Speakers can try to resist this spell, however; those that succeed will not be noticed by the caster.

This will often lead to people referring to the caster by pseudonyms such as "He That Must Not Be Named" or "the Dark Lord", etc. However, if a pseudonym becomes sufficiently well used, at the GM's discretion it may also start to trigger the spell...

1,8,2,4) POSSESSION

DISCIPLINE: Mind
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Within sight
VOLUME: 1 person
DIE: Crown made of mithril

On casting this spell, the caster is able to possess a person within range, gaining complete control of his body. The target remains conscious whilst possessed and will remember all experiences, but has no control over its actions.

If the target makes an Action Roll whilst possessed, its attribute values are used in combination with the caster's skill values. The caster retains his own repertoire of memorised spells, which he can cast using the target's voice. The caster cannot order the target to cast a spell that only it knows, as the target is incapable of acting for itself whilst possessed.

Should the caster try to make the target's body perform an action that would be totally alien to the target (e.g. self-mutilation or suicide), then the target can make another Resistance Roll against this spell. If this roll is:

- passed, the spell ends and the target regains control of his body;
- failed, the alien action is not attempted, but the caster can try to force the victim to perform the action again (and the target can try to resist once more);
- fumbled, then the target carries out the alien action as the caster desires.

Note that the caster's soul leaves his own body whilst it possesses that of the target. His soul automatically returns to his body if the spell is cancelled or dispelled, or if the possessed body dies. Should the caster's body – comatose and vulnerable – be killed whilst the caster's soul is elsewhere, the caster will be unable to return to it and will be trapped in the possessed body until his own can somehow be healed.

1,9) NATURE

1,9,1) EXPERT RANK

1,9,1,1) BECOME LYCANTHROPE

DISCIPLINE: Nature
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Self
VOLUME: Self
DIE: Pelt of a Lycanthrope in were-form, slain by the caster

This spell can only be cast by those of standard mammalian physiology (e.g. Human, Elf, Dwarf, Halfling, Orc or Goblin). On casting it, the caster becomes infected with the magical disease Lycanthropy (see *Lycanthropes* in *The Bestiary*). He becomes either a Were-Wolf, -Rat, -Cat, -Bear, -Bat or -Walrus, as determined randomly with the following table:

1d100	01 to 40	41 to 65	66 to 80	81 to 90	91 to 96	97 to 100
WERE-	Wolf	Rat	Cat	Bear	Bat	Walrus

This selection is made when the spell is first cast, and is permanent and irreversible (unless a LURP is expended immediately). All subsequent castings of this spell by the same caster will produce the same result.

The caster gains the lycanthrope's abilities, strengths and weaknesses – e.g. the ability to change form, being affected by moonlight, regeneration of wounds whilst in beast or Were form, etc. He retains his full mental faculties, e.g. personality, memories, mental attributes (like RE and SD), skill values and spell-casting abilities. When in beast or Were form, use the attributes and bonuses listed for that form in *The Bestiary*.

Unlike lycanthropes infected via the normal mechanism (i.e. being bitten by another lycanthrope), the caster of this spell can choose to enter Were form as well as beast form. His personality does not automatically become violently berserk when he chooses to assume Were form. However, he can still be forced to transform by exposure to direct moonlight

and, if forced into Were form in this way, he will turn violently berserk. Fortunately, this spell also gives the caster better resistance to moonlight – his Double SD Attribute Rolls are made versus half the standard Difficulty (i.e. versus 9 for a full moon, 6 for a gibbous moon). And a bite from the caster in Were form is only two-thirds as likely to infect a target with lycanthropy, i.e. the target's Resistance Roll is made versus two-thirds of the standard Potency.

The caster becomes subject to all spells that affect lycanthropes or his beast form. E.g. if he is a were-wolf, and a nearby spell-user summons a wolf with a Bestial Guard spell, then he may be summoned unless he resists the spell, regardless of his current form.

Note too that the lycanthropy brought about by this spell cannot be cancelled, dispelled or otherwise reversed (except perhaps through the Midnight Silverhorn – see *Legendary Items* in the *Treasure* chapter).

(Players of characters with lycanthropy will be interested in the phases of the moon. There are eight phases every month, as follows:

1. New (or no) moon;
2. Waxing crescent;
3. Half (or first quarter);
4. Waxing gibbous;
5. Full;
6. Waning gibbous;
7. Half (or last quarter);
8. Waning crescent.

For simplicity, the GM should assume that it takes 14 nights for the moon to move through phases 3 to 6, i.e. half (first quarter), waxing gibbous, full and waning gibbous. These are the phases that can trigger lycanthropic transformations. Likewise, it takes 14 nights to complete phases 7 to 2, i.e. half (last quarter), waning crescent, new and waxing crescent. The gibbous and crescent phases (known as intermediate phases) take 6 nights each, and the new, half and full phases (known as primary phases) take 1 night each. Consequently, each month lasts for 28 days, divided into 4 weeks of 7 days; and in each week, the moon moves through one primary and one intermediate phase.)

1,9,1,2) BESTIAL WARDEN

DISCIPLINE: Nature
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: 1 carving
DIE: Wooden carving of a beast, made by the caster

This spell will fail unless the caster's Expression skill value is ≥ 3 . For the purposes of this spell, the caster's SC is modified by his Expression as follows:

EXPRESSION SKILL VALUE	MODIFIER TO SC
10	0
8 to 9	-1
6 to 7	-2
4 to 5	-3
3	-5
≤2	-∞

The caster casts this spell upon its die, a wooden carving of a beast that he has carefully made. If the caster's Spell-Casting Roll fails, he may not try to enchant the same carving again until his Expression skill increases and he has improved the carving.

Before casting, the carving must be positioned within a location to be protected – a well-defined area like a woodland glade, cave, room or container, no wider than 2xSC metres across. Once this spell is successfully cast, if anyone save the caster (or people touching the caster as he casts) enters the location, the carving instantly transforms into the beast that it represents. The beast will furiously attack the intruders for the next minute, at which point it transforms back into the wooden carving. It also becomes the carving if it is slain or forced out of the location that it guards; and the spell then ends. The beast will not voluntarily leave its location.

This spell is commonly used with a carving of a small venomous animal like an asp or tarantula. The carving is placed inside a treasure chest that the caster wishes to guard. If the chest is opened by anyone but the caster, the asp or tarantula will bite the thief's hand...

1,9,1,3) HAWK ARROW

DISCIPLINE: Nature
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (2 minutes)
RANGE: Touch
VOLUME: 1 arrow
DIE: Flint arrowhead at least 1,000 years old

This spell is cast upon an arrow held by the caster. The arrow must then be fired by the caster using his Wild Bow, within 1 minute of casting, at a target. The spell causes the arrow, in mid-flight, to transform into a hawk. The hawk will fly after the target, pursuing them around obstacles and even out of sight of the caster. Once the hawk gets within a few metres of the target, it transforms back into a speeding arrow – which strikes them. The arrow hits the target's default body location, i.e. that with zero Location Penalty (usually the back). The Damage Score automatically equals the bow's Attack Strength plus SC.

The only escape for the target is to flee indoors before the hawk can catch it. The bird will follow its target through trees or open ruins, but is reluctant to enter a space enclosed with a roof and walls. If the hawk loses sight of its target, it will gain altitude and circle, hoping to spy the target again and resume its pursuit.

Once two minutes have elapsed since casting, the hawk transforms back into an arrow, and falls to earth.

If the target is marked as the caster's quarry with a Hunt Quarry spell, then they do not need to be in view of the caster when he fires the arrow. He can shoot into the air; the hawk will then hunt for the quarry in the vicinity.

1,9,1,4) HUNT INTERSECTION

DISCIPLINE: Nature
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Self
VOLUME: Self
DIE: Mithril needle floating on quicksilver

On casting this spell, the caster is able to visualise the network of ley lines within SC kilometres of him (if there are any ley lines so close). Any intersections (junctions) of ley lines will be obvious to him. Henceforth, this part of the network of ley lines will be shown on his Wild Map, should he use that spell.

Ley lines are invisible field lines of magical power which span the world. Their cause and purpose is unclear, but what is well known is that their intersections are highly magical places, where bizarre and powerful effects manifest themselves. These may be beneficial or perilous to the visitor. Intersections and ley lines are described further in the *Realms of Existence* section of *The GM* chapter.

If the caster is able to closely follow the route of a ley line then, whilst doing so, his journey time is halved. Likewise that of his companions, whilst they travel together. Thus, instead of riding 25 kilometres in a day, they will find that they have managed 50.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the caster and his companions have their journey time along a ley line divided by three.

1,9,1,5) HUNT QUARRY

DISCIPLINE: Nature
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC days)
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Plaster-cast of the footprint of a dangerous creature tracked by the caster

This spell marks the target as the caster's quarry. Henceforth, for the duration, the caster knows the distance and direction to this target at all times, regardless of its distance. (Its position will be shown on his Wild Map, should he use that spell too.) The target can be any type of creature, including a member of the PC races, but the caster must possess a vector for the chosen individual.

The caster can use this spell repeatedly, such that up to SC different targets are marked as his quarry at any one time. Targets can be unmarked and forgotten at will to allow new ones to be hunted.

1,9,1,6) SCRY FAMILIAR

DISCIPLINE: Nature
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Self
VOLUME: Self
DIE: Giant Raven feather

The caster receives sensory input from his familiar. He sees what it sees and hears what it hears, but receives nought from other senses.

Whilst concentrating, the caster enters a trance. His body is immobile, blind and deaf – making him vulnerable. He can still feel, smell and taste though, so he could be shook out of the trance or woken with smelling salts.

Difficulty variant. If this spell is cast at Master Difficulty (21), the caster may also speak through his familiar. It produces an audible voice, clearly belonging to the caster but with the timbre of the familiar’s voice, such as it is. The caster may cast spells through his familiar, whilst concentrating on this spell, but a natural 2 or 3 on the Spell-Casting Roll is classed as a 1, and any fumble is automatically a dire fumble.

1,9,1,7) WINGS OF THE WYVERN

DISCIPLINE: Nature
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self
VOLUME: Self
DIE: Wyvern egg

This spell enables the caster to change his shape such that large bat-like wings sprout from his shoulder blades. (Clothing must be removed or adapted else it will be torn.) These wings allow him to fly at speeds of up to SC/2 metres per second. He makes flying Action Rolls by rolling 1d10+(SC/2)+HI.

1,9,2) MASTER RANK**1,9,2,1) BANISH THE BEAST**

DISCIPLINE: Nature
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 shapechanged person
DIE: Pure silver weapon that has slain a lycanthrope

This spell affects a person that has assumed the form of a creature, e.g. a lycanthrope in Were or beast form, or a spell-caster using the Shapechange spell elsewhere in this discipline. If they fail to resist, it forces them back into their normal form.

If this spell forces a lycanthrope back into normal form, they will be unaffected by moonlight for the next SC minutes. After this time, exposure to direct moonlight requires the usual Resistance Roll to avoid transforming back into Were or beast form.

1,9,2,2) TREE DOOR

DISCIPLINE: Nature
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: Self
DIE: Key carved from ebony

This spell allows the caster to step inside the trunk of one tree, and step out of another. The two trees must be within sight of each other. Also, the girth of each must be large enough to contain the caster and his carried belongings.

Sentient or magical trees can try to resist this spell, preventing the caster from teleporting through them.

1,9,2,3) WAKE TREES

DISCIPLINE: Nature
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: 2xSC metres and within sight
VOLUME: SC/4 trees
DIE: Sap from a Green Man

This spell causes the nearest SC/4 mature trees within range to awake and become Slowroots (see *The Bestiary*). The Slowroots will obey the caster's spoken orders until the spell ends, at which point they freeze – sleeping trees once more.

1,9,2,4) WOOD WALKING

DISCIPLINE: Nature
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Self
VOLUME: Self
DIE: Bracelet of polished amber

Whilst he concentrates, the caster (including worn or carried equipment) is able to move into and through wood. It is as if the wood has become a viscous fluid that he can move through at up to 10 centimetres per second.

This allows the caster to walk through wooden doors or walls, or lower himself through floorboards, etc. He might reach through an oak door and pull back the bolt on the other side so that the door can be opened for his companions. He might push his arm into a locked timber chest, grab a treasure from inside and then pull it out through the wood. He might step into the trunk of a tree and hide within it to evade capture. The caster cannot move through other materials, like stone or metal, using this spell. Neither can he use this spell to move through sentient or magical wood, like an Ent.

The use of this spell has its dangers. If the caster's head is subsumed, he loses all senses except for touch, direction and balance. And the caster can only breathe and move whilst part of his body remains outside of the wood – even a fingertip in the air will do. Should he allow himself to become completely subsumed within wood, e.g. inside the trunk of a broad tree, the spell immediately ends, leaving him entombed. Death quickly follows from asphyxia.

1,10) NECROMANCY

1,10,1) EXPERT RANK

1,10,1,1) BANISH UNDEAD

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 undead or pentagram
DIE: Skull of an infamous outlaw

This spell ejects a single undead creature's soul from the Natural Realm. It is instantly transported to the Spirit World for judgement. If the undead was ethereal, like a ghost, it vanishes. If it was corporeal, like a zombie, its body collapses to the ground as a (now truly) lifeless corpse.

If this spell is cast upon a pentagram, then all undead within the pentagram must resist or be banished.

1,10,1,2) BIND SPIRIT

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC weeks)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Chains or manacles taken from the corpse of one who died wearing them

This spell must be cast upon a pentagram containing a corpse and a Wight, the latter recently summoned using the Summon Spirit spell. Bind Spirit binds the Wight to the corpse, producing a Greater Skeleton.

Greater Skeletons created in this way automatically obey the caster's orders, which can be issued with thought alone. The caster may have no more than SC/5 Greater Skeletons under his control at any time through this spell.

When the Bind Spirit spell ends, the bound Wight is instantly banished to the Spirit Realm and the skeleton collapses to the ground, inanimate once more.

1,10,1,3) PATH OF BLOOD – ENSLAVE

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self
DIE: Crown once worn by a tyrant

This spell can only be cast by a Vampire who is biting a victim of the flesh-and-bone PC races. It turns the victim into a Vampire slave by infecting him with a magical disease causing vampirism.

This effect does not occur immediately, though. At dawn following being bitten, the victim will fall into a deep feverish slumber. (If a successful Balance Humour spell is cast on the victim during this feverish sleep, he will be cured of vampirism and will wake, still alive. The spell must reduce excessive blood in the heart and brain.) At the subsequent nightfall, he dies and rises as a full Vampire.

Vampire slaves created with this spell gain all of the standard undead abilities and the basic Vampire powers and weaknesses, just as if they had cast Path of Blood – First Step for themselves (except that they will become slow-regenerating creatures, not fast; see the *Vulnerability* section in *The Bestiary*). They also automatically gain a Necromancy skill value of 1 (unless it was already higher). Finally, they must always obey the Vampire that cast Path of Blood – Enslave upon them as if they had been affected by a Master spell of infinite duration.

On the first occasion that a Vampire casts this spell, his AG and CH attributes are both permanently increased by +2, to a maximum of 7.

1,10,1,4) PATH OF BLOOD – I AM THE BLOODY EARTH

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (until next dawn)
RANGE: Self
VOLUME: Self
DIE: Caster's blood, mixed with quicksilver

This spell can only be cast by Vampires. It allows the caster to instantly transform into a pool of blood. The transformation extends to the caster's clothing and any carried or held equipment (other than sentient items, which drop to the floor). The caster can cancel the spell at any time, transforming back to his normal form instantly. Otherwise, it lasts until the subsequent dawn or a successful Dispel Magic spell is cast upon him.

In his blood form, the caster remains able to see and hear magically. He can also move – flowing over surfaces, through tiny cracks and porous materials, and moving through other liquids at a rate of up to 1 metre per second. He can flow up-hill, up surfaces at $\leq 90^\circ$ from horizontal, i.e. he can climb a vertical surface but not up an over-hanging one. This enables the caster to slide up the side of a closed coffin and through cracks under its lid, for example, or to seep deep into porous substances like loose earth or sand to avoid exposure to daylight.

The caster's blood form normally remains held together in a single "puddle", approximately 1 centimetre deep and SC square metres in area. However, if part of the caster's liquid form, equalling or exceeding 10% of his volume, is removed forcibly from the rest (perhaps by being scooped into a vessel), the spell is automatically cancelled and the caster returns to his normal form instantly. He will have gained a -1 Injury Penalty for each 10% of the volume of his blood that was separated from the largest part. Such Injury Penalties are retained for a corresponding number of minutes. E.g. the caster's blood pool is split into two halves, i.e. 50% has been removed. He is forced to revert to normal form – and will find he has gained a -5 Injury Penalty which lasts for 5 minutes. This is the only way in which the caster can be harmed in blood form, other than by exposure to sunlight. The caster is also forced out of blood form if the ambient temperature rises to ≥ 100 degrees Centigrade, or if a successful Dispel Magic spell is cast upon him.

(This spell's die requires quicksilver. The GM should note the hazards posed by quicksilver to undead – see *Quicksilver* in the *Apothecary* section of the *Goods and Services* chapter.)

1,10,1,5) PATH OF BLOOD – NIGHTWING

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (until next dawn)
RANGE: Self
VOLUME: Self
DIE: Caster's blood, mixed with saliva from a Giant Vampire Bat

This spell can only be cast by Vampires. It allows the caster to instantly transform into a Giant Vampire Bat (see *The Bestiary*). The caster gains this creature's full abilities, e.g. attack bonuses, modes of locomotion, etc. The transformation extends to the caster's clothing and any carried or held equipment (other than sentient items, which drop to the floor). The caster can cancel the spell at any time, transforming back to his normal shape. Otherwise, the spell lasts until the subsequent dawn or a successful Dispel Magic spell is cast upon him. Note that the caster in bat form continues to be burnt by exposure to sunlight.

1,10,1,6) PATH OF BLOOD – RED MIST

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: 2xSC metres and within sight
VOLUME: Up to 2 people
DIE: Caster's blood, mixed with marsh gas

This spell can only be cast by a Vampire. If the target fails to resist this spell, he is paralysed whilst his blood boils out of his body – seeping through his skin and flowing through the air as a red mist which is sucked into the caster's open mouth. Each second that the caster concentrates, he can drain 0.5 litres of blood this way. This might be from a single target, or divided between two – each losing 0.25 litres per second.

A ravenous caster could drink up to CO litres of blood with this spell.

Every 0.25 litres of blood that are lost worsens a victim's HI by -1. Depending on his CO attribute, unconsciousness or even death may quickly result. The *Exsanguination* section of the *Harms Beyond Combat* chapter should be consulted.

Note that this spell's effects are not subtle. The caster's vampiric nature is betrayed by the writhing tube of red mist stretching from victim to his open mouth, canines extended...

1,10,1,7) PATH OF BONE – BATTALION

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC weeks)
RANGE: Touch
VOLUME: 1 Greater Skeleton
DIE: Skull of a Greater Skeleton, slain by the caster

This spell can only be cast by Liches. It must be cast upon a Greater Skeleton. For the duration, the Greater Skeleton will obey the caster's orders, as if it were controlled by a Master Undead spell. Additionally, the Greater Skeleton can command up to SC Zombies and Lesser Skeletons. These lesser undead will carry out the Greater Skeleton's orders without hesitation. (How does the Greater Skeleton issue orders? The undead communicate through rapid tapping, bone on bone.)

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), it can be cast upon a Death Knight. For the duration, this Death Knight will obey the caster and may command up to SC Greater Skeletons (as well as Zombies and Lesser Skeletons).

1,10,1,8) PATH OF BONE – DEATH’S TOUCH

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: SC metre radius
DIE: Skull of one who died of violence

This spell can only be cast by Liches. It enables the caster to emit an explosion of extreme cold. This is effectively a powerful Cold Ball, centred upon the caster, with a radius of SC metres. For those that fail to resist, determine the damage by rolling 2d10+(SC/2) on the Burns Damage Table. If either of these dice score a 10, roll another 1d10 and add the result, and so on. The caster is, of course, unharmed by the icy blast.

After casting this spell, the caster must wait a whole hour before employing it again. During this hour, his cold aura is weakened so much that it no longer causes harm.

1,10,1,9) PATH OF BONE – FIRST STEP

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Self
VOLUME: Self
DIE: Dust from a tomb not disturbed for at least 100 years

On casting this spell, the caster dies and becomes a Lich, a form of undead described further in *The Bestiary*. (This spell can also be cast by a caster that is already a Ghoul, Mummy or Vampire. In this case, he immediately ceases being a Ghoul, Mummy or Vampire, losing all associated powers, and becomes a Lich instead.)

Liches do not have the appetites for corpse-flesh or blood which often rule a Ghoul or Vampire’s unlife. Neither are they tied to their tomb, as are Mummies. However, their physical form is transformed to such an extent that social interaction with the living may become almost impossible.

The moment the spell is cast, the caster’s whole body turns to ash with the exception of his skull bone. However, rather than travelling to the Spirit Realm, his soul remains within his skull. The skull becomes his phylactery, i.e. a vessel capable of holding his soul.

The caster gains (or retains, if he was a Ghoul, Mummy or Vampire) the following abilities, which are shared by all undead:

- immortality, i.e. will not die of old age (they are already dead);

- cessation of bodily functions like respiration, circulation (no pulse), digestion, perspiration, etc., nor any need to sleep, eat or drink – thus Weakness Penalties never apply;
- does not become exhausted after prolonged physical activity – thus no Exhaustion Penalty applies;
- immunity to diseases and poisons.

The caster's senses are like those of a Ghoul, as set out in the Path of Flesh – First Step spell.

The caster also gains the following basic Lich powers and weaknesses:

- RE and ST attributes are both increased by +2, to a maximum of 7.
- Use of phylacteries. When in his phylactery, the Lich lacks a body but is still able to use his senses, talk audibly and cast spells normally. In addition, the Lich is able to instantly move himself between this phylactery and any others that he may have created, regardless of the intervening distance. Powerful Liches will have several phylacteries, hidden far apart.
- Skeletal form. A Lich is automatically aware of the location and type of any corpses within 2xSC metres of his current phylactery. If such a corpse is of the flesh-and-bone PC races, and reasonably complete (i.e. with the main bones of the head, torso and limbs largely intact), the Lich can move his soul from his phylactery into the corpse. On doing so, the Lich gains control of the corpse and can use it for a body. Whenever a Lich possesses a corpse, all flesh and other soft tissue immediately turns to dust, leaving only clean blanched bone. A piercing white light glows in each of the skull's eye sockets. In this skeletal form, the Lich is Armour Class 2 on all Body Locations.
- Regeneration of damage. Healing spells and herbs cannot heal a Lich's skeletal form. However, they are resilient to damage. Additionally, a Lich is a slow-regenerating creature (see the *Vulnerability* section in *The Bestiary*).
- Cold aura. A Lich in skeletal form is surrounded by an aura of life-sapping cold. By default, this aura has a radius of 10 metres, but the Lich can reduce this at will to a minimum of EN metres. Every 10 seconds, all within the aura must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 12. Each time this roll is failed, a cumulative -1 Weakness Penalty is gained as if from hypothermia. Weakness Penalties worsen HI and, depending on the victim's CO attribute, may lead to unconsciousness or death (see *Hypothermia* in the *Harms Beyond Combat* chapter).
- Immunity to cold-based attacks. A Lich in skeletal form cannot be harmed by attacks of the Burns (Cold) damage type.
- Slain only by destruction of his phylacteries. Every time that a Lich in skeletal form is slain, his soul is automatically teleported into his nearest phylactery. From there, he can take control of a new corpse and replace his body, or move to another phylactery if he has one. This can happen repeatedly, making it very hard to fully defeat the Lich. The only way to slay a Lich forever is to destroy all of his phylacteries. This banishes his soul to the Spirit Realm. As powerful Liches have several phylacteries, this effectively means that all of a Lich's phylacteries must be sought out and destroyed in order to slay the Lich. A Lich's phylacteries are always skulls of his old race. Like other magical items, the skulls glow when viewed with the Detect Magic spell. A phylactery skull can be shattered or split apart and destroyed if it receives an injury of fatal severity of any of the following damage types – Burns (Acid, Heat), Crush, Puncture and Slash. Phylactery skulls are AC 2 with zero Defence. A

Lich always senses when one of his phylacteries has been destroyed, even if he was not within it at the time.

Each time that a Lich increases his SC by one, he can make himself another phylactery. First, the Lich must possess the corpse of a member of his original race with an intact skull. Then he casts the Path of Bone – First Step spell again. As with the first occasion that he cast this spell, his (skeletal) body crumbles to ash except for the skull. This becomes a new phylactery into which his soul is immediately sucked. From this new phylactery, the Lich can easily enter a nearby corpse or move to another of his phylacteries.

In skeletal form, a Lich cannot touch any of his phylacteries without his soul being immediately sucked inside – his skeletal body collapsing xylophone-like to the ground beside it. Consequently, a Lich must direct reliable minions or retainers to carry and hide his phylacteries for him.

Note that the change to lichdom brought about by this spell cannot be cancelled, dispelled or otherwise reversed.

1,10,1,10) PATH OF BONE – SUMMON HOST

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: 2xSC undead
DIE: Skull of a ruler slain in battle

This spell can only be cast by Liches. The nearest 2xSC undead creatures to the caster are called to his presence, making their way as quickly as they are able. Note that Ghouls, Mummies, Vampires and other Liches may try to resist this spell (as may Dracoliches and Dracowights).

1,10,1,11) PATH OF DUST – DUST FORM

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: Self
VOLUME: Self
DIE: Live Flesh Scarab

This spell can only be cast by Mummies. It allows the caster to instantly transform into a cloud of dust. The transformation extends to the caster's clothing and any carried or held equipment (other than sentient items, which drop to the floor).

In his dust form, the caster remains able to see and hear magically. He can fly at speeds of up to SC/3 metres per second. He can effortlessly control his shape and orientation within the air. However, he cannot rise more than SC/3 metres above the ground, and he cannot

cross open water bodies (even the smallest stream) unless there is a bridge. He can flow through the narrowest cracks and even through porous materials. Thus, this spell is often used by a Mummy to access a hidden chamber in its tomb.

The caster is invulnerable to damage in dust form. However, he can be forced to assume his normal form if struck by any water, from a Water Bolt to even the lightest rain. A successful Dispel Magic spell will also force the caster out of dust form.

Anyone whose head is enveloped by the caster's dust cloud must pass a Resistance Roll (i.e. a Double CO Attribute Roll) versus the caster's SC or be afflicted with Tomb Rot – a magical disease which will be described shortly. The caster can envelop multiple targets simultaneously, so long as they are within an area of $\leq(SC/3)$ metres in diameter; the caster cannot stretch out his cloud form more than this. The GM may allow targets to evade the enveloping cloud by making a successful dive (Gymnastics+AG) Action Roll, versus the caster's SC.

Tomb Rot causes the body to gradually desiccate. On contracting it, the victim immediately loses 1 point from CO and gains -2 to HI. Each subsequent week, these modifications to CO and HI are repeated. Once CO reaches zero, the victim dies and its corpse crumbles to dust and bones. A successful Dispel Magic spell cast upon the victim will prevent death and restore lost CO, as will naked and prolonged immersion in running water for $10 \times SC$ minutes (breathing through a tube is permitted).

1,10,1,12) PATH OF DUST – GUARD URN

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: Ceremonial urn
DIE: Ceremonial urn of another Mummy

This spell can only be cast by Mummies. The caster must use it upon his ceremonial urn, which contains the dusty remnants of his organs, removed during his mummification, as well as the dagger used in the process. This spell animates the dagger so that it becomes magical and able to fly (within SC metres of the urn), moving as if wielded by an invisible, skilled and ruthless combatant. Henceforth, the dagger attacks anyone other than the caster opening the urn. The dagger's Attack equals SC, and it is slaying versus trespassers in the caster's tomb.

On the first occasion that a Mummy casts this spell, his SD and ST attributes are both permanently increased by +2, to a maximum of 7.

1,10,1,13) PATH OF DUST – RECALL MINION

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Infinite
VOLUME: Caster's minions
DIE: Scale from a Naga

This spell can only be cast by Mummies. It orders all of the caster's minions (see Path of Dust – Dust Minion) to return to him. They make their way to him as swiftly as possible.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the caster's minions will immediately appear in a pentagram that he has prepared. In this case, the spell must be cast as a ritual, not an exclamation.

1,10,1,14) PATH OF FLESH – RETARD

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 person
DIE: Moth chrysalis

This spell can only be cast by Ghouls. It must be cast upon a paralysed target, paralysed by the caster. The spell drains knowledge from the target and imparts it to the caster.

If the caster and target are PCs, the caster's player learns in which skills the target has development ticks (see the *Incidental Skill Development* section of the *Actions* chapter), and chooses one of these skills. The target loses that development tick and the caster gains it. If the target is an NPC, the GM lists a few skills in which the target has expertise. The caster's player chooses one of these skills, and the caster gains a development tick in it. NPC Ghouls may use this spell too, of course, including against PCs.

Note that the caster cannot use this spell on the same target more than once in 24 hours. Additionally, the victim of this spell is always aware that their learning has been retarded.

1,10,1,15) PATH OF FLESH – REVOLT

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Revocable Finite (2xSC seconds)
RANGE: 2xSC metres and within sight
VOLUME: Up to 5 people
DIE: Brain pickled in a jar

This spell can only be cast by Ghouls. It must be cast immediately after eating corpse-flesh taken from someone slain by the caster himself. Consequently, this spell is usually used in the midst of a combat. Stooping to bite the victim and then employing this exclamation would likely require 5 seconds, during which the caster would struggle to defend himself. However, once cast, the spell paralyzes onlookers (who fail to resist its magic) for 2xSC seconds. Up to five onlookers are affected; choose those nearest to the caster. In addition, the caster gains a one point improvement to his Injury Penalty for each paralysed onlooker, i.e. it will be reduced by up to five points for the next 2xSC seconds.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), paralysed onlookers are able to speak, and are magically compelled to answer the caster's questions truthfully.

1,10,1,16) PATH OF WORMS – FIRST STEP

DISCIPLINE: Necromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Infinite
RANGE: Self
VOLUME: Self
DIE: Live Flesh Scarab beetles

This spell can only be cast by Ghouls, and its casting prevents the use of any other First Step spell in Necromancy. This spell is not for the squeamish. (As it can only be cast by Ghouls, squeamishness is likely a feeling long since forgotten.) It turns the caster into a very resilient being and a versatile magic user, but at a significant cost – not least, the supply of fresh corpses to be mined for spells...

This ritual must be performed at night whilst lying naked upon damp earth. As the ritual progresses, countless maggots, grubs, worms and beetles emerge from the soil and burrow into the caster's flesh. When the ritual is completed, his skeleton has been picked clean. The caster abandons his bones – rising as a humanoid-shaped mass of maggots and other invertebrates. His soul is bound to the myriad tiny animals that now comprise his body; it magically holds them together as they seethe and writhe, cohesively enough for him to get to his feet and walk. Donning boots, a long hooded robe and a mask might allow him to pass for a living man from a distance, or in the dark. Wearing gloves lets him manipulate objects reasonably well. He retains his mental faculties and his undead senses and voice. However, he is now “Worms-That-Walk” rather than Ghoul, and there are several significant differences with which to contend. The caster:

- lacks a skeleton, so his ST is reduced to 1 and his AG to 2. However, being boneless lets him “pour” his body through tiny holes. He can pass through cracks of a minimum thickness of 2 centimetres, reforming in humanoid shape afterwards. He can also seep entirely into soil if he wishes – wriggling through it at a rate of 1 centimetre per second in the direction he chooses. (Obviously, his clothing and carried belongings are left behind.)
- must sink into soil to replenish his body periodically, as individual invertebrates have a short lifespan. He must sleep like this within the earth for EN hours each day. When he emerges, his body is renewed again. If ever more than half of the invertebrates of his body are suddenly killed, he is forced to seep into soil and rest.

- is a super-resilient creature (see the *Vulnerability* section in *The Bestiary*), so is particularly resistant to blows from weapons, impacts from falling, etc. If such an attack is deadly but the GM judges that even one of the invertebrates comprising the caster's body survives, then the caster will survive also – assuming that the surviving bug is able to escape into the soil. EN hours later, the caster arises again, rejuvenated. Thus, attacks must kill every single part of the caster's body to be truly fatal. Attacks that are fire- or heat-based are best as they are slaying towards the caster. A spell like Fire Ball or some other inferno which envelopes the caster entirely and which delivers a deadly attack can be assumed to have truly killed the caster – his soul passing on to the Spirit World for judgement.
- can be asphyxiated. Unusually for an undead creature, the caster needs to breathe or, rather, the invertebrates that comprise his body do. If he is submerged in water (or enveloped by choking gas) for longer than CO minutes, the invertebrates die – resulting in the caster's true death.
- no longer needs to feed upon flesh to survive, if he can sleep in the soil. If he cannot, then he must eat at least CO kilograms of meat each day. Any meat will do, not just corpse-flesh. He simply subsumes the meat within his body, and thousands of tiny mouths devour it.
- will find that his spell-casting abilities decay. Casting a spell always decreases by 1 point the value of the caster's magic skill for that spell's discipline. Spell-casting becomes impossible if the relevant magic skill value falls to zero. To restore such losses, the caster must eat the fresh brain of a dead spell-caster. (Fresh meaning less than EN hours dead.) On eating a brain, the caster's magic skill values are increased to match those of the spell-caster just before death. (The caster's magic skill values are not lowered if they already exceed the spell-caster's.) In addition, the caster's memorised spells change to match those memorised by the spell-caster just before death. The exception is Necromancy. The caster's Necromancy skill value does not decay with spell-casting, and nor does brain-eating boost it, or change his memorised Necromancy spells.

1,10,2) MASTER RANK

1,10,2,1) GRAVE BOLT

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 5xSC metres
VOLUME: 1 bolt
DIE: Death mask of a noble

Only living creatures can be affected by this spell. On casting it, a bolt of black fire, shaped like an arrow, travels from the caster to the target. It covers this distance in the blink of an eye, a dark streak too fast to be avoided, and automatically strikes a first division body location chosen by the caster. The target must be within range, and there must be a clear line of sight between them and the caster. If the target fails to resist this spell, it dies immediately and, in addition, the caster's most severe injury is healed (or regenerated, if needs be).

1,10,2,2) PATH OF BLOOD – DAYWALK

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (7 days)
RANGE: Self
VOLUME: Self
DIE: Accurate plan of part of the path of the moon's shadow in a solar eclipse

This spell only functions if cast from within the moon's shadow during a total solar eclipse. For the next seven days, i.e. until the seventh nightfall after the eclipse, the caster is able to endure exposure to sunlight. Whilst exposed, he suffers only a -1 penalty to his Hindrance, due to an uncomfortable itching sensation. But this is quickly forgotten as the caster revels in the long forgotten beauty of daytime.

On the first occasion that a Vampire casts this spell, his AG and CH attributes are both permanently increased by +3, to a maximum of 8.

Note that predicting the path of the moon's shadow is complex. Successful Astronomy+RE and Mathematics+RE Action Rolls would be required. The Difficulty should be high if it is necessary to rush the required observations of the night sky and subsequent calculations. But vampires are immortal and can spare years or decades refining their research.

(Solar eclipses are often dreaded by superstitious peasants for triggering violence and death. Perhaps some of the bloodshed is attributable to vampiric tourists following the path of totality to cast this spell?)

1,10,2,3) PATH OF BLOOD – PENANGALAN

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Infinite
RANGE: Self
VOLUME: Self
DIE: Headsman's axe, which has decapitated at least three-score and ten victims

Having cast this spell, the caster's head severs from his body, at the neck. His head flies up into the air, dropping drips of blood and trailing the spinal cord as 2 metre long tentacle-like tail. The headless body collapses to the ground.

As a disembodied head, the caster is able to fly as fast as a Giant Vampire Bat (see *The Bestiary*), controlling his motion in the air effortlessly. He can manipulate light objects with his tentacle, as dextrously as if picking them up with one hand. The slightest touch of this tentacle against the skin of a living creature causes it to collapse into deep sleep, unless they pass a Resistance Roll versus the caster's SC. The creature cannot then be woken for X minutes, where X is the amount by which the Resistance Roll was failed. (The GM should require a PC caster to use Nets/Whips skill to target their tentacle's attacks.)

Whilst the caster uses this spell, his decapitated body is lifeless and inanimate. However, if the caster wishes, he can rouse it so that it acts of its own accord as a zombie (with the characteristics of a Headless Zombie, see *The Bestiary*). It will normally attack the living belligerently, but the caster may also animate it like a puppet, so long as he can see it. Controlling his body in this way requires concentration, so the caster as a disembodied head typically flies up to some perch, where he will be hidden and safe whilst his attentions are focused elsewhere. Regardless of the distance to his body, he is always able to sense if it is touched or harmed in any way.

Once the caster flies his head back to his body, he can reattach his head to his neck in moments – and the spell ends.

The abilities provided by this spell are useful in manifold ways, but particularly for subduing victims upon which to feed. (It can also be used to amusing and horrifying effect if the caster is ever hanged.) However, abandoning his body is dangerous. If it is destroyed by exposure to sunlight, the caster will be left as a flying head forever. Likewise, if this spell is successfully dispelled (Dispel Magic must be cast upon the head), the spell ends and the caster may not rejoin his body.

Note that this spell does not bestow any immunity to sunlight, except in so far as, if the detached head is destroyed (e.g. by sunlight), then the headless corpse becomes a headless zombie (NPC) with immunity to sunlight.

1,10,2,4) PATH OF BONE – BEJEWELLED SKULL

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: Dragon's tooth

This spell can only be cast by Liches. Additionally, the caster must have had some of the teeth of one of his skull phylacteries replaced with cut and polished gemstones.

If the target of the spell fails to resist it, they die instantly and their soul is sucked into one of the gemstone teeth. Henceforth, the caster is able to emit and retrieve the soul from the tooth at will. It manifests before him as a Ghost (or a Wight if suitably highborn), which must serve the caster to the best of its ability. E.g. the ghost might deliver a message, attack an enemy, or carry his bejewelled skull to a place of safety.

The caster can only trap ghosts in a single bejewelled skull. Also, only one ghost can be trapped in each gemstone tooth, and no more than SC/4 teeth can hold ghosts at any time. This limits how many ghostly minions the caster is able to bring forth at once.

1,10,2,5) PATH OF BONE – DWIMMERLAIK

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (until next dawn)
RANGE: Self
VOLUME: Self
DIE: Skull of one who died of cold

This spell can only be cast by Liches. For the duration of the spell, should a melee weapon deliver a killing blow to the caster's skeletal body, in that instant the:

- weapon shatters into useless fragments (magic weapons are unaffected);
- weapon's wielder is struck by the certain and dreadful knowledge that the caster is not truly defeated and that its spirit endures;
- weapon's wielder feels a sensation of icy cold, which slowly spreads from their weapon hand up their arm to their heart. This chill is permanent and inflicts a constant -1 Injury Penalty which is incurable by any means short of:
 - the true and final destruction of the caster;
 - a cleric's prayer of intervention of at least major magnitude.

The caster can always sense whether anyone he meets is afflicted with his own Dwimmerlaik.

1,10,2,6) PATH OF BONE – UNDEAD PLAGUE

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC days)
RANGE: Touch
VOLUME: SC targets
DIE: Skull of a ruler slain by disease

This spell can only be cast by Liches. Up to SC corporeal undead, which must be touching the caster at the time of the spell, become infected with Undead Plague. The effect of this magical disease is as follows. Any member of the flesh-and-bone PC races (i.e. not Trolls and Changelings) which is slain by an infected undead immediately becomes a Zombie, also infected with Undead Plague. In this way, a large number of undead can be created in an area in a relatively short time.

1,10,2,7) PATH OF DUST – CURSE TRESPASSERS

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Infinite
VOLUME: Trespassers
DIE: Salt from a White Snapper

This spell can only be cast by Mummies. It affects anyone and everyone who has ever resisted the caster's Dust Ward spell and trespassed in his tomb, regardless of how long ago that might be or where they are now. (However, this spell cannot affect people that have been cleaned of all traces of the caster's dust. Normally, this might be achieved through naked and prolonged immersion in flowing water. Of course, this is not common knowledge...)

There are multiple versions of this spell. Each must be acquired by the caster separately. If the caster knows more than one version, he could cast them all, so as to inflict multiple curses upon trespassers against him. Examples of the effects of different versions of this spell follow. The GM is encouraged to invent her own. They should all have a grim aspect to them, without being directly fatal.

- "Their necks shall be wrung like geese for the pot." The victims' throats feel constricted and their breath becomes wheezy. They suffer -3 to HI.
- "Food shall shrivel in their hands." Food desiccates and crumbles at the victims' touch, losing much of its nutritional value. They must eat three times as much food as normal to stave off hunger.
- "They shall be bitten by jackals." Carrion-eating beasts see the victims as food, and will follow and harry them, and even attack them if so driven by hunger.
- "They shall have no heirs." The victims' skin becomes pallid, blotchy and scabrous and their hair falls out in clumps (-2 to BE, to a minimum of 1). They become sterile.
- "They shall become as dust." The victims are afflicted with Tomb Rot (see Path of Dust – Dust Form). But the effects of the disease develop three times slower than if contracted via the Dust Form spell, and do not reduce the victims' CO to <1.
- "They shall forgo wealth." All precious metals and stones in the victims' ownership turn to clay.

On the first occasion that a Mummy casts this spell, his SD and ST attributes are both permanently increased by +3, to a maximum of 8.

1,10,2,8) PATH OF ETHER – FIRST STEP

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (until next dawn)
RANGE: Self
VOLUME: Self
DIE: Skull of one who became a ghost

This spell can only be cast by a Lich in skeletal form. It enables him to become ethereal like a ghost (along with his carried and worn possessions). He becomes invisible – a Detect Magic or Spectre Light spell being necessary to perceive him – and is able to silently pass through non-magical, non-living matter as if it were not there – gliding through things like walls, doors and floors at a speed of up to SC metres per second. The ethereal Lich cannot pass through magical things or the living, though, and must go round them. Nor can he fly away from the ground. The only way that he can interact with the physical world is through his senses, speech and magic; he may still cast spells as normal. The ethereal Lich can be forced back into his physical skeletal form with a successful Dispel Magic spell.

On the first occasion that a Lich casts this spell, his RE and ST attributes are both permanently increased by +3, to a maximum of 8.

1,10,2,9) PATHS OF THE DEAD

DISCIPLINE: Necromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: One portal
DIE: A spearhead from a portcullis, which fell upon and killed an intruder

This spell is cast upon a portal such as a doorway or gateway (typically one leading to a necromancer's lair!). Any living creature passing through the portal must resist the spell or die immediately, becoming a Zombie. The spell places upon the frame of the portal a spell rune which glows visibly to all. Many magicians will recognise the rune with trepidation, as a sign that the living should not pass.

1,11) PYROMANCY

1,11,1) EXPERT RANK

1,11,1,1) CRYSTALLISE FLAME

DISCIPLINE: Pyromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Touch
VOLUME: 1 handful
DIE: Ruby worth at least 750 

This spell lets the caster grab a handful of fire, which crystallises in his palm into a solid. This crystal is slightly warm to the touch but not hot. It glows with approximately two-thirds of the brightness that it had as a living flame, and will emit this glow for the next SC hours without consuming any fuel. The crystal then crumbles to ashes.

The caster is always burnt by the act of grabbing a handful of fire, and suffers a minor injury (burns to the hand inflicting a -1 HI penalty) but never worse.

1,11,1,2) FIRE BREAK

DISCIPLINE: Pyromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (Concentration)
RANGE: 2xSC metres and within sight
VOLUME: 5xSC cubic metres
DIE: Something that survived a fire that should have destroyed it

This spell creates an invisible field which acts as a barrier to fire and heat, holding back flames, hot smoke, smouldering sparks, etc. The caster positions the barrier in the same way as a Fire Wall, and must concentrate to sustain it. Those on the safe side of the barrier will not feel any heat from even a raging inferno on the other side.

1,11,1,3) FIRE CONE

DISCIPLINE: Pyromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC/2 seconds)
RANGE: Self
VOLUME: Cone of SC/2 metre length, SC/4 metre diameter front
DIE: Brimstone

On casting this spell, fire fills a cone-shaped volume in front of the caster. The cone's apex is at his open palm and, by moving his arm, the caster can point the cone at targets and sweep it back and forth like a flame thrower. Every creature fully or partially within the affected volume should try to resist this spell. For those that fail, determine the damage by rolling $1d10+(SC/2)$ on the Burns Damage Table every second. If this die scores a 10, roll another $1d10$ and add the result, and so on. The flames can burn several body locations at once, so use the Armour Class of the least protected first division body location that was engulfed that second. For simplicity, the GM should tailor the resulting injury to this body location, with other parts just getting singed (but not enough to be injurious). If the target has no armour, or is the same AC everywhere, assume that the cone damages the default body location, i.e. that with zero Location Penalty.

The fire cone appears instantly the moment that the spell is cast, so targets unfortunate enough to be fully or partially within the initial volume occupied by the cone cannot avoid it. However, they can try to run out of the cone to minimise subsequent damage. And creatures outside of the initial volume of the cone can try to evade it, if the caster sweeps it towards them. The caster effectively makes an Attack Roll for each target trying to evade the cone. He rolls $1d10+Pyromancy+AG$, and each target rolls $1d10+Gymnastics+AG$. If a target beats the caster, assume that he has dodged the fire cone before it can engulf him. Remember that Hindrance will reduce both the target's and caster's die rolls.

The caster may not reduce the default dimensions of the fire cone so, in a hectic field of battle, he must carefully consider placement to avoid hitting allies as well as enemies.

The GM should consider whether a combustible target struck by a cone catches fire. The chance is greater than with fire bolts and balls. Fire cones are intense enough that they can be used to burn through flammable surfaces like doors or walls. If cast at water, billowing clouds of steam will result.

1,11,1,4) INCINERATE ARROW

DISCIPLINE: Pyromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Revocable Finite (1 second)
RANGE: Self
VOLUME: SC metre radius
DIE: An arrow that slew a fire dragon

This spell causes any arrows (or similar projectiles) aimed at the caster (or at allies within SC metres of him) to crumble to harmless ashes in mid-flight. The wooden shafts and feathers are destroyed; metal arrowheads survive in one piece but fall harmlessly to the ground, blackened and misshapen.

The spell must be cast in the same second that the arrow(s) is(are) loosed.

Magical arrows may try to resist this spell. Arrows with adamant heads resist with 1d10+12.

1,11,1,5) REPEL SALAMANDER

DISCIPLINE: Pyromancy
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Self
VOLUME: 1 kilometre radius
DIE: Ash from a slain Salamander

This spell prevents Salamanders from coming within one kilometre of the caster. Those within the affected area at the time of casting will flee.

1,11,1,6) SUMMON SMOKE

DISCIPLINE: Pyromancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Within sight
VOLUME: 2xSC metre radius hemisphere
DIE: Pumice

This spell causes the volume to be filled with hot choking smoke. Within the smoke, visibility is reduced to 2 metres, even with night vision. The heat and soot of the smoke also causes those within it to choke. Creatures (which breathe air) have their HI worsened by $-SC/3$ whilst choking. Those which make a successful Double CO Attribute Roll, versus a Difficulty equal to SC, can be assumed to have stumbled out of the smoke. Those which fail will fall unconscious. Remaining in the smoke for 2xCO minutes causes death by asphyxiation.

The caster is protected from this smoke as it is kept out of a 1 metre diameter vertical column, centred upon him and which moves with him. This column is filled with clean air from above.

The caster can cancel this spell and cause the smoke to disperse at will (this takes 2 seconds). Wind speeds of greater than 60 kilometres per hour (17 metres per second) will also disperse the smoke.

1,11,2) MASTER RANK

1,11,2,1) DISINTEGRATE

DISCIPLINE: Pyromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Ashes of things burnt by Dragon fire

This spell causes the target creature's body to be turned to ash in a sudden, intense and localised burst of heat. Death is assured if the target fails to resist.

1,11,2,2) SMOKE FORM

DISCIPLINE: Pyromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self
VOLUME: Self
DIE: Ash from a Fire Fiend

This spell turns the caster's body into smoke. The transformation extends to the caster's clothing and any carried or held equipment (other than sentient items, which drop to the floor). In smoke form, the caster remains able to see and hear magically, and can fly through the air at a speed of up to SC/2 metres per second. He remains held together in a single cohesive cloud – normally a swirling spherical shape as wide as the caster is tall, but the caster can change shape to squeeze through narrow cracks, porous materials, etc.

Whilst in smoke form, the caster is a super-resilient creature (see the *Super-Resilient* section of *The Bestiary*), can only be harmed by magical weapons and attacks, and is immune to attacks based upon heat or fire. If the caster is slain in smoke form, the smoke dissipates into the air, and the caster is lost forever.

The caster can attack by choking creatures. Any creature that breathes air and is enveloped by the caster suffers as if afflicted by a Summon Smoke spell. Only the swiftest creatures are able to escape from the caster's choking smoke.

The caster can cancel the spell at any time, transforming back to his normal form instantly. Otherwise, it lasts until the duration ends or a successful Dispel Magic spell is cast upon the

caster. Wind speeds of greater than SC metres per second will disperse the smoke, and also force the spell to end prematurely. A wise caster will avoid flying too high with this spell, as he may encounter gusts at altitude powerful enough to end this spell, leaving him to tumble to earth...

1,11,2,3) SUMMON FIRE DRAGON

DISCIPLINE: Pyromancy
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (1 hour)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Vector for a young Fire Dragon

This spell summons a young Fire Dragon into a pentagram being touched by the caster.

The pentagram must be large enough to comfortably contain the dragon, so will need a diameter of at least 20 metres. Otherwise, no dragon will be summoned.

The caster may issue the summoned dragon with orders whilst it is in the pentagram. They will be understood regardless of the language used and the dragon must unquestioningly carry them out to the best of its ability. Orders can take the dragon outside the pentagram, but a wise caster will make sure that he orders the dragon to re-enter the pentagram when its tasks are done. This is because the dragon is not forced by the spell to obey orders issued to it whilst it is outside of the pentagram.

When the spell's duration ends, or if the caster cancels the spell prematurely, the summoned dragon is immediately banished to whence it came. A successful Dispel Magic spell can also end this spell and banish a dragon, but only if cast whilst the dragon is within the pentagram by which it was summoned.

If the dragon successfully resists this spell it may, if it chooses, allow itself to be teleported into the caster's pentagram. It will not then be obliged to obey the caster's orders, however. This situation also arises if the casting of this spell is fumbled (see *Spell-Casting Fumbles* in the *Magic* chapter).

1,11,2,4) SUMMON FIRE STORM

DISCIPLINE: Pyromancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (up to 100 seconds)
RANGE: 2xSC metres and within sight
VOLUME: SC targets
DIE: Meteorite

This spell must be cast in the open air. It causes huge gouts of flame to streak down from the sky and strike each of up to SC targets (which need be within range only when the spell is cast). Every gout of fire strikes at a random time – the GM secretly rolls 1d100 for each

target to determine when (in seconds after casting) it is struck. The rods act as powerful Fire Bolts, which deliver 1d10+SC damage and hit the uppermost first division body location.

Note that targets which have found appropriate cover (e.g. underground) before they are struck will not be harmed.

1,12) WIZARDRY

1,12,1) EXPERT RANK

1,12,1,1) DARKCELL

DISCIPLINE: Wizardry
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 room of \leq SC m ²
DIE: Key to the room

The die for this spell is a key which unlocks the door of a small room. The room cannot exceed SC square metres, and must be of robust construction with a single door and no windows. The door must open into the room, not outwards. And the caster must possess the only key for the door's lock.

In order to cast this spell for the first time, the room must be bare and unlit, and the caster must be standing outside it, before its closed, locked door. He holds the key and casts the spell. Nothing appears to happen but, henceforth, if this door is unlocked and opened, it reveals a black surface. This darkness fills the volume where the room used to be, and it is impenetrable and impervious to all forces – the room cannot be entered normally any longer. Henceforth, the only way to access the room is to cast Darkcell whilst holding the key. This can be done from any location. As soon as the spell is cast, the doorway to the room appears in the air before the caster. The doorway is two-dimensional and visible only from in front. Those in front can look through the doorway into the room, and may also step inside if they wish. Once the caster stops touching the key, placing it back in his pocket perhaps, the doorway vanishes once more and access to (and egress from) the room ceases. When accessed in this way, the room appears completely normal. Thus, the caster can use it as a refuge, a store for equipment, a prison cell for enemies (if he can fool them into entering it), etc.

(Wizards speculate that Darkcell shifts the rooms into another dimension, but none are really sure to where they go. This has been the cause of debate ever since this magical effect was discovered, presumably through experiments with Magic Chest.)

If this spell is fumbled, there is a percentage chance equal to 50-SC that the normal result from the Magic Damage Table is replaced by the following occurrence: all of the room's contents suddenly appear in the space immediately around the caster.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the caster may cast it upon further rooms, so long as they meet the criteria set out previously. In this way, he can shift up to SC/2 rooms into the other dimension. (The key to each room is somehow

merged with the key to the first room, as if all of these keys simultaneously occupy the same location in space – creating a single magical master key to all of the caster’s darkcells.) Now, when the caster casts Darkcell to summon a doorway, he can choose which room’s doorway appears. And, having stepped inside that room, he can use the same doorway to step into any of the other rooms as he wishes, rather than to simply exit back to whence he came. Casting this variant requires the usual die: the sole key to each room.

1,12,1,2) DISPELLING AURA

DISCIPLINE: Wizardry
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self or Touch
VOLUME: 2xSC metre radius
DIE: Stave or staff of another magician, broken

This spell produces a magical aura, spherical and either centred on the caster (this aura will move with him) or on a location that he touches whilst casting (this aura will remain immobile). The Dispel Magic instantly casts Dispel Magic on any spell that enters its volume and which was cast by anyone other than the caster of the aura.

A spell is classed as having entered the aura if:

- it physically moves into the aura’s volume, e.g. a Fire Bolt shot into the aura from outside;
- it takes effect within the aura’s volume, e.g. a Fire Ball that erupts within the aura, or someone teleporting into the aura from outside;
- the volume of the aura moves into that affected or occupied by the spell, e.g. a wizard with a mobile Dispel Magic walks into an illusion, or a Dispel Magic cast by an opponent.

Note that, if a resistible spell is cast at a target within a Dispel Magic, and the aura fails to dispel the spell, the target can still try to resist it.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), and a wizard’s staff is broken by the caster at the time of casting, then the affected volume can be up to SC kilometres in radius. In this way a wizard might protect his lair from intrusion via teleportation, and prevent enemies that do infiltrate his lair from using spells.

1,12,1,3) LINK RECEPTACLES

DISCIPLINE: Wizardry
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC weeks)
RANGE: Touch
VOLUME: 2 receptacles
DIE: Wine poured by the caster through a series of 100 different cups, without spilling a drop

This spell links two particular receptacles so that the contents of one are withdrawn (by hand or decanting) from the other, and vice versa, regardless of the distance between them. Thus, a wizard might link the purse he carries to a treasure chest full of coins back in his house, effectively increasing his purse's capacity hugely without encumbering himself in the least. Or he might link his robe's pocket with the drawer of his writing desk. Or a quiver to a barrel of arrows. Or a lidded drinking horn to a cask of wine. Or a lamp to an amphora of oil...

1,12,1,4) REVERSAL OF FORTUNE

DISCIPLINE: Wizardry
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: A valuable item stolen from a rival, with a valuable of the caster left in its place

This spell lets the caster instantly swap places with another person that he can see nearby. The caster and target do not just swap position, but also posture and stance. Thus, if the caster is tied to a chair, and casts this spell on his captor, who stands by the fireplace heating the end of a poker, then, when the spell is cast, the captor will find himself sitting bound to the chair, and the caster will be standing by the fire holding the poker. The GM may need to account for significant differences in build between caster and target. E.g. if the captor is much slimmer than the caster, the cords binding him may be loose.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), the target can be any distance from the caster, so long as they can be seen clearly.

1,12,1,5) REVERSE MANTIS

DISCIPLINE: Wizardry
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: Weapon forcibly taken from a foe in combat

This spell causes the target to instantly teleport from its current position to 1 metre from the caster. The target appears in front of the caster, with their back to him. (If this space is occupied, the spell fails.)

Commonly, the caster will time the casting of this exclamation to coincide with the last second of an attack that he is making with a weapon. E.g. the caster begins a strike with his quarterstaff, taking 4 seconds. In the fourth second, he casts this spell. The target, should they fail to resist, appears before him, just in time for his staff to strike their skull... The caster suffers a -3 penalty to his Attack, reflecting the difficulty of beginning his attack before the target is right in front of him. However, his attack is from the rear (so all of the target's first division body locations have zero Location Penalty, including the head). And the target

will invariably be surprised (so their Defence will be just 1d10 for a PC, or zero for NPC or creature).

Of course, should the caster's attack fail to incapacitate the target, he will have brought a potentially dangerous enemy up close!

1,12,1,6) SUMMON MINION

DISCIPLINE: Wizardry
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (1 hour)
RANGE: Touch
VOLUME: 1 pentagram
DIE: Noble's signet ring

This spell summons a person from any location into a pentagram being touched by the caster. The caster must own a vector for the person in order to summon him. The person must be a member of a PC race and must fit within the pentagram. The person will appear in the pentagram along with any worn, carried and held items.

The caster may issue the summoned person with orders whilst it is in the pentagram. They will be understood regardless of the language used and the person must unquestioningly carry them out to the best of its ability. (An order which requires the person to directly harm or kill himself may be ignored, however. I.e. this spell can be used to force the person to perform dangerous acts, such as attacking foes against the odds, but cannot force the person to self-mutilate or jump off a high cliff.) Orders can take the person outside the pentagram, but a wise caster will make sure that he orders the person to re-enter the pentagram when its tasks are done. This is because the person is not forced by the spell to obey orders issued to it whilst it is outside of the pentagram.

When the spell's duration ends, or if the caster cancels the spell prematurely, the summoned person is immediately banished to whence he came. A successful Dispel Magic spell can also end this spell and banish a person, but only if cast whilst the person is within the pentagram by which he was summoned.

If the person resists this spell he may, if he chooses, allow himself to be teleported into the caster's pentagram. He will not be obliged to obey the caster's orders, however. This situation also arises if the casting of this spell is fumbled.

1,12,1,7) TELEPORT

DISCIPLINE: Wizardry
RANK: Expert (18)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 pentagram
DIE: Mirror, taller and wider than the caster

This spell teleports everyone and everything within a pentagram to a specific location chosen by the caster. There can be any distance between the pentagram and the destination location. If the destination is already occupied, such that there is no free space there for the teleporting targets to appear within, then the spell will not take effect and will fail.

The caster must own a vector for the destination location, unless it is:

- the place where he most recently slept (for at least 10-EN hours, minimum of 1); or
- a place that he knows well, having lived there for a significant length of time.

Difficulty variant. If this spell is successfully cast at Master Difficulty (21), and the destination is another pentagram, then the caster may choose to link those two pentagrams together indefinitely. The spell's effect duration becomes Revocable Infinite. Henceforth, if anyone (or anything) enters one of the linked pentagrams, it instantly appears in the other pentagram.

1,12,2) MASTER RANK

1,12,2,1) ANALYSE TELEPORTATION

DISCIPLINE: Wizardry
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 pentagram
DIE: Wizard's wand, stave or staff (not borrowed, nor the caster's own)

This spell gives the caster a brief vision of the set of travellers who most recently teleported via a particular pentagram. He sees them in the moments during which they either appeared in the pentagram or disappeared from it, and he learns approximately how long ago this occurred. He learns nothing of the location to or from which they teleported. However, casting this spell effectively gives the caster a vector for this location. This virtual vector allows the caster to use a Teleport spell to travel there, from this same pentagram and once only. In this way he could pursue the travellers, or go to the place from whence they came. The virtual vector is destroyed on use, or if the pentagram is used for any further teleportation before it can be used.

1,12,2,2) GIVE SUCCOUR

DISCIPLINE: Wizardry
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC days)
RANGE: Touch
VOLUME: 1 person
DIE: A treasured possession of the caster's, reluctantly given away and freely returned

The caster must cast this spell upon an ally, someone that he genuinely wishes well. The spell's ritual includes a short phrase in a mundane language known to both caster and ally. Henceforth, if the ally speaks this exact phrase during the next SC days, the caster will be

immediately teleported to their side. The spell takes effect just once before ending, so should be used by the ally only in extremis.

If appearing beside the ally would put the caster in imminent and mortal danger, the spell will have him appear some distance away at a safer location (but still within SCx10 metres of the ally). The caster will know the distance and direction to his ally, even if he cannot see them. If there is no relatively safe place within SCx10 metres of the ally, the caster appears at their side and must take his chances...

1,12,2,3) HALT TIME

DISCIPLINE: Wizardry
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Revocable Finite (SC seconds)
RANGE: Self
VOLUME: Infinite
DIE: Polished amber containing a fossilised insect or animal

Each time the caster uses this spell, his body instantly ages one year. The caster causes time to stop for everyone and everything else for SC seconds. The caster and all objects on his person are unaffected, and he may continue to act as normal during this period. Everything else is frozen in time and is impervious to any external influence; consequently, the caster may not damage targets in this period. Instead, he may sidestep from the path of an arrow, commence casting a spell, or begin swinging his weapon such that the attack will strike just as time restarts, etc. (The caster may not cancel the effects of this spell prematurely.)

It is possible for two or more wizards to cast this spell simultaneously. In this case, the GM should put everything else into stasis except the casters, who can move together around the frozen world for a short while...

1,12,2,4) MONSTROUS FUSION

DISCIPLINE: Wizardry
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 pentagram
DIE: Pottery figurine of a bizarre hybrid creature that the caster has imagined

The caster must cast this spell whilst touching a pentagram, which is empty save for vectors for various creatures. On casting the spell, the vectors vanish and all of the creatures are teleported into the pentagram. The spell's magic merges the creatures' bodies into the same physical space, fusing them together into a single hybrid monster as imagined by the caster.

Thus, by casting this spell so as to summon a bull and a human, a minotaur could be created within the pentagram. By summoning a great raven and a horse, a hippogriff could be produced. An imaginative wizard might produce monsters like centaurs, harpies, manticores,

etc. in this way. This spell will not take effect if the pentagram is too small to contain the monster that would be created.

The default Difficulty of the Spell-Casting Roll for this spell, i.e. 21, applies when two creatures are fused in the pentagram. It is increased by 2 for each extra creature beyond two summoned into the pentagram. E.g. a caster with vectors for a human, a lion, a great raven and a giant scorpion attempts to produce a mantichore. The Difficulty of the roll is thus 25. If the roll is failed, the GM should decide whether no creatures were summoned, or they were summoned and fused into a monster that could not live. This spell will, in the main, magically plumb together the different parts of the resulting monster so that it will live. However, there are limits. The GM should rule that some combinations of creatures cannot be joined to create a viable monster. E.g. the fusion of a gnome with a human could never survive. In such cases, death of the resulting monster should be automatic.

Note that the duration of this spell is instantaneous. The spell ends once it has created a monster within the pentagram, leaving the monster free to act as it pleases. The caster must employ other techniques – magical or otherwise – to restrain and control the monster. Dispel Magic spells will have no effect on the monster – it cannot be undone in such a manner.

The bizarre characteristics and powers of the monsters that might be created by this spell are left for the GM to devise. She will need to give particular thought to which of the two souls survives the merger into one body, or whether the two souls are merged into some sort of schizophrenic fusion...

1,12,2,5) RETREAT IN EXTREMIS

DISCIPLINE: Wizardry
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Self
VOLUME: Self
DIE: Vector for the place of safety

Once cast, this spell will teleport the caster to a designated place of safety if certain conditions come to pass. These details are specified on casting the spell. Common conditions are the caster receiving a major (or worse) injury, falling unconscious or dying.

The caster's player should write out the place of safety and conditions on a piece of paper so that he and the GM subsequently agree on the wording that was employed when the spell was cast. Of course, if the wording is open to interpretation, the GM may decide that the spell does not trigger the teleportation when the caster intended it to occur, or that it transports him to the wrong location.

Anyone touching the caster at the moment that he is teleported will be taken with him (if they fail to resist).

1,12,2,6) TRUE NAME

DISCIPLINE: Wizardry
RANK: Master (21)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 person
DIE: Pair of mirrors, which the target has passed between

This spell's die also acts as a vector to the target. The caster must touch both mirrors as he casts the spell. This done, the target's True Name is revealed to him.

In addition to their usual names, every person has a unique name in the Magicka language – their True Name. Normally, a person's True Name can only be revealed through the use of this spell and, since this spell is known only by the most powerful wizards, very few people know their own True Name and most have never heard of True Names at all.

True Names have inherent magical powers. Even if a person does not know his own True Name or even what a True Name is, he will instinctively recognise his own when he hears it being spoken or sees it written, and will know that it is something powerful that is specifically linked to him. In addition, a person will hear his True Name over much greater distances than other sounds might carry.

Those that do know their True Names guard them jealously, as revealing them could greatly aid enemy spell-casters. Using a target's True Name when spell-casting provides the following benefits to the caster. The target's:

- SD attribute is reduced *to* 1 (not *by* 1) for the purpose of resisting the spell;
- True Name can be used in place of a vector. Thus, if the caster knows a particular person's True Name, he can summon them using the Summon Minion spell, for example.

It is not just people which have True Names. In fact, every sentient being has one, whether it knows it or not, from demons to trolls to giant spiders. Discovering the True Name of a powerful monster can often lead to it being vanquished.

2) SPELL RESEARCH

The disciplines of profane magic spells began to be compiled once magicians learnt how to capture and codify the sounds used to incant spells into written text using Magicka. (Many priests argue that Magicka – the work-horse of spell-casting – was a gift from the gods to the ancients.) This process of codifying new spells continues today. Experienced spell-casters carefully investigate how to use Magicka to manipulate ambient magic in new ways, and then codify the new spell as text on the page to allow it to be easily cast again and again, or disseminated to allies or sold to customers.

2,1) RESEARCHING A NEW SPELL

The GM should use the following process whenever a character wants to create a brand new spell.

2,1,1) THE SPELL'S EFFECTS

First, the researcher's player should decide exactly what the spell will do if successfully cast.

2,1,2) POSSIBILITY

Once the spell's effects are defined, the GM should decide if the spell is possible in her world. Will it disrupt the balance of her campaign if people are allowed to cast this spell? This requires careful evaluation because, once a spell is written down on paper, it is likely that other spell-casters will eventually acquire a transcript and start using the spell too.

It will often be necessary for the GM to require the researcher's player to tighten the definition of the spell's effects and to narrow the spell's scope before she will be happy to allow its research to progress further.

2,1,3) RELEVANT DISCIPLINE

If the spell is possible, the GM should decide which discipline, if any, the spell would best fit into. This will determine which magic skill is to be used in the Spell Research Rolls, shortly.

Note that, if the spell is clearly different to the themes of the existing disciplines, then a new discipline will have to be created for it! In such a case, the character is given a bonus of 1 in a new magic skill associated with this novel discipline.

2,1,4) THE SPELL'S RANK

The next task for the GM is to assign a rank to the spell, e.g. apprentice, proficient, expert, etc. This she should do by looking at the spell's power relative to existing spells. Obviously, the more powerful the spell's effects, the higher the rank it should be.

2,1,5) SPELL RESEARCH ROLL

The character researching the new spell must then begin his work. Codifying the spell into Magicka will require a number of days of dedicated research equal to the spell's Difficulty.

At the end of every day of research, a Spell Research Roll must be made. This is like a Spell-Casting Roll in that the player rolls 1d10+SC, trying to equal or beat the spell's Difficulty. If the roll is:

- passed, the day was well-spent – one less day of research is now required;
- failed, the day was wasted and must be repeated;
- fumbled, then this line of research was fruitless. Any successful Spell Research Rolls made previously to codify this spell are wasted and the whole process must be restarted from the beginning. In addition, the GM should refer a Damage Score of 1d10 plus the spell's Difficulty to the Magic Damage Table, and then apply the result to the character. If this die scores a 10, roll another 1d10 and add the result, and so on.

The GM should prevent a roll from being made if the character's day of research was disturbed, or if he lacks access to suitable writing equipment. Note that a day can only be counted if 10-RE hours (minimum 1) were devoted to spell research. This may leave no time available that day for memorising spells, studying skills, receiving tuition, etc.

2,1,6) THE DIE

During his initial research into how to codify a proficient, expert or master spell, the character will learn what kind of item is the spell's die (i.e. the GM will tell his player). If the last of the Spell Research Rolls for codifying the new spell is to be successful, the character must have obtained the spell's die and studied it before finishing his research.

The type of die chosen by the GM will reflect the themes and power of the spell being codified. And the die for a proficient spell should be an item that is far more easily obtained than that for an expert spell, and a die for a master spell must be rarer still. The GM should avoid choosing unique, singular items for dies; it must be possible for multiple spell-casters to obtain the die too. E.g. the die for a proficient Lithomancy spell might be a pebble of a specific mineral, while a master Lithomancy spell which affects earth dragons might require a scale or egg from just such a creature. The die for a proficient Necromancy spell might be an old bone carved in a particular way, while the die for a master Necromancy spell might be a Lich's phylactery.

Once the character has obtained the die and achieved the necessary number of successful Spell Research Rolls, the new spell is fully codified into Magicka on paper. It is assumed that the character has memorised the spell in the process, so he may begin casting it immediately.

Once a new spell is codified, it rarely takes long for copies of it to disseminate. If the new spell is of proficient, expert or master rank, then those seeking to cast it will need to obtain dies of their own which match that used in the research of the spell. It is possible that representatives of the powerful Guild of Mages will soon be calling upon the new spell's casters, as they like to control access to magic...

2,2) RESEARCHING AN EXISTING SPELL

The previous process is also used whenever a character wants to learn an existing spell by researching it from scratch, rather than by obtaining a ready-made transcript. (This usually happens because a Player Character cannot find someone who will sell him a copy of the spell.) In this case, the process is simplified for the GM because the spell's effects, rank, relevant discipline and associated magic skill are already known.

A series of Spell Research Rolls must still be made, in the same way as was described in the *Spell Research Roll* section earlier. However, the required number of successful rolls (and days of research) may be less, depending on the researcher's familiarity with the spell being researched:

- If the researcher has heard the spell being cast, clearly enough to make out the words of Magicka being spoken, and has witnessed the resulting effects – probably in the context of a demonstration – then the number of successful rolls required is equal to the spell's Difficulty divided by 4 (round fractions up).
- If the researcher has seen the spell being cast and witnessed its effects, but could not hear the words, then the number of successful rolls required is equal to the spell's Difficulty divided by 3.
- If the researcher has never witnessed the spell being cast, but has heard its name and knows enough about its effects to try to reproduce it, then the number of successful rolls required is equal to the spell's Difficulty divided by 2.
- If, by some chance, the researcher is creating an existing spell without knowing that it already exists, that it has already been codified into a discipline, then the number

of successful rolls equals the spell's Difficulty (as, to him, it really is a brand new spell).

As usual, each Spell Research Roll requires a day of research (10-RE hours) and, before for the last, the new spell's die must be obtained and studied. The GM may wish to deviate from the listed die for the spell being recreated, and choose something different – reflecting nuances particular to this version of the spell...

3) MAGIC DAMAGE TABLE

The *Combat* chapter in the *Players' Guide* contains damage tables for damage types like crush, puncture and slash. The following table is for damage relating to raw magical power. This table is usually consulted when a Spell-Casting Roll is fumbled, in which case the Damage Score will equal the spell's Difficulty. 1d100 is added to this and the total, called "X", often determines the effects on the victim.

Most magic injuries instantly age the victim's body by one or more years. The GM should consult the *Aging and Decrepitude* section in the *Harms Beyond Combat* chapter to assess whether a character is now old enough to be afflicted with decrepitude (which may reduce his physical attributes). However, unless otherwise noted, the victim's natural lifespan is always increased by the same amount of years that he was aged by the magic injury. Thus, his natural death is not brought closer, but he will spend more of his life in old age and decrepitude.

X = 1d100+ DAMAGE SCORE		EFFECTS
Feeble	01 to 06	Floating. The victim is instantly aged by 1 year. Also, he is magically lifted 2 metres into the air, and remains suspended in this way for X minutes. Unless the victim is capable of flight, he will be unable to move around without laboriously pulling and pushing himself between objects fixed to the ground, if he can reach any...
	07 to 12	Forewarned. The victim is instantly aged by 1 year. Also, he instantly travels back in time by X minutes. The GM should continue the game in this new timeframe. The victim will be able to predict what will happen, to an extent. However, die rolls may produce different results, leading to increasing divergence with the original timeline.
	13 to 18	Hirsute. The victim is instantly aged by 1 year. Also, the hair on the victim's head (including moustaches and beard) grows at ten times the usual rate henceforth. The effects of this injury are irreversible and cumulative, should it be received multiple times.
	19 to 24	Rotating. The victim is instantly aged by 1 year. Also, in an instant, the victim's body is spun 180 degrees around both its vertical and horizontal axes. A humanoid victim would suddenly find himself facing the opposite direction and balancing on his head.

X = 1d100+		DAMAGE SCORE	EFFECTS											
Very Weak	25 to 29	Disenchanted. The victim is instantly aged by 2 years. Also, his EN attribute is temporarily reduced to zero. He can no longer cast spells. This effect lasts for X hours, after which time his EN is restored to its normal value.												
	30 to 34	Gem-eating. If this injury was received other than as a result of spell-casting, reroll another magic injury. Otherwise, the victim is instantly aged by 2 years. Also, henceforth, he needs to swallow a precious stone whilst casting this particular spell for it to work (see <i>Precious Stones</i> in the <i>Goods and Services</i> chapter). Initially, the least valuable stone will do, i.e. calcite. If this injury is received again, then a stone from the next rank of value, e.g. amber, must be swallowed when casting any of the spells associated with this injury. And so on. (The precious stones that are eaten in this way vanish in the caster's body, and will not come out again.)												
	35 to 39	Hexed. The victim is instantly aged by 2 years. Also, he is subjected to the effects of a randomly chosen spell (see the <i>Random Spell Generator</i> in the <i>Treasure</i> chapter).												
	40 to 44	Shifted. The victim is instantly aged by 2 years. Also, he is instantly teleported to a location X metres away (at ground level). He finds himself naked and disarmed because only his body is transported – all of his clothing and equipment, whether worn, carried or held, collapses to the ground where he previously stood.												
Weak	45 to 48	Assailed. If this injury was received other than as a result of spell-casting, reroll another magic injury. Otherwise, the victim is instantly aged by 3 years. Also, henceforth, whenever the victim fails (but does not fumble) the casting of a spell from this particular discipline of magic, a beast is teleported to his side. The beast is always utterly hostile to the victim and will attack him immediately, fighting to the death. Roll once on the following table to select the type of beast that is always summoned: <table border="1" data-bbox="469 1525 815 1749"> <thead> <tr> <th>1d10</th> <th>BEAST</th> </tr> </thead> <tbody> <tr> <td>1 to 2</td> <td>Cobra</td> </tr> <tr> <td>2 to 4</td> <td>Goat</td> </tr> <tr> <td>4 to 6</td> <td>Hawk</td> </tr> <tr> <td>6 to 8</td> <td>Rat, Giant</td> </tr> <tr> <td>8 to 10</td> <td>Wasp, Giant</td> </tr> </tbody> </table> If this injury is received for a second time, then two beasts are summoned each time – and so on.	1d10	BEAST	1 to 2	Cobra	2 to 4	Goat	4 to 6	Hawk	6 to 8	Rat, Giant	8 to 10	Wasp, Giant
	1d10	BEAST												
1 to 2	Cobra													
2 to 4	Goat													
4 to 6	Hawk													
6 to 8	Rat, Giant													
8 to 10	Wasp, Giant													
49 to 52	Realigned. The victim is instantly aged by 3 years. Also, the advantage tier of two of the victim's magic skills are rearranged, so that his best tier is swapped for the worst.													

X = 1d100+ DAMAGE SCORE		EFFECTS
Weak	53 to 56	Skeletal. The victim is instantly aged by 3 years. Also, for X hours his body is invisible, except for his skeleton. This effect cannot be dispelled prematurely.
	57 to 60	Splined. The victim is instantly aged by 3 years. Also, he is teleported X/2 metres away, to a location chosen by the GM. Unfortunately, one of his ears fails to teleport with the rest of him; it falls to the ground where he stood just a moment before. (The wound on the victim's head is left cauterised.) The victim suffers a -1 penalty to Observation for hearing.
	61 to 64	Summoned. The victim is instantly aged by 3 years. Also, he is teleported into a pentagram at a distant location. A magical force prevents him from leaving the pentagram or tampering with it in any way. Whether there is anyone (or anything) else present at the location is up to the GM. E.g. perhaps the victim has been summoned by a wizard fumbling the Summon Minion spell. This would oblige the victim to follow the wizard's orders, etc. By default, after X hours, the victim vanishes back to whence he came.
	65 to 68	Tongueless. The victim is instantly aged by 3 years. Also, he loses the ability to use or comprehend words and language for X hours. This renders him speechless and unable to understand speech, or to read or write. During this period, the victim will be unable to cast spells, including those he can cast by thought alone. Healing magic will not restore this faculty; only time will heal him.
Moderate	69 to 71	Befuddled. The victim is instantly aged by 4 years. Also, his mind is magically and irreversibly altered such that it becomes unable to process sensations caused by members of a specific species of creature. The GM should choose a type of dangerous monster that the victim has encountered in the past, e.g. wolves. The victim becomes unable to see such creatures, hear the sounds they make, smell them, recognise their tracks, etc. If this injury is suffered repeatedly, the GM could decide that the victim becomes unable to sense members of a particular Player Character race...
	72 to 74	Energised. The victim is instantly aged by 4 years. Also, his EN attribute is doubled. However, there is a percentage chance equal to X/2 that, each time he casts a spell, his body instantly disintegrates into a silent burst of dust and light – this being fatal. This effect lasts for 2X hours, after which time his EN returns to normal and the risk of disintegration ends.
	75 to 77	Forgetful. The victim is instantly aged by 4 years. Also, he permanently and completely forgets the last X/2 days. Along with memories, skill value increases in that period are lost, and spells memorised are forgotten.

X = 1d100+		DAMAGE SCORE	EFFECTS
Moderate	78 to 80	Hastened. The victim is instantly aged by 4 years. Henceforth, the victim's rate of aging is sped up (but his natural lifespan is unchanged). It is quadrupled, so that he ages 1 year every 3 months. If this injury is received for a: <ul style="list-style-type: none"> • second time, the rate increases to 1 year every month; • third time, the rate increases to 1 year every week; • fourth time, the rate increases to 1 year every day. 	
	81 to 83	Mutated. The victim is instantly aged by 4 years. Also, the victim becomes a Blemee – see <i>Gifts of the Chaos God</i> in the <i>Magic</i> chapter. This change lasts for X hours, after which time the victim's body reverts to normal. If this injury is suffered for a: <ul style="list-style-type: none"> • second time, the duration increases to X days; • third time, the duration increases to X months; • fourth time, the change is permanent, and this injury should be rerolled if it occurs again. 	
	84 to 86	Returned. The victim is instantly aged by 4 years. Also, he is teleported back to the location in which he most recently suffered a magic injury. (The GM should log these events and their locations for each PC.) If this is his first magic injury, then reroll another magic injury.	
	87 to 89	Splined. The victim is instantly aged by 4 years. Also, he is teleported X/2 metres away, to a location chosen by the GM. Unfortunately, one of his eyes fails to teleport with the rest of him; it splats onto the ground where he stood just a moment before. (The wound on the victim's face is left cauterised.) The victim suffers a -2 penalty to Observation for sight.	
Strong	90 to 91	Beast-Bound. The victim is instantly aged by 5 years. Also, his soul is transferred from his body into that of a nearby beast, and the beast's soul is transferred into the victim's body in exchange. This situation lasts for X hours, before both souls return to their proper bodies. The term "beast" means any creature of instinctive intelligence or less, i.e. Intelligence ≤ 4 (see <i>Intelligence</i> in <i>The Bestiary</i>). The GM should choose a beast common to the locale, and it could be a mundane animal not described in <i>The Bestiary</i> , e.g. a mouse, blackbird, perch. Perhaps, if the God of Beasts is favourably disposed, the victim becomes something exciting like a wolf, rather than a beetle.	
	92 to 93	Doubled. The victim is instantly aged by 5 years. Also, the blast of magic creates a doppelganger of the victim. The doppelganger appears immediately behind and facing away from the victim. The doppelganger is the mirror opposite of the victim, including in terms of personality and outlook. On meeting, the two will instantly dislike each other. Given time, they will inevitably develop a mutual hatred.	

X = 1d100+ DAMAGE SCORE		EFFECTS
Strong	94 to 95	Slowed. The victim is instantly aged by 5 years. Also, his default spell-casting duration for exclamations and incantations is permanently increased by 1 second. Thus, incantations take 6 seconds to cast by default, and exclamations take 2 seconds. (This is enough to prevent exclamations from being cast without interrupting another action – see <i>Exclamations</i> in the <i>Magic</i> chapter.)
	96 to 97	Splined. The victim is instantly aged by 5 years. Also, he is teleported X/2 metres away, to a location chosen by the GM. Unfortunately, one of his hands fails to teleport with the rest of him; it falls to the ground where he stood just a moment before. (The wound on the victim's wrist is left cauterised.) The victim suffers a -5 penalty to actions involving manipulation with the missing hand.
	98 to 99	Traced. The victim is instantly aged by 5 years. Henceforth, wherever he goes, the victim leaves behind him a trail of glowing motes of light that hang in the air, marking the route that he took. Each mote glows like a candle for EN days before blinking out. The motes cannot be extinguished prematurely by physical forces and seem impervious to the weather. They can be dispelled (with <i>Dispel Magic</i> and similar spells), but each mote needs dispelling individually and there will be several in every metre of the victim's trail. Tracking the victim is a routine action (i.e. automatic success, no Action Roll required), because of the trail of lights behind him, unless the victim criss-crosses an area to the extent that individual trails cannot be picked out. The trail provides a convenient source of illumination in the dark; convenient until the victim needs to hide, of course...
	100 to 101	Well-travelled. The victim is instantly aged by 5 years. Also, he is teleported to the nearest intersection (see <i>Realms of Existence</i> in <i>The GM</i> chapter).
Very Strong	102	Hunted. The victim is instantly aged by 6 years. Also, the boundaries between the Realms are torn, and a magical portal opens for a moment nearby the victim. Through this, a Lesser Toad Demon enters the Natural Realm. This demon is in some way bound to the victim. It can always sense the victim's direction and proximity (and, in time, the victim will gain the same senses for this demon). The demon will stalk the victim, and devour them if the opportunity arises. It will often prolong the hunt to savour the fear that this induces in the victim.

X = 1d100+ DAMAGE SCORE		EFFECTS
Very Strong	103	Relocated. The victim is instantly aged by 6 years. Also, he is teleported 100 metres away from his current location. The direction of travel is chosen randomly by rolling a d10 and examining its orientation. Treat the 1 as an arrow pointing in the direction in which the victim moves. Thus, the victim could reappear in mid-air, in which case falling damage will probably result (see <i>Falling</i> in the <i>Harms Beyond Combat</i> chapter). A lucky character, transported just above horizontal, might barely fall at all, while an unlucky character could be lifted many metres straight up. Alternatively, the victim could appear either partially or fully underground, leaving them trapped or worse. If entombed within the ground, death due to asphyxiation or crushing will result, depending on the firmness of the earth.
	104	Splined. The victim is instantly aged by 6 years. Also, he is teleported X/2 metres away, to a location chosen by the GM. Unfortunately, one of his legs fails to teleport with the rest of him; it thuds to the ground where he stood just a moment before. (The wound by the victim's groin is left cauterised.) The victim suffers a -10 penalty to actions involving locomotion, although a suitable crutch will reduce this to -5.
	105	Tested. The victim is instantly aged by 6 years. Also, he is teleported to some remote and isolated location, e.g. a cove bound by sheer cliffs and churning sea, the summit of a spire of rock protruding from thick cloud, or a rocky island surrounded by lava in a volcanic crater. A randomly selected creature appears there beside the victim. Both know that they will remain there until one dies, at which point the other will return to whence he came. If the victim defeats the creature, he reappears at the location where he suffered the magic injury, finding that only a few seconds have elapsed in his absence.
Devastating	106 to 107	Elevated. The victim is instantly aged by 7 years. Also, he falls upwards, as gravity reverses its direction for him (and him alone). He accelerates up into the sky, and will either asphyxiate or freeze to death in the upper reaches of the atmosphere after approximately 1 minute.
	108 to 109	Splined. The victim is instantly aged by 7 years. Also, he is teleported X/2 metres away, to a location chosen by the GM. Unfortunately, his head fails to teleport with the rest of him; it thuds to the ground where he stood just a moment before, a shocked expression upon its face. Death is immediate.
	≥110	Transformed. The victim instantly becomes a Cloud Serpent. This monster is described in <i>The Bestiary</i> . The Cloud Serpent is an NPC, not to be role-played by a player. However, if the victim was a PC, and if the GM is willing, then the PC is reincarnated as a Crystal Troll (see the <i>Optional Races</i> chapter). The Crystal Troll wakes in some deep and distant cave, with only faint recollections of its former life...



CHAPTER 4 – THE BESTIARY

This chapter describes potentially dangerous or otherwise interesting creatures that may be encountered in the Natural Realm. First, tables are provided that group the creatures by habitat. Then come descriptions of the creatures. Next, characteristics are given for typical Non-Player Characters. Finally, there are descriptions of three unique and gigantic monsters – the Behemoth, Ziz and Leviathan – whose appearances herald disaster.

1) CREATURES BY HABITAT AND THREAT

The following tables group the creatures in this bestiary by the types of habitat that they prefer. Within each table, creatures are crudely listed in order of ascending power, i.e. potential threat to the PCs.

The GM should select the table corresponding to the terrain in which the PCs find themselves, and then choose a creature whose potential threat will challenge the PCs nicely. If the GM is feeling unimaginative, dice can be rolled to randomly select a creature (and, for example, she might replace 2d10 with 1d10+10 for bias towards more powerful creatures). Remember, though, that:

- many types of creature are sociable animals that will rarely be encountered solitarily – typical numbers occurring are listed in the creature descriptions;
- the more powerful the creature, the more rarely it should be encountered;
- Non-Player Characters could often be substituted for creatures. Descriptions of typical NPCs are given at the end of this chapter.

(If the GM ever wishes to select a creature completely at random, she can roll 2d100-1, and then find the heading in the *Creatures* section whose last number matches the dice result. E.g. a roll scoring 64 would refer to heading 2,2,64, i.e. a Ghost. Results >186 or producing categories of creature should be rerolled.)

1,1) BOG, MARSH OR SWAMP

This list contains those creatures that might be encountered in bogs, marshes or swamps.

1d10	CREATURE
1	Leech, Giant
2	Hawk (Harrier)
3	Midges, Rapier
4	Python
5	Crocodile

1d10	CREATURE
6	Python, Horse-Eating
7	Bittern, Giant Marsh
8	Toad, Giant
9	Corpse Candle
10	Kraken, Bog

1,2) MOUNTAIN

Here are those creatures that might be encountered in typical mountainous environments.

2d10	CREATURE
2	Raven
3	Deer (Elk)
4	Bear, Lesser
5	Leopard (Snow)
6	Elk, Giant
7	Scarabs, Disarmer
8	Raven, Great
9	Peryton
10	Wyvern
11	Bear, Greater

2d10	CREATURE
12	Yeti (only in snow)
13	Roc
14	Dragon, Young Fire
15	Dragon, Young Lightning
16	Troll, Great
17	Lindworm
18	Serpent, Cloud
19	Dragon, Old Fire
20	Dragon, Old Lightning

1,3) PLAIN

This list contains those creatures that might be encountered in typical plain environments, e.g. cold tundra, temperate grasslands, or hot savannah.

1d100	CLIMATE		
	COLD	TEMPERATE	HOT
1	Hare, Horned	Hare, Horned	Raven
2	Raven	Raven	Cobra
3	Deer (Elk)	Wasp, Giant	Wasp, Giant
4	Drowsemoss	Drowsemoss	Bee, Honey (swarm)
5	Bee, Honey (swarm)	Bee, Honey (swarm)	Drowsemoss
6	Bull (Bison)	Bull	Bull (Water Buffalo)
7	Leopard (Snow)	Leopard or	Python
8	Crows	Crows	Leopard (Lion)
9	Glyptodon	Glyptodon	Crows
10	Wolf	Wolf	Wolf
11	Rhinoceros (Woolly)	Rhinoceros	Rhinoceros
12	Tangleweed	Sabre-Tooth	Tangleweed
13	Elephant (Mammoth)	Tangleweed	Lizard, Giant
14	Madcap	Ant, Giant	Python, Horse-Eating
15	Warg	Beetle, Giant	Ant, Giant
16	Peryton	Snail, Harpoon	Beetle, Giant
17	Fungoid	Elephant	Peryton

1d100	CLIMATE		
	COLD	TEMPERATE	HOT
18	Cockatrice	Terrorbird	Elephant
19	Roc	Madcap	Terrorbird
20	Squid, Dirigible	Warg	Madcap
21	Dragon, Young Earth	Scorpion, Giant	Warg
22	Dragon, Young Fire	Peryton	Scorpion, Giant
23	Dragon, Young Lightning	Fungoid	Fungoid
24	Troll, Great	Cockatrice	Cockatrice
25	Serpent, Cloud	Roc	Roc
26	Dragon, Old Earth	Squid, Dirigible	Dragon, Young Earth
27	Dragon, Old Fire	Dragon, Young Earth	Dragon, Young Fire
28	Dragon, Old Lightning	Dragon, Young Fire	Dragon, Young Lightning
29	Reroll	Dragon, Young Lightning	Troll, Great
30		Troll, Great	Serpent, Cloud
31		Serpent, Cloud	Dragon, Old Earth
32		Dragon, Old Earth	Dragon, Old Fire
33		Dragon, Old Fire	Dragon, Old Lightning
34		Dragon, Old Lightning	Reroll
≥35		Reroll	

1,4) POLAR WASTES

This list contains those creatures that might be encountered in cold snowy wastes.

2d10	CREATURE
2	Walrus
3	Woolly Rhinoceros
4	Mammoth
5	Bear, Greater (Polar)
6	Yeti
7	Were-Bear
8	Were-Walrus

2d10	CREATURE
9	Dragon, Young Ice
10	Dragon, Young Lightning
11	Ice Giant
12	Dragon, Old Ice
13	Dragon, Old Lightning
≥14	Reroll

1,5) RIVER OR LAKE

This list contains those creatures that might be encountered on the banks of freshwater bodies, or swimming within them.

2d10	CLIMATE		
	COLD	TEMPERATE	HOT
2	Clam, Giant	Clam, Giant	Clam, Giant
3	Eel, Giant Electric	Leech, Giant	Leech, Giant
4	Lampreys	Eel, Giant Electric	Eel, Giant Electric
5	Newt, Giant	Lampreys	Lotus, Black
6	Undine	Newt, Giant	Python
7	Lamprey, Giant Cave	Lindelver	Piranhas
8	Dragon, Young Ice	Toad, Giant	Crocodile

2d10	CLIMATE			
	COLD	TEMPERATE	HOT	
9	Dragon, Old Ice	Undine	Newt, Giant	
10	Reroll	Lamprey, Giant Cave	Python, Horse-Eating	
11		Dragon, Young Ice	Toad, Giant	
12		Dragon, Old Ice	Undine	
13		Reroll	Dragon, Young Ice	Dragon, Young Ice
14			Dragon, Old Ice	Dragon, Old Ice
15 to 20			Reroll	Reroll

1,6) SANDY DESERT

This list contains those creatures that might be encountered in hot sandy deserts.

2d10	CREATURE
2	Raven
3	Tarantula
4	Cobra
5	Camel
6	Wasp, Giant
7	Crows
8	Lizard, Giant
9	Ant, Giant
10	Scorpion, Giant
11	Wyvern

2d10	CREATURE
12	Naga, Lesser
13	Cockatrice
14	Naga, Greater
15	Dragon, Young Earth
16	Dragon, Young Fire
17	Basilisk
18	Worm, Giant Sand
19	Dragon, Old Earth
20	Dragon, Old Fire

1,7) SEA OR OCEAN

This list contains those creatures that might be encountered on the shores of saltwater bodies, or swimming within them.

2d10	CREATURE
2	Clam, Giant
3	Eel, Giant Electric
4	Jellyfish, Bloodsail
5	Walrus
6	Undine
7	Shark
8	Serpent, Sea
9	Octopus, Giant
10	Toad Demon, Lesser

2d10	CREATURE
11	Crab, Golden
12	Squid, Giant
13	Whale
14	Dragon, Young Ice
15	Fastitocalon
16	Kraken, Sea
17	Dragon, Old Ice
18 to 20	Reroll

1,8) SETTLEMENT

This list contains those creatures that might be encountered within settlements. Rather than being split by climate, they are divided by population density.

1d100	POPULATION DENSITY		
	RUIN	HAMLET/VILLAGE	TOWN/CITY
1	Rat, Giant	Dog	Rat, Giant
2	Rats	Bat, Giant Vampire	Bat, Giant Vampire
3	Zombie	Rats	Homunculus
4	Skeleton, Lesser	Ghost	Imp
5	Ghost	Were-Rat	Rats
6	Demon, Thrall	Ghoul	Ghost
7	Golem, Medium Clay	White Lady	Were-Rat
8	Golem, Medium Marble	Wight	Demon, Thrall
9	Golem, Medium Metal	Vampire	Golem, Medium Clay
10	White Lady	Reroll	Golem, Medium Marble
11	Wight		Golem, Medium Metal
12	Ghoul		Gargoyle, Lesser
13	Demon, Spine		Tail of Apep, Lesser
14	Gargoyle, Lesser		White Lady
15	Naga, Lesser		Wight
16	Tail of Apep, Lesser		Ghoul
17	Scarabs, Flesh		Demon, Slaver
18	Tombherd		Golem, Large Clay
19	Golem, Large Clay		Golem, Large Marble
20	Golem, Large Marble		Golem, Large Metal
21	Golem, Large Metal		Gargoyle, Greater
22	Barghest		Barghest
23	Graveroot		Felv
24	Skeleton, Greater		Worms-That-Walk
25	Mummy		Vampire
26	Felv		Toad Demon, Lesser
27	Naga, Greater		Lord, Elder
28	Toad Demon, Lesser		Demon, Plague
29	Death Knight		Reroll
30	Gargoyle, Greater		
31	Cockatrice		
32	Golem, Huge Clay		
33	Golem, Huge Marble		
34	Golem, Huge Metal		
35	Basilisk		
36	Lich		
37	Demon, Plague		
38	Fire Fiend		
39	Dracolich		
40	Dracowight		
≥41	Reroll		

1,9) SUBTERRANEAN

This list contains creatures encountered in subterranean environs such as deep caves and tunnels (as opposed to shallow caves which are often used as lairs by a variety of beasts).

1d100	CREATURE
1	Rat, Giant
2	Catfish, Cave
3	Rats
4	Skeleton, Lesser
5	Jelly, Creeping
6	Eel, Giant Electric
7	Limpet, Cave
8	Scarabs, Disarmer
9	Lampreys
10	Ant, Giant
11	Centipede, Giant
12	Newt, Giant
13	Beetle, Ironclad
14	Demon, Spine
15	Tail of Apep, Lesser
16	Naga, Lesser
17	Scarabs, Flesh

1d100	CREATURE
18	Spider, Lesser Giant
19	Lamprey, Giant Cave
20	Skeleton, Greater
21	Mummy
22	Naga, Greater
23	Toad Demon, Lesser
24	Death Knight
25	Dragon, Young Earth
26	Lindworm
27	Basilisk
28	Spider, Greater Giant
29	Fire Fiend
30	Dragon, Old Earth
31	Dracolich
32	Dracowight
≥33	Reroll

1,10) WOODLAND

This list contains creatures that might be encountered in densely wooded environments.

1d100	CREATURE
1	Raven
2	Tarantula
3	Bee, Honey (swarm)
4	Cobra
5	Boar, Wild
6	Wasp, Giant
7	Drowsemoss
8	Bull
9	Bear, Lesser
10	Leopard (Tiger, Sabre-Tooth)
11	Crows
12	Wolf
13	Rhinoceros
14	Tangleweed
15	Owlman
16	Gorilla
17	Boar, Giant
18	Lizard, Giant
19	Beetle, Giant
20	Peryton
21	Elephant

1d100	CREATURE
22	Madcap
23	Centipede, Giant
24	Warg
25	Tree Mantis
26	Fungoid
27	Wyvern
28	Spider, Lesser Giant
29	Bear, Greater
30	Cockatrice
31	Green Manling
32	Were-Bat
33	Were-Cat
34	Were-Wolf
35	Were-Bear
36	Briar Hart
37	Slowroot
38	Green Man
39	Lindworm
40	Spider, Greater Giant
≥41	Reroll

2) CREATURE DESCRIPTIONS

A number of different species of creature are now described.

As GM, try to avoid referring to creatures by the species name given here. It will build a sense of mystery if the players do not know what type of threat they are facing. It will also be more realistic, given the level of ignorance in the medieval world. In the dark or by torchlight, witnesses may only have caught glimpses of a creature. News spreads by word of mouth, allowing rumour and exaggeration. And bestiaries are uncommon. So, instead of referring to a giant cave lamprey, for instance, give it the name used by the terrified residents of the nearby village. They are likely to call all mysterious monsters either dragons or demons, as they have heard tales of such monsters. So the lamprey becomes the “Cave Demon”. Or the villagers will have given a name to their monster, like “Grendel”. To them it will be a unique threat; that it is just one of hundreds or even thousands of its species across the country being too horrifying an idea to conceive.

Of course, some dangerous creatures are mundane enough to refer to by species name, e.g. wolves and bears. Others will be encountered so often by the PCs that there soon becomes little need to preserve a sense of mystery about them, e.g. lesser skeletons.

2,1) KEY

The following table of information is given for each creature, along with a description of its physical form and typical behaviour:

NUMBER:	1 to 10	HABITAT:	Woodland (Temperate to Hot)
SIZE:	Large	MOVEMENT RATES:	1.0, 7.0 (walk)
VULNERABILITY:	Standard	OUTLOOK:	Reclusive
AC:	0	MADNESS:	None
SENSES:	8 (Medium)	TREASURE:	0 (1)
INTELLIGENCE:	4 (Instinctive High)	WEIGHT:	350
NIMBLENESS:	12 (Fast)	1ST ATTACK:	Bash with fist
MIGHT:	12 (Strong)	2ND ATTACK:	Grapple with arm(s)
DURATION:	6	DURATION:	5
ATTACK:	14	ATTACK:	13
STRENGTH:	14	STRENGTH:	13
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Grapple

Each of these parameters is explained now.

2,1,1) NUMBER

The number of these creatures that is typically encountered together (and, in parentheses, the number that is commonly encountered in a lair, if different). E.g. a value of 1(4) indicates that, although the creature maybe encountered on its own ranging through its territory, its lair typically contains four individuals. A value of just 1 indicates that the creature is solitary and does not maintain a lair as such.

2,1,2) SIZE

All creatures are graded into the following size bands:

SIZE	EXAMPLE
Tiny	Ant, wasp
Small	Ferret, crow, viper
Medium	PC races (except Common Troll), wolf, small bear
Large	Common Troll, elephant, large bear, killer whale
Huge	Old dragon, sperm whale

Note that a creature's size affects:

- the Damage Score of attacks against it (+8 versus tiny, +4 versus small, -4 versus large, -8 versus huge);
- its reach, i.e. the range of its melee attacks and the Location Penalties that apply;
- its ability to aim at different areas of a smaller target's body, in that its attacks may be too large to aim precisely. So, if a medium-sized (or smaller) target is being attacked by a:
 - large-sized creature, the GM should only aim the creature's attacks at first or second division body locations, i.e. they are too large to be aimed at third-division body locations;
 - huge-sized creature, the GM may only aim the creature's attacks at first division body locations. Additionally, the GM can assume that, to an extent, the huge creature's attacks affect a medium-sized (or smaller) target's whole body – in that she should apply the rules in the *Blows to the Head*, *Blows to the Hand*, and *Blows to the Lower Leg* sections of the *Combat* chapter. Thus, there is a chance that an attack will stun the target, knock them down, and cause them to drop their weapon. If a target is knocked down, assume that they were sent flying some distance first, e.g. a number of metres equal to one-quarter of the Damage Score.

2,1,3) VULNERABILITY – DAMAGE TO CREATURES

A creature's vulnerability describes whether it suffers damage in the default manner, as is set out in the *Combat* chapter, or whether it has an unusual nature that affects how it is wounded and slain. There are four vulnerability classes – standard, resilient, super-resilient and regenerating.

2,1,3,1) STANDARD

For creatures of standard vulnerability, the Damage Score is calculated in the usual way and the Damage Tables are used as normal. The Player Character races (other than Trolls and Changelings) are all standard.

Most creatures of standard vulnerability have flesh, bones and blood like a Human or Elf. The GM may still need to tailor the descriptions of injuries to suit, though (see the *Injury Description* section in the *Combat* chapter).

2,1,3,2) RESILIENT

Creatures of resilient vulnerability are tougher than those of standard, e.g. because they feel little or no pain, or because of their huge size. Most corporeal undead fall into this class, along with many huge creatures of otherwise normal physiology.

Damage to a resilient creature is calculated as normal. However, its Injury Penalties are halved – becoming -1 for a minor or medium, -3 for a major and -5 for a mortal injury. In

addition, mortal injuries do not automatically kill the creature or knock it unconscious. A fatal injury is required to slay it.

2,1,3,3) SUPER-RESILIENT

Super-resilient creatures suffer little damage from most normal attacks, either because of their colossal size or because they have a bizarre physiology. This class includes Trolls, the Fey and ethereal undead, along with the largest creatures.

The normal Damage Tables are not used for such creatures. Instead, successful attacks have a chance of killing the creature (or destroying it, forcing it to dissipate, etc.) which is determined using the Damage Score and size rank.

For super-resilient creatures of Armour Class 0, the percentage chance that an attack kills the creature equals the Damage Score multiplied by:

- 1 for medium-sized creatures;
- 1/2 for large creatures;
- 1/3 for huge creatures;
- 1.5 for small creatures;
- 2 for tiny creatures.

E.g. a Creeping Jelly (large and AC 0) is attacked and the Damage Score comes to 30. The percentage chance that the attack destroys the Jelly is equal to $30/2=15\%$. I.e. the attacker's player must throw 1d100 and hope to score ≤ 15 .

If a super-resilient creature is armoured ($AC \geq 1$), its AC is added to the attacking player's 1d100 score. This reduces the chances of killing the creature still further. E.g. a Great Troll (huge and AC 6) is attacked and the Damage Score comes to 30. The attacker's player must throw 1d100+6 and score ≤ 10 to kill it (i.e. a 1 in 25 chance).

The GM will need to carefully consider attacks of the Grapple and Mental Damage Types. Many super-resilient creatures will be entirely immune to grapple attacks, e.g. ethereal undead, jellies, swarms. But it may be sensible to allow some such creatures to be stunned, blinded, etc. by mental attacks. In some cases, the creature's description will provide guidance.

2,1,3,4) REGENERATING

Given enough time and rest, many injuries will heal themselves naturally. However, regenerating creatures heal their injuries with astonishing speed. There are three sub-classes, relating to how quickly the regeneration occurs:

SUB-CLASS	TO HEAL INJURY
Slow	1
Medium	2
Fast	3

The GM should throw 1d10 each second after a regenerating creature has sustained an injury. (The GM can apply the same 1d10 result each second to all injured regenerating creatures in the combat. In addition, she need not roll any dice herself, but could use the value of the first die thrown by anyone for actions that second). If the result is less than or equal to the relevant value in the previous table, then the creature's least severe non-fatal injury has been

regenerated – i.e. the injury is completely healed, with amputated or destroyed body parts regrowing if necessary. Only one injury can be regenerated each second, and it is always the least severe of those that currently afflict the creature.

E.g. a Were-Rat has received a viscous blow that has hacked off its right hand. The result of a 1d10 roll is checked each subsequent second. As the Were-Rat is a fast-regenerating creature, the hand is grown back if and when the die's result is ≤ 3 (i.e. just under a 1 in 3 chance each second).

The GM can normally assume that, if left in peace, a regenerating creature will heal itself of all non-fatal injuries in less than a minute. Even mortal injuries will generally be regenerated before they can kill. They may still cause the creature to lose consciousness, however (see the *Mortal Slow Injury* section in the *Combat* chapter).

Creatures are always regenerating in addition to another class of vulnerability. E.g. lycanthropes are standard and regenerating, whilst most corporeal undead are resilient and regenerating.

2,1,3,5) SLAYING ATTACKS

If a creature's description says that a certain kind of attack is "slaying" against it, this means that the creature has a particular weakness to a certain type of damage. Attack Rolls for slaying attacks have advantage (at least) and Damage Scores are increased by 10.

2,1,4) AC

The creature's hide may offer it protection equivalent to some kind of Armour Class.

AC	TYPE OF HIDE	EXAMPLE OF EQUIVALENT ARTIFICIAL ARMOUR
0	Skin, e.g. wolf, bear, octopus	Unarmoured (including wearing cloth and furs)
1	Thick Hide, e.g. bull, elephant, crocodile	Leather
2	Bone, Carapace or Wood, e.g. skeleton, giant scorpion, green man	Gambeson
3	Armoured Hide, e.g. dragon	Mail
4	Armoured Hide, e.g. dragon	Brigandine
5	Metallic Skin, e.g. metal golem, disarmer scarab	Plate
6	Stony Skin, e.g. troll	Adamant

2,1,5) MAKING ACTION ROLLS FOR CREATURES

Each Player Character has values for ten attributes and dozens of skills, and these values are paired in different ways to determine the modifier to Action Rolls. Creatures' abilities do not need to be described in such detail. Instead, use the following characteristics as the modifier to Action Rolls for creatures.

2,1,5,1) SENSES

This value is added to 1d10 when making an observation Action Roll for the creature. Senses will often be needed to determine if PCs can hide from the creature. The value does not necessarily relate to intelligence, as stupid creatures may have very sharp senses.

Senses can also be added to 1d10 when making a Reactions Roll for the creature, if it is greater than Nimbleness.

SENSES	DESCRIPTION
0	None
4	Weak
8	Medium
12	Acute
16	Very Acute
20	Incredible

2,1,5,2) INTELLIGENCE

This value is added to 1d10 when making a static or mental Action Roll for the creature, i.e. rolls for actions not involving movement, e.g. problem solving, memory, influence, etc. (Do not use this value for observation or spell-casting, however, as these are treated separately.)

Dividing Intelligence by two gives the value of the creature's RE, CH, EM or SD attributes, if needed, e.g. to determine Double SD for resisting spells.

For highly intelligent creatures, the GM should refer to the advice given in the *Powerful Monsters* section of *The GM* chapter.

INTELLIGENCE	RE, CH, EM, SD	DESCRIPTION
0	0	None
2	1	Instinctive Low
4	2	Instinctive High
6	3	Low
8	4	Medium
12	6	High
16	8	Very High
20	10	Genius

2,1,5,3) NIMBLENESS

This value is used as the creature's Defence. It is also added to 1d10 when making a moving Action Roll involving agility more than strength. (Do not use this value for attacks, however, as these are treated separately.)

Nimbleness can also be added to 1d10 when making a Reactions Roll for the creature, if it is greater than Senses.

Dividing Nimbleness by two gives the value of the creature's AG attribute, if needed.

NIMBLENESS	AG	DESCRIPTION
0	0	None
2	1	Creeping
4	2	Slow
8	4	Medium
12	6	Fast
16	8	Very Fast
20	10	Blindingly Fast

2,1,5,4) MIGHT

This value is added to 1d10 when making a moving Action Roll involving strength more than agility. (Do not use this value for attacks, however, as these are treated separately.) Might usually relates to a creature's size band.

Dividing Might by two gives the value of the creature's ST or CO attributes, if needed, e.g. to determine Double CO for resisting poison or disease.

SIZE	MIGHT	ST, CO	DESCRIPTION
n/a	0	0	None
Tiny	2	1	Puny
Small	4	2	Weak
Medium	8	4	Medium
Medium or Large	12	6	Strong
Large	16	8	Mighty
Huge	20	10	Stupendous

2,1,5,5) SPELL-CASTING

The first value in this optional section is the creature's Spell-Casting (SC), i.e. the value added to 1d10 when making a Spell-Casting Roll for the creature. One-third of this value gives the creature's actual EN attribute value, if needed.

After SC, this section lists the spells that the creature can cast, with their disciplines and Difficulties in parentheses. Disciplines are abbreviated as follows:

- AE – Aeromancy
- AL – Alchemy
- CU – Curses
- FO – Force
- HE – Healing
- HY – Hydromancy
- LI – Lithomancy
- MI – Mind
- NA – Nature
- NE – Necromancy
- PY – Pyromancy
- WI – Wizardry

Any innate magical powers which the creature has are then listed in italics.

If a creature's Spell-Casting Roll is failed, then the usual effects occur, i.e. the spell fails and the creature loses its spell-casting ability temporarily. If a creature fumbles a spell-casting attempt, it may suffer a magic injury but will not (usually) forget the spell.

Use the creature's SC for resistance versus spells in the disciplines that the creature uses. If resisting spells in other disciplines, use half of the creature's Intelligence instead (this equates to its SD attribute).

2,1,5,6) ATTACKS

Each attack is described as follows:

- Duration – the default time taken for the attack, in seconds. Creatures with an Intelligence of 5 (Low) or more may decrease the duration of their attacks if the GM chooses, to a minimum of half of the default or 1 second, whichever is greatest. As normal, for every second quicker, the GM should decrease the Attack by 2 points.
- Attack – the modifier to the 1d10 thrown for the Attack Roll.
- Strength – the Attack Strength which contributes to the Damage Score resulting from a successful attack.
- Damage Type – the damage type of the attack, e.g. slash, puncture, crush, etc.

Some creatures have more than one attack type listed. Generally, the first attack is used most frequently but the GM can employ whichever she fancies. Occasionally, secondary attacks will only be used in specific circumstances which will be described, e.g. the creature only bites after grappling a target.

All creatures' attacks have a minimum strength (mST) of 0 – unless they use standard weapons, in which case use the weapons' normal statistics.

Some creatures are big enough to swallow man-sized prey whole, and have a tendency to do so. This ability will be noted in a creature's description, along with the maximum size band of prey that it can swallow. Normally this is medium, but the most enormous creatures can swallow large-sized prey whole too.

Swallowing whole occurs automatically on any bite attack for such a creature that results in a feat. Likewise, if a melee attack *at* the creature's head is fumbled, the fumbler is automatically swallowed by the creature. (In either case, if the creature was in the process of attacking with its head, e.g. making a bite or butt, that attack is abandoned.)

If a victim is swallowed whole and the creature's bite attack scored a spectacular feat, then the victim dies instantly. Otherwise, they do not suffer the normal damage delivered by bite attacks. Unless otherwise noted, after a number of seconds equal to the victim's CO, their Hindrance worsens by -1, due to constriction, pain, darkness, acids, poisoning and lack of oxygen. Every CO seconds, this penalty worsens by another point, as the victim is moved down the gullet to the stomach. This penalty stops accumulating once the victim's HI equals -10. Death occurs CO minutes after being swallowed – from asphyxiation, drowning, being dissolved, or all three.

At the GM's discretion, a victim of swallowing might be able to force their way back to the mouth, by passing an Action Roll (Brawn+ST or Brawn+CO) versus some Difficulty, e.g. the creature's bite Attack. However, whilst in the mouth they might suffer normal bite attacks... Or perhaps they might cut their way out of the creature's throat or stomach with a bladed weapon. Such attacks cannot be dodged by the huge creature – its Defence will be zero – but, obviously, the victim's -10 HI will count heavily against them. The GM should require several blows, each delivering a Damage Score of 15, or 20 for the most gigantic creatures, to cut a way through bone, muscle and hide to escape...

2,1,5,7) DEFENCE

The creature's default Defence is equal to its Nimbleness. She does not make a Defence Roll and add 1d10.

Generally, the GM should treat creatures as if they are of the fighter calling, enabling them to divide their Defence between multiple simultaneous attacks.

2,1,5,8) ADVANTAGE

Unless otherwise noted, assume that creatures' Action Rolls are not advantaged, i.e. a single d10 is rolled.

2,1,5,9) HINDRANCE

For simplicity, the GM can assume that all of the creatures in *The Bestiary* have default Hindrances (HIs) of zero. Most creatures do not carry belongings or wear armour; for those that do, assume that the effect of any HI due to equipment or armour weight has already been worked into characteristics like Senses, Might, etc.

Of course, creatures may acquire a HI, which should be applied so as to penalise their Action Rolls. E.g. a creature might gain an Injury Penalty due to wounds, or an Exhaustion Penalty due to prolonged exertion like combat. Some creatures, however, do not become tired in this way, and could potentially keep fighting indefinitely – this will be noted in their descriptions.

2,1,6) HABITAT

The typical type of terrain in which the creature is encountered (the typical climate is listed in parentheses, e.g. cold, temperate or hot).

2,1,7) MOVEMENT RATES

The normal and maximum movement rates of the creature in metres per second (followed by the mode of locomotion in parentheses, e.g. walk, fly, swim). These are equivalent to a Player Character's walking and sprinting rates. If a jogging rate is needed for long distances, halve the sprinting rate.

2,1,8) OUTLOOK

A short description of the creature's typical behaviour and motives.

2,1,9) MADNESS

To which Madness Class the creature belongs (see *Madness Classes* in *Harms Beyond Combat*).

2,1,10) TREASURE

The Treasure Rating of that which is carried on the creature's person (and, in parentheses, that which may be found in its lair). The following Treasure Rating bands are used (see the *Treasure* chapter for how to turn these ratings into coinage, items, etc.):

TREASURE RATING	DESCRIPTION
0	None
1	Impoverished
2	Poor
3	Mediocre
4	Normal
5	Wealthy
6	Rich
7	Obscenely Rich

2,1,11) WEIGHT

The approximate weight of the creature in kilograms.

2,2) CREATURES

The following descriptions of creatures are, unless otherwise noted, for typical, healthy, fully-grown specimens. The GM should feel free to vary these defaults to reflect juvenile or diseased individuals.

2,2,1) ANT, GIANT

NUMBER:	1 to 10 (≤ 100)	HABITAT:	Any land, favouring plains and subterranean (Temperate, Hot, Desert)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 8.0 (walk)
AC:	2	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0 (4)
NIMBLENESS:	12 (Fast)	WEIGHT:	50
MIGHT:	8 (Medium)	1ST ATTACK:	Acid jet
1ST ATTACK:	Acid jet	2ND ATTACK:	Bite
DURATION:	2	DURATION:	3
ATTACK:	12	ATTACK:	10
STRENGTH:	10	STRENGTH:	10
DAMAGE TYPE:	Burns (Acid)	DAMAGE TYPE:	Slash

Giant Ants are approximately 2 metres in length and are usually encountered in large numbers, either on foraging missions (1d10 ants) or protecting their nest (up to 100 ants). They initially attack by squirting acid from their upturned abdomen (the jet will hit a single target within 10 metres; it can be used 1d10 times per day, once every 10 seconds), and then follow up with bites. They can be encountered at any time, hunting in the dark by scent.

2,2,2) BARGHEST

NUMBER:	1	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Large		
VULNERABILITY:	Resilient	MOVEMENT RATES:	2.0, 15.0 (walk)
AC:	0	OUTLOOK:	Berserk
SENSES:	12 (Acute)	MADNESS:	Major
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0
NIMBLENESS:	12 (Fast)	WEIGHT:	500
MIGHT:	14 (Mighty)	SPELL-CASTING: <i>Wrongness (-1 to HI within 4 metres), frightening howl</i>	
1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	5	DURATION:	5
ATTACK:	15	ATTACK:	12
STRENGTH:	15	STRENGTH:	12
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

See the *Demons* category. Barghests are Class II demons.

The Barghest is a demonic hound, the size of a shire horse, with black leathery skin, glowing orange eyes as big as saucers, and enormous claws and teeth. It is known as a portent of death – probably because it devours most witnesses. The Barghest can be encountered in a range of habitats, from narrow alleyways in abandoned parts of cities, to old graveyards and the sites of ancient battles, to deep gorges and dark forests. When slain, its carcass is immediately turned to dust by violent red flames which emit no heat. It is consequently thought by some that only one such creature exists, and that it is resurrected upon defeat to haunt some other forsaken place.

The Barghest may choose to make a terrifying howl, as frequently as once per minute. Anyone who hears the howl must make a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 15. If the Resistance Roll is:

- successful, they overcome their fear and may act normally;
- failed by ≤ 4 , they are terrified and will immediately flee until out of sight;
- failed by > 4 , they are paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of sight;
- fumbled, they die immediately from fright.

2,2,3) BASILISK

NUMBER:	1	HABITAT:	Any land, favouring ruins and subterranean (Cold, Temperate, Hot, Desert)
SIZE:	Huge		
VULNERABILITY:	Resilient	MOVEMENT RATES:	1.0, 6.0 (walk)
AC:	4	OUTLOOK:	Indifferent
SENSES:	4 (Weak)	MADNESS:	Major
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0 (Special)
NIMBLENESS:	4 (Slow)	WEIGHT:	10,000
MIGHT:	18 (Stupendous)	SPELL-CASTING: <i>petrifying gaze</i>	
1ST ATTACK:	Tail bash	2ND ATTACK:	Bite
DURATION:	6	DURATION:	7
ATTACK:	13	ATTACK:	10
STRENGTH:	16	STRENGTH:	10
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush

The Basilisk is a magical creature with unusual reptilian features. It looks something like an ankylosaurus. Its shape is squat and bulky – 3 metres high at the shoulder and 15 metres in length, though half of this length is the tail, which ends in a mace-like bony club. Its body is covered with tough ivory-coloured scales. Its head has a blunt powerful beak, and two great green glaring eyes. Its bizarre attack mechanism and dining habits betray the role of magic in the origin of this species. The focused gaze of the Basilisk magically petrifies any living creature. Once every 10 seconds, it can focus its gaze so as to petrify a single target within 10 metres, assuming the target fails a Resistance Roll (Double SD, though Lithomancy+SD can be used instead, if better) versus a Difficulty of 12. Failure means that the target's body

and carried possessions instantly turn into a soft limestone. The Basilisk feeds on the petrified statues of its victims, crushing their bodies with its tail club and devouring the rubble.

Most Basilisks are generally indifferent to other creatures, having rarely encountered any that might be a threat potent enough to overcome their magical gaze. The only creatures that Basilisks fear are other Basilisks – they are not immune to each other's petrifying gaze. Should two meet, they will turn or back away from each other immediately. An effective way to defeat a basilisk is to petrify it with its own gaze, reflected in a mirror or some other highly polished surface. (Note that the Basilisk gets an Intelligence roll in order to resist such an attack, versus a Difficulty of 6. In addition, the GM should apply a modifier to the roll to represent just how reflective is the surface being used.)

Basilisks do not hoard possessions in their lairs, so slaying one will not in itself provide any treasure. However, if one is able to find a petrified victim that has not been significantly damaged by the Basilisk, excessive weathering or other means, if one is able to reverse the petrification (via a Statue Form spell or Hand of Stone priest gift), and if one is ruthless enough to relieve the surprised victim of its belongings, then treasure may be found.

2,2,4) BAT, GIANT VAMPIRE

NUMBER:	1 to 4 (10 to 20)	HABITAT:	All open air above ground, favouring settlements (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	2.0, 10.0 (fly);
AC:	0	RATES:	0.5, 1.0 (walk)
SENSES:	8 (Medium)	OUTLOOK:	Reclusive
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0 (2)
MIGHT:	6 (Medium)	WEIGHT:	40
1ST ATTACK:	Bite		
DURATION:	3		
ATTACK:	12		
STRENGTH:	8		
DAMAGE TYPE:	Puncture		

Giant Vampire Bats look like the common vampire bat but are the size of a large eagle with a wingspan of up to 2 metres. They have become prevalent in large towns and cities where dense rooftops provide ideal roosts, and where there are plenty of large warm-blooded creatures, e.g. horses and people, to feed upon. The bat flies silently to its slumbering prey, using echo location to swoop through the gloom. It then uses its poisoned saliva to anaesthetise the victim's skin so that he remains asleep as it bites and sucks his blood. Each sleeping victim can make an Action Roll (Observation+RE), with a -5 penalty, versus a Difficulty equal to the bat's Nimbleness. If successful, the bat has been heard landing or shuffling into position and the sleeper wakes. If the roll is failed, the bat is able to bite (no Attack Roll is necessary) and drink without rousing the sleeper.

A Giant Vampire Bat is capable of drinking up to 1 litre of blood in a sitting. Every 0.25 litres of blood that are lost worsens a victim's HI by -1. Depending on his CO attribute, unconsciousness or even death may quickly result. The *Exsanguination* section of the *Harms Beyond Combat* chapter should be consulted.

2,2,5) BEAR, GREATER

NUMBER:	1 (2)	HABITAT:	Any land, favouring mountains & woodland (Polar, Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 11.0 (walk)
AC:	0	OUTLOOK:	Reclusive/Aggressive
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0 (1)
NIMBLENESS:	8 (Medium)	WEIGHT:	1,000
MIGHT:	14 (Mighty)	1ST ATTACK:	Claw
1ST ATTACK:	Claw	2ND ATTACK:	Grapple with arm(s)
DURATION:	5	DURATION:	5
ATTACK:	12	ATTACK:	12
STRENGTH:	12	STRENGTH:	8
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Grapple
3RD ATTACK:	Bite		
DURATION:	5		
ATTACK:	12		
STRENGTH:	10		
DAMAGE TYPE:	Slash		

Use the same statistics for any large bear (e.g. grizzly or polar). The bite attack is used once a victim has been grappled successfully.

2,2,6) BEAR, LESSER

NUMBER:	1 (2)	HABITAT:	Any land, favouring mountains & woodland (Polar, Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.5, 9.0 (walk)
AC:	0	OUTLOOK:	Reclusive/Aggressive
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0 (1)
NIMBLENESS:	8 (Medium)	WEIGHT:	500
MIGHT:	10 (Strong)	1ST ATTACK:	Claw
1ST ATTACK:	Claw	2ND ATTACK:	Grapple with arm(s)
DURATION:	4	DURATION:	4
ATTACK:	10	ATTACK:	9
STRENGTH:	10	STRENGTH:	7
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Grapple
3RD ATTACK:	Bite		
DURATION:	4		
ATTACK:	9		
STRENGTH:	8		
DAMAGE TYPE:	Slash		

Use the same statistics for any medium bear (e.g. brown bear). The bite attack is used once a victim has been grappled successfully.

2,2,7) BEE, HONEY

NUMBER:	1 to 10,000	HABITAT:	Plain or woodland (Any non-arctic)
SIZE:	Tiny		
VULNERABILITY:	Individual: standard; Swarm: super-resilient	MOVEMENT RATES:	2.0 (fly); 1.0 (walk)
AC:	0	OUTLOOK:	Passive
SENSES:	5 (Weak)	MADNESS:	None
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0
NIMBLENESS:	Individual: 8 (medium); Swarm: 6 (Medium)	WEIGHT:	<1
1ST ATTACK as individual:	Sting	1ST ATTACK as swarm:	Special – see below
DURATION:	4		
ATTACK:	3		
STRENGTH:	1		
DAMAGE TYPE:	Puncture (Poison)		

Honey Bees are rarely aggressive. However, if their hive is threatened, they will defend it (unless pacified with smoke). In all cases, a successful sting attack by a bee against flesh delivers a poison. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 10. If the Resistance Roll is failed, the victim's HI is worsened by -1. This pain lasts for 24 hours, before subsiding naturally. The bee dies after stinging.

Should a lone bee's attack characteristics ever be necessary, use those in the left-hand "individual" cell above.

If a swarm of Honey Bees is attacking a target, the GM should first choose the size of the swarm from the choices in the following table, or roll 1d100 to do this randomly:

1d100:	01 to 50	51 to 85	86 to 100
Swarm size band:	Medium	Large	Huge
Bees in swarm:	1,000	5,000	10,000
Maximum width of swarm:	2	4	8
Number of simultaneous attacks:	1	2	3
Duration:	3	2	1
Attack:	4	5	6
Strength:	1	2	3

Although the swarm consists of many individual bees making individual attacks, the mechanics for combat become easier if the swarm is treated as a single coordinated entity.

A large or huge swarm can make multiple attacks at the same time, but never suffers a Simultaneous Attack Penalty. It may direct all of its attacks at a single target – in which case the target will need to divide its Defence between the swarm's attacks or leave some attacks undefended. Alternatively, a swarm can spread out such that it envelops and attacks multiple targets. The swarm may not spread out beyond a maximum width, in metres, listed in the

table. If a swarm's targets spread out beyond this distance, then the part of the swarm attacking one of the peripheral targets retreats to join the rest of the swarm. When attacking multiple targets at the same time, the swarm's Attack is divided amongst the targets – thus it becomes less dangerous. The swarm may divide its Defence freely as if a fighter.

A swarm's first attack versus a particular target is always aimed at a first division body location. Its second attack is always aimed at a second division body location, and its third and all subsequent attacks are at third division body locations. Within these restrictions, the swarm preferentially attacks body locations with the lowest AC. Location Penalties are never applied to a swarm's attacks, and shields have no effect.

Whilst an individual Honey Bee is of the standard vulnerability, the swarm is super-resilient. Thus, a large-sized swarm is slain if the attacker rolls 1d100 and scores less than or equal to half of the Damage Score. If this occurs, the swarm ceases acting as a single coordinated entity, and its remaining members flee as individuals. Spells that can damage more than half of the bees in the swarm at the same time, e.g. balls and cones, should be treated as slaying against the swarm.

Whilst a single bee can sting just once, a swarm can sting many times. Multiple bee stings can worsen a victim's HI from -1 to a maximum of -5.

Recently, travellers in the wilderness are encountering a strange new species of bee. This is bone white in colour, save for a golden head and antennae, and is slightly larger than its common cousin. Its sting is fearsome. A failed Resistance Roll results in permanent blindness, in addition to a HI penalty due to pain. The venom immediately transforms the jelly in the victim's eyes into honey. (This damage can only be reversed by a spell like Regenerate Extremity.) The victim also gains sweet-tasting tears, though this is rarely consolation for their loss of sight. Rumours abound that this as yet unnamed species is the result of a crazed hedge mage tinkering with a Nature spell, to produce a dangerous new creature that is spreading through the wild.

2,2,8) BEETLE, GIANT

NUMBER:	1	HABITAT:	Any land, favouring plains and woodland (Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	2.0, 6.0 (walk);
AC:	2	RATES:	5.0, 10.0 (fly)
SENSES:	8 (Medium)	OUTLOOK:	Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	0 (3)
MIGHT:	14 (Mighty)	WEIGHT:	2,000
1ST ATTACK:	Bash	2ND ATTACK:	Bite
DURATION:	6	DURATION:	5
ATTACK:	14	ATTACK:	13
STRENGTH:	12	STRENGTH:	12
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Puncture

Giant Beetles are huge in comparison to their normal brethren, their emerald-carapaced dome-shaped bodies being approximately 2 metres in height and 4 in length. They hunt at

night, either swooping down on prey and bashing with their forelimbs, or waiting in ambush, using their mandibles to bite anything walking too close to “that large round boulder”.

2,2,9) BEETLE, IRONCLAD

NUMBER:	1 to 4	HABITAT:	Subterranean (Any)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	1.0, 8.0 (walk)
AC:	4	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Hungry
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0 (3)
MIGHT:	12 (Strong)	WEIGHT:	800
1ST ATTACK:	Bite		
DURATION:	4		
ATTACK:	8		
STRENGTH:	10		
DAMAGE TYPE:	Slash		

Ironclad Beetles are troglodytic animals. They have a squat shape, with stubby but powerful legs. Their hooked and bristled feet make them effective climbers on rock. Perhaps their ancestors could fly, but Ironclads today have no wings. Instead, their carapaces have thickened and toughened to become almost impenetrable. Their bodies are dull and grey, rough and ridged – camouflaged against the stone in which Ironclads live. They are tunnel scavengers, their short antennae especially effective at sniffing out scents, especially meat and carrion. Their vestigial eyes detect heat, but only over a few metres. These are used to guide the Ironclad's attacks, made with shear-like mandibles.

Ironclad Beetles are used as mounts and beasts of burden by both Dwarves and Goblins. And they serve a further purpose. Disposing of corpses underground can be problematic. In both races, only the wealthy can afford to be interred in tombs. Whilst the Dwarves traditionally feed their dead to their furnaces, Goblins take them to Ironclad stables. This diet over centuries means that Ironclads are more common, and perhaps somewhat larger, in Goblin tunnels. They are also more unruly and dangerous, having developed a taste for their masters...

An Ironclad Beetle can bear a load of 200 kilograms. It is also fearless – too stupid to flee from predators, relying on its tough armour for protection. It will recoil from fire, however.

2,2,9) BITTERN, GIANT MARSH

NUMBER:	1 (2)	HABITAT:	Marsh, bog and swamp (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	10.0, 16.0 (fly); 2.0 (walk)
AC:	0	RATES:	
SENSES:	10 (Acute)	OUTLOOK:	Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	13 (Fast)	TREASURE:	0 (4)
MIGHT:	8 (Medium)	WEIGHT:	250

1ST ATTACK:	Spear with beak	2ND ATTACK:	Wing buffet
DURATION:	1 then 4	DURATION:	3
ATTACK:	11	ATTACK:	9
STRENGTH:	9	STRENGTH:	7
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Kick-Box

The Giant Marsh Bittern has an incredibly deep and loud booming call, which can be heard over several kilometres. This ambush hunter dwells in marshes and swamps which are particularly prone to fogs. It stands silently in the murk, waiting for prey to pass within reach. With its beady-eyed head held 4 metres above the water line, the Giant Marsh Bittern would be easy to spot were it to hunt in clear weather. However, its silvery grey plumage and slender profile help it to almost disappear in fog. The GM should apply a default Difficulty of 12 to Action Rolls (Observation+RE) to spot the Bittern in fog, lessening this in thinner mists.

Whilst common herons and cranes stab at small fish and lizards with their beaks, the Giant Marsh Bittern prefers larger prey – particularly fishermen if it can catch them. Its spear-like beak stabs down at the head of surprised prey. If this blow incapacitates the victim, further stabs are made to kill it. (Whilst the Bittern’s initial strike in ambush takes just 1 second, subsequent attacks with its beak have a 4 second duration.) The Bittern will then fly off with its victim, gripping it in its long-toed talons, until it finds the area of firmer ground where it nests. There it will deposit the body and begin tearing off strips of meat with its claws, perhaps to feed its mate or young. If the Bittern’s surprise attack is not overwhelming, it will always fly off in retreat, buffeting with its wings in the process.

2,2,10) BLACK HOOD

NUMBER:	1	HABITAT:	Any land with soft earth (Any)
SIZE:	Huge	MOVEMENT	1.0, 5.0 (walk);
VULNERABILITY:	Resilient	RATES:	1.0 (burrow)
AC:	0 (except head AC 4)	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	Minor
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0 (4)
NIMBLENESS:	5 (Slow)	WEIGHT:	7,500
MIGHT:	17 (Mighty)		
1ST ATTACK:	Bite		
DURATION:	6		
ATTACK:	13		
STRENGTH:	15		
DAMAGE TYPE:	Slash		

This giant burrowing insect has a pallid and fleshy maggot-like body, often 10 metres in length. Conversely, its head, which is the size of a hogshead barrel, is armoured with thick black chitin and armed with huge mandibles. The Black Hood uses these to dig through soft earth. It hunts by excavating an extensive network of tunnels close to the surface and then rests at the centre. It waits to feel the vibration of footfalls from large creatures above. The wise may notice that the ground has shifted and cracked in places, and odd trees are leaning at angles, and recognise these as signs of Black Hood activity.

A passing cow or herd of sheep would be heavy enough to trigger a Black Hood to attack. A light-footed person might be able to walk by safely, but a larger man or someone on

horseback would certainly rouse a Black Hood's interest. It bursts up onto the surface, hopefully startling its prey and knocking it over. The Black Hood then seeks to slash with its mandibles, before dragging its victim underground to be devoured in its lair. Medium-sized prey (and smaller), e.g. people, might be swallowed whole.

If its prey is able to flee, the Black Hood retreats underground and gives chase through its tunnels. It will be reluctant to come out into the open above ground for long. If the prey is lucky, it will take a route at an angle to the tunnels. However, the Black Hood is cunning and, generally, it has dug such an expansive web of tunnels across its hunting ground that it is able to use these to overtake and intercept fleeing prey. It can move surprisingly fast through its tunnels. Proficient digger as it is, a Black Hood can only burrow at about 1 metre per second, so will only dig fresh tunnels to pursue the slowest prey.

The Black Hood's flesh, once cooked, is said to taste of buttery scrambled eggs. The maggot is clearly a larval stage, but what the subsequent instar looks like is a mystery.

2,2,11) BOAR, GIANT

NUMBER:	1 (1 to 5)	HABITAT:	Woodland (Cold, Temperate, Hot)
SIZE:	Large	MOVEMENT RATES:	2.0, 10.0 (walk)
VULNERABILITY:	Standard	OUTLOOK:	Aggressive
AC:	1	MADNESS:	None
SENSES:	8 (Medium)	TREASURE:	0 (0)
INTELLIGENCE:	4 (Instinctive High)	WEIGHT:	2,500
NIMBLENESS:	8 (Medium)	1ST ATTACK:	Gore with tusk
MIGHT:	14 (Mighty)	2ND ATTACK:	Trample
DURATION:	5	DURATION:	6
ATTACK:	13	ATTACK:	13
STRENGTH:	13	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

The Giant Boar looks like its smaller, more common cousin, the Wild Boar, but is the height of a man at its shoulders. Giant Boars like to charge at opponents (see *Charging* in the *Combat* chapter). Trample attacks are made once an opponent has fallen to the ground.

It is widely believed that the Green Men breed Wild Boars into Giant Boars (perhaps using their legendary magical draughts to increase the boars' size) so as to provide guardians to deter trespassers from entering their forest homelands.

Wood Elves sometimes use Giant Boars as mounts when defending their forest settlements. They can bear 200 kilograms, and are as brave as a Heavy War Horse when faced with battle or fearsome monsters.

2,2,12) BOAR, WILD

NUMBER:	1 (1 to 5)	HABITAT:	Woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Aggressive
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0 (0)
MIGHT:	10 (Strong)	WEIGHT:	250
1ST ATTACK:	Gore with tusk		
DURATION:	3		
ATTACK:	9		
STRENGTH:	8		
DAMAGE TYPE:	Slash		

Use the same statistics for any similarly-sized boar (e.g. pig, tapir). Wild Boars like to charge at opponents (see *Charging* in the *Combat* chapter).

Halflings traditionally breed boars for use as mounts (and for eating). They can bear 60 kilograms, and are as brave as a Heavy War Horse when faced with battle or monsters.

2,2,13) BRIAR HART

NUMBER:	1	HABITAT:	Woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.5, 20.0 (walk)
AC:	0		
SENSES:	20 (Incredible)	OUTLOOK:	Reclusive
INTELLIGENCE:	16 (Very High)	MADNESS:	Minor
NIMBLENESS:	16 (Very Fast)	TREASURE:	0
MIGHT:	8 (Medium)	WEIGHT:	250
SPELL-CASTING: 16; Healing – all spells; <i>Tree Door</i> , <i>entanglement of foes</i> , <i>transformation of victims</i>			
1ST ATTACK:	Gore with antlers		
DURATION:	3		
ATTACK:	15		
STRENGTH:	10		
DAMAGE TYPE:	Puncture & Grapple		

This bizarre creature is only ever encountered in dense woodland. Reclusive in nature, most only glimpse it from a distance through the trees, seeing a large stag with a startlingly white coat. Those fortunate enough to observe the creature more clearly are amazed to see that it has branches for antlers, bedecked in young green leaves.

The Briar Hart has several magical powers. It can instantly teleport between trees as if using a version of the *Tree Door* spell (see the *Nature* discipline). In this way, it easily evades those who would stalk it. In addition, attacks with its antlers deliver grapple damage in addition to puncture – this caused by nearby branches, brambles and fronds, which animate and try to entangle the Briar Hart's enemies. Most strangely of all, if its antlers deliver a deadly injury, the victim is turned into a tree. This transformation takes just one minute – rather than the

corpse slumping to the ground, it reaches upwards, stiffening, flesh becoming wood, skin becoming bark, arms branches, feet roots, etc.

Little more is known of this creature. Legends describe the Briar Hart engaging the blessed in telepathic communication, and regenerating their wounds. The druids believe that the Briar Hart is an avatar of the Goddess of Plants.

2,2,14) BULL

NUMBER:	1 to 20	HABITAT:	Any land above ground, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	1.5, 10.0 (walk)
AC:	1	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Timid or aggressive
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0
MIGHT:	14 (Strong)	WEIGHT:	1,500
1ST ATTACK:	Gore with horns	2ND ATTACK:	Trample
DURATION:	5	DURATION:	6
ATTACK:	13	ATTACK:	12
STRENGTH:	12	STRENGTH:	12
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Crush

Use the same statistics for any similarly-sized normal bovine (e.g. cow, bison, buffalo). Bulls like to charge at opponents (see *Charging* in the *Combat* chapter). Trample attacks are made once an opponent has fallen to the ground.

2,2,15) CAMEL

NUMBER:	1 to 10	HABITAT:	Any land above ground, favouring desert and plains (Hot, Desert)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	2.0, 12.0 (walk)
AC:	0	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Bad tempered
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0
MIGHT:	12 (Strong)	WEIGHT:	700
1ST ATTACK:	Kick	2ND ATTACK:	Spit
DURATION:	5	DURATION:	3
ATTACK:	13	ATTACK:	20
STRENGTH:	12	STRENGTH:	n/a
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Annoying!

Camels are amazingly adapted for desert environments and are able to travel for long distances across sand without water. A camel can bear 150 kilograms. Like Riding Horses, they will attempt to flee if faced with combat or any creature of the Minor, Major or Ultimate

Madness Classes, unless their master makes a riding Action Roll (Riding+CH) versus a Difficulty of 8, 12 and 15 respectively. If the rider does control the beast, he must pass such an Action Roll every 20 seconds or it will try to flee again.

2,2,16) CATFISH, CAVE

NUMBER:	1	HABITAT:	Fresh water (Subterranean)
SIZE:	Medium	MOVEMENT RATES:	1.0, 4.0 (swim)
VULNERABILITY:	Standard	OUTLOOK:	Hungry
AC:	0	MADNESS:	None
SENSES:	12 (Acute)	TREASURE:	0 (3)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	100
NIMBLENESS:	8 (Medium)		
MIGHT:	8 (Medium)		
1ST ATTACK:	Bite		
DURATION:	5		
ATTACK:	8		
STRENGTH:	8		
DAMAGE TYPE:	Slash		

These large fish were introduced by Dwarves centuries ago into the subterranean waters near their underground cities, to be a source of food. Only a few thrived, becoming cannibalistic monsters. Their pallid flesh tastes delicious cooked with potatoes.

2,2,17) CENTIPEDE, GIANT

NUMBER:	1	HABITAT:	Subterranean and woodland (Cold, Temperate, Hot)
SIZE:	Medium	MOVEMENT RATES:	1.0, 8.0 (walk)
VULNERABILITY:	Standard	OUTLOOK:	Aggressive
AC:	2	MADNESS:	Minor
SENSES:	8 (Medium)	TREASURE:	0 (2)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	150
NIMBLENESS:	12 (Fast)	1ST ATTACK:	Grapple
MIGHT:	8 (Medium)	2ND ATTACK:	Bite
1ST ATTACK:	Grapple	DURATION:	3
DURATION:	2	ATTACK:	8
ATTACK:	10	STRENGTH:	6
STRENGTH:	10	DAMAGE TYPE:	Puncture
DAMAGE TYPE:	Grapple (poison)		

Giant Centipedes are approximately 2.5 metres in length and live in dark, damp environments like caves and dense woodland. Their bodies have twenty segments, alternating black and dark red in colour, each sporting a pair of strong, claw-tipped legs. These let it easily scale all but the smoothest surfaces. When attacking on the ground, it will rear up on the rear third of its legs, leaving the rest of its body free to lunge at prey. But its preferred method of attack is to hang from the ceiling of a cave, grabbing anything passing by – the centipede using its antennae to sense in the dark. It extrudes poison from its claws, so anyone subject to a successful grapple attack must make a Resistance Roll each second. The poison has a Potency of 15. If a Resistance Roll is failed, the victim begins to suffer uncontrollable spasms of the muscles of the limbs and face. An ungainly jerking dance commences, worsening the victim's

HI by -10 for the duration – this being one hour for each point by which the Resistance Roll was failed. The centipede will release its grapple hold once the victim is poisoned and unable to flee or defend itself effectively. The centipede then begins feeding, making bite attacks.

2,2,18) CLAM, GIANT

NUMBER:	1	HABITAT:	Water (Any)
SIZE:	Large	MOVEMENT RATES:	0
VULNERABILITY:	Standard	OUTLOOK:	Hungry
AC:	0 body; 6 shell	MADNESS:	None
SENSES:	4 (Weak)	TREASURE:	4 (0)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	1,000
NIMBLENESS:	0		
MIGHT:	14 (Mighty)		
1ST ATTACK:	Bite		
DURATION:	1		
ATTACK:	14		
STRENGTH:	14		
DAMAGE TYPE:	Crush		

The Giant Clam is 2 metres across, with a thick, ridged shell – usually encrusted with weeds and barnacles that make it hard to notice. It is found in salt and fresh waters, of between 5 and 50 metres in depth.

The clam hunts by squirting poison into the water above it, using a syphon-like organ. Sudden changes in light trigger this discharge, such as occur when a large fish or swimming person passes overhead, and closer than 14 metres from the clam. Unless they are passing by at speed, the swimmer must make a Double CO Resistance Roll versus a Difficulty of 14. Success gives them immunity to Giant Clam poison for 1 hour. Failure inflicts partial paralysis, the victim suffering a -1 penalty to Hindrance per point of failure. The two halves of the clam's shell then spring apart with great speed, and water floods into the vacuum this reveals. This flow of water may drag victims above the clam into its gaping mouth. A successful swimming Action Roll (Swimming+ST) versus a Difficulty of 14-D will evade this current, where D is the swimmer's distance from the clam in metres. (Swimmers more than 14 metres away are unaffected.) A few seconds later, the clam snaps shut its shell again – making the Bite attack listed above. The victim is swallowed whole. Digestive juices begin their work...

Although the Giant Clam can open and close its jaw-like shell at great speed, it cannot make a series of bite attacks. It takes hours for it to both digest substantial prey, and to evacuate its maw again, in readiness for a new bite.

To force open a clam's jaws requires a successful Action Roll (Brawn+ST) versus a Difficulty of 14. However, between meals, a Giant Clam will open its jaws so that natural currents wash out bones and the other hard residues of its meals. Very rarely, a piece of bone becomes lodged somewhere in the clam's soft flesh. This will accrete nacre if it stays there for long enough. Pearlescent skulls have been recovered from several Giant Clams, and these will sell for princely sums from collectors.

2,2,19) COBRA

NUMBER:	1	HABITAT:	Any land, favouring plains and woodland (Hot, Desert)
SIZE:	Tiny		
VULNERABILITY:	Standard	MOVEMENT	0.5, 3.0 (walk);
AC:	0	RATES:	0.5, 3.0 (swim)
SENSES:	8 (Medium)	OUTLOOK:	Reclusive or Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (0)
MIGHT:	2 (Puny)	WEIGHT:	2
1ST ATTACK:	Bite		
DURATION:	1		
ATTACK:	8		
STRENGTH:	2		
DAMAGE TYPE:	Puncture (poison)		

Use the same statistics for any similarly-sized poisonous snake (e.g. viper, rattlesnake). In all cases, a successful bite attack against flesh delivers a poison. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 12. If the Resistance Roll is failed, the victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1), where SV is the amount by which the Resistance Roll was failed. If the victim remains conscious, pain worsens their HI by -2 for SV days.

The GM may wish to use a Spitting Cobra. These creatures have the same statistics as the normal cobra, but their Primary Attack involves spitting venom into the eyes of their prey. The attack has a range of 5 metres and can be used once every 5 seconds, 5 times a day. The attack takes 1 second – the GM makes an Attack Roll with an Attack of 5 (this includes the Location Penalty for hitting the eyes). A hit indicates that the venom has entered the target's system via the eyes. The victim should then be allowed a Resistance Roll as normal. If this is failed, the venom has the usual effect but also blinds the victim.

2,2,20) COCKATRICE

NUMBER:	1	HABITAT:	Any land except subterranean (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	2.0, 6.0 (fly);
AC:	1	RATES:	1.0, 12.0 (walk)
SENSES:	4 (Weak)	OUTLOOK:	Hungry
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	7 (Medium)	TREASURE:	0 (0)
MIGHT:	7 (Medium)	WEIGHT:	120
SPELL-CASTING: <i>paralyzing breath</i>			

1ST ATTACK:	Bite	2ND ATTACK:	Claw with talons
DURATION:	4	DURATION:	5
ATTACK:	8	ATTACK:	7
STRENGTH:	7	STRENGTH:	6
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Slash

The Cockatrice looks somewhat like a man-sized peacock. It has drab, ash-grey feathers – but those on its long tail plumes are golden and shimmering. It has a blood-red comb on its head like a cockerel.

The Cockatrice is carnivorous, preying largely on game and cattle – but willing to eat people if it can. It would seem a relatively poor hunter, being easy to notice and a weak flier due to its ungainly tail. But it runs swiftly – and it has a secret weapon. Three times an hour, it can belch out a cloud poisonous gas (with an interval of at least 10 seconds between blasts). In 1 second, this gas fills a cone-shaped volume in front of the Cockatrice (with a length of 6 metres and a diameter of 3). The gas disperses after 3 seconds. Any creature within the volume before then must pass a Resistance Roll (Double CO), versus a Difficulty of 12, or be paralysed. Victims are unable to move for 3 seconds per point of failure – and are easy prey for the Cockatrice's sharp beak, with which it tears away strips of flesh.

The Cockatrice often fans out its dazzling tail before belching out its gas. Perhaps this confuses potential prey, so that it does not flee and the Cockatrice can approach close enough to breath upon it. These golden plumes are highly prized by tailors, for decorating the garb of royalty.

2,2,21) CORPSE CANDLE

NUMBER:	1	HABITAT:	Marsh, bog and swamp (Cold, Temperate, Hot)
SIZE:	Medium	MOVEMENT RATES:	1.0, 8.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Greedy
AC:	0	MADNESS:	Minor
SENSES:	4 (Weak)	TREASURE:	4
INTELLIGENCE:	12 (High)	WEIGHT:	0
NIMBLENESS:	8 (Medium)		
MIGHT:	0 (None)		

See the *Undead* category.

Corpse Candles are a type of ghost that lurks in marshes, bogs and swamps. They are motivated by ruthless greed. Each is able to appear only at night or in dim light, as at twilight or in thick mist. At these times, it takes on the form of a handsome man or beautiful maiden, carrying a candle, lamp or torch, and promises to guide those who are lost in the marsh to safety with its honey-tongued voice. (At the GM's discretion, a successful lie perception Action Roll (Observation+EM), versus the Corpse Candle's Intelligence, might be required to resist its offers of help.) But the Corpse Candle will only lure the unwary deeper into the marsh. It will lead them to a small hoard of treasure – usually the belongings of a long dead corpse (perhaps its own) protruding from the mud and weeds – and will then vanish. The unlucky will die in the deep sucking muck of the mire as they try to retrace their steps – their

belongings adding to the Corpse Candle's treasure haul scattered across its marsh. Those that die in this way may in turn arise as new Corpse Candles...

Corpse Candles always avoid combat. If at all threatened, they sink into the mire and vanish. They prefer to let the marsh kill their enemies.

2,2,22) CRAB, GOLDEN

NUMBER:	1	HABITAT:	Salt water, favouring coasts or depths (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	2.0, 5.0 (walk)
AC:	5	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	0 (3)
MIGHT:	14 (Mighty)	WEIGHT:	2,000
1ST ATTACK:	Pincer		
DURATION:	5		
ATTACK:	12		
STRENGTH:	15		
DAMAGE TYPE:	Crush		

Occasionally, fishermen will see something large and golden glinting in the shallows. Wondering if it might be lost treasure, they anchor their boat. Then the water ripples and erupts, as bubbles of foul gas burst forth. In seconds, the fishermen pass from dizziness to unconsciousness. The Golden Crab then hauls on the anchor rope, toppling the boat so it can devour the crew.

The Golden Crab is a startling creature. Enormous compared to its mundane brethren, its pear shaped body can reach 2 metres across, and its legs can be even longer. Its forelegs end in awesome pincers. Most striking is its colour. Its carapace is a dazzling metallic gold, and is as hard as iron. The Crab keeps its shell hard and bright by scraping off limpets and weed if it is able, and by periodically descending to the extreme depths of the ocean, where it rests and absorbs minerals from the dark waters.

Around its shell are a series of vent-like organs. These might help the Crab to adjust its buoyancy, but their most obvious role is to allow the Crab to make a sudden emission of toxic gas. Those breathing the gas and failing to pass a Resistance Roll versus a Potency of 12 become nauseous (-3 to Hindrance) for 10 seconds and then fall unconscious for 10 hours, unless the poison is cured. This can be done by reducing an excess of the black bile and phlegm humours in the lungs. The gas, which has a terrible smell like rotten eggs, does not linger but dissipates within a few seconds in the open air. Thus, the exposed will be those within 2 metres of the Crab on dry land; or, in water, those exposed to the bubbles which rise up to the surface, including those floating immediately above the crab. The Crab cannot release multiple bursts of gas; it must spend time in the ocean deep to replenish this ability.

A Golden Crab need not rely upon its gas attack. Its great pincers and tough armour make it a fearsome opponent in melee, whether in the water or on the shore. The Crab can attack with both pincers if it wishes, without Simultaneous Attack Penalty, though both attacks must be directed at the same target.

2,2,23) CROCODILE

NUMBER:	1 to 5	HABITAT:	Fresh water margin (Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	1.0, 7.0 (walk or swim)
AC:	1	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0 (1)
MIGHT:	10 (Strong)	WEIGHT:	750
1ST ATTACK:	Bite		
DURATION:	2 then 5		
ATTACK:	12		
STRENGTH:	12		
DAMAGE TYPE:	Slash		

Use the same statistics for any similarly-sized normal lizard or reptile (e.g. alligator, komodo dragon).

2,2,24) CROW

NUMBER:	1 to 5,000	HABITAT:	All open air above ground, favouring plains and woodland (Cold, Temperate, Hot, Desert)
SIZE:	Tiny		
VULNERABILITY:	Individual: standard; Flock: super-resilient	MOVEMENT	8.0, 16.0 (fly); 0.5, 1.0 (walk)
AC:	0	RATES:	
SENSES:	12 (Acute)	OUTLOOK:	Varies
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	Individual: 12 (Fast); Flock: 6 (Medium)	TREASURE:	0 (0)
MIGHT:	2 (Puny)	WEIGHT:	<1
1ST ATTACK as individual:	Peck with beak	1ST ATTACK as flock:	Special – see below
DURATION:	3		
ATTACK:	4		
STRENGTH:	1		
DAMAGE TYPE:	Slash		

Crows are versatile birds which are able to survive in a range of habitats. They are usually encountered singularly or in small flocks and are normally timid – only a threat to substantially smaller creatures or carrion.

However, recently, people have been killed by large flocks (called “murders”) of up to 5,000 Crows. The birds fly in tight formation at high altitude before swooping down en-masse, their prey being engulfed in a black cloud of buffeting wings and slashing beaks. It is believed that such flocks are compelled by evil magicians to act as aerial spies and attack enemies.

Should a lone Crow's attack characteristics ever be necessary, use those in the left-hand "individual" cell above. (The same characteristics can be used for any other similarly-sized normal bird.)

If a flock of Crows is attacking a target, the GM should first choose the size of the flock from the choices in the following table, or roll 1d100 to do this randomly:

1d100:	01 to 50	51 to 85	86 to 100
Flock size band:	Medium	Large	Huge
Crows in flock:	200	1,000	5,000
Maximum width of flock:	5	10	20
Number of simultaneous attacks:	1	3	5
Duration:	3	2	1
Attack:	4	5	6
Strength:	2	4	6

Although the flock consists of many individual Crows making individual attacks, the mechanics for combat become easier if the flock is treated as a single coordinated entity.

A large or huge flock can make multiple attacks at the same time, but never suffers a Simultaneous Attack Penalty. It may direct all of its attacks at a single target – in which case the target will need to divide its Defence between the flock's attacks or leave some attacks undefended. Alternatively, a flock can spread out such that it envelops and attacks multiple targets. The flock may not spread out beyond a maximum width, in metres, listed in the table. If a flock's targets spread out beyond this distance, then the part of the flock attacking one of the peripheral targets retreats to join the rest of the flock. When attacking multiple targets at the same time, the flock's Attack is divided amongst the targets – thus it becomes less dangerous. The flock may divide its Defence freely as if a fighter.

A flock's first attack versus a particular target is always aimed at a first division body location. Its second attack is always aimed at a second division body location, and its third and all subsequent attacks are at third division body locations. Within these restrictions, the flock preferentially attacks body locations with the lowest AC. Location Penalties are never applied to a flock's attacks, and shields have no effect.

Whilst an individual Crow is of the standard vulnerability, the flock is super-resilient. Thus, a large-sized flock is slain if the attacker rolls 1d100 and scores less than or equal to half of the Damage Score. If this occurs, the flock ceases acting as a single coordinated entity, and its remaining members flee as individuals. Spells that can damage more than half of the Crows in the flock at the same time, e.g. balls and cones, should be treated as slaying against the flock.

Use the same statistics for a large bat, whether singular or flock. Bats will be encountered at night or in subterranean locations.

2,2,25) DEATH KNIGHT

NUMBER:	1	HABITAT:	Ruins and subterranean (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 8.0 (walk)
VULNERABILITY:	Resilient	OUTLOOK:	Relentless
AC:	5	MADNESS:	Minor
SENSES:	4 (Weak)	TREASURE:	Special
INTELLIGENCE:	6 (Low)	WEIGHT:	As armour
NIMBLENESS:	8 (Medium)	SPELL-CASTING: 13; Summon Fog (AE 12), Freeze (AE 21); <i>slaying attacks</i>	
MIGHT:	10 (Strong)	1ST ATTACK:	2-handed weapon
		2ND ATTACK:	Gauntleted punch
DURATION:	As weapon	DURATION:	4
ATTACK:	16	ATTACK:	14
STRENGTH:	As weapon (ST 5)	STRENGTH:	7
DAMAGE TYPE:	As weapon	DAMAGE TYPE:	Crush

See the *Undead* category.

A Death Knight is a powerful form of corporeal undead that appears as an animated but empty suit of full plate armour. Powerful warriors, they are invariably encountered undertaking some sort of task for their master, e.g. guarding a lair or retrieving an item. Imagine the Witch King in Peter Jackson's "Return of the King".

A Death Knight's weapon is always slaying, regardless of the type of opponent that it is being used against. If a Death Knight is slain – the pieces of armour and weaponry clattering to the ground, inanimate – its weapon will retain its slaying ability, fixed against the particular species of target that it was last used against.

It is thought that Death Knights were created with arcane necromantic spells that bound the Wight of a noble to a suit of armour.

2,2,26) DEER

NUMBER:	1 to 20	HABITAT:	All open air above ground, favouring plains, woodland (Cold, Temperate, Hot)
SIZE:	Medium	MOVEMENT RATES:	1.5, 15.0 (walk)
VULNERABILITY:	Standard	OUTLOOK:	Timid
AC:	0	MADNESS:	None
SENSES:	12 (Acute)	TREASURE:	0
INTELLIGENCE:	3 (Instinctive High)	WEIGHT:	100
NIMBLENESS:	12 (Fast)		
MIGHT:	8 (Medium)		
1ST ATTACK:	Gore with antlers		
DURATION:	3		
ATTACK:	9		
STRENGTH:	8		
DAMAGE TYPE:	Puncture		

Use the same statistics for any similarly-sized deer (e.g. elk, gazelle). Stags like to charge opponents (see *Charging* in the *Combat* chapter).

2,2,27) DEMONS (CATEGORY)

It is widely known that the world around us is not the only realm of existence. The world in which Humans, Elves, Dwarves and the like are native is known as the Natural Realm. Of the other realities, most have heard of the Spirit Realm – the land thronged by the multitudinous spirits of the dead. But there are other realms too. One of these is called the Demonic Realm, a world inhabited by a variety of fearsome and maleficent denizens. Some of these demons have been encountered in the Natural Realm – or in the Demonic Realm itself by foolhardy spell users who have used magic to transport themselves there – and they have been categorised into four classes according to their relative power (Class IV being the most powerful):

- Class I:
 - Homunculus;
 - Imp;
 - Lesser Tail of Apep;
 - Thrall Demon;
- Class II:
 - Barghest;
 - Greater Tail of Apep;
 - Incubus;
 - Lesser Gargoyle;
 - Lesser Naga;
 - Lesser Toad Demon;
 - Slaver Demon;
 - Spine Demon;
- Class III:
 - Child of Yidhra
 - Felv;
 - Greater Gargoyle;
 - Greater Naga;
 - Greater Toad Demon;
 - Huge Tail of Apep;
 - Mirror Demon;
- Class IV:
 - Elder Lord;
 - Fire Fiend;
 - Gargantuan Tail of Apep;
 - Gargantuan Toad Demon;
 - Huge Toad Demon;
 - Plague Demon.

Most demons seem to seek only to kill or conquer the peoples of the Natural Realm if they can. It is not known if they are inherently evil, or whether interaction with natives of the Natural Realm somehow causes them to become so.

The proximity of any demon is unpleasant for natives of the Natural Realm to bear. Those that have encountered one report a weird feeling of queasiness, of the presence of something unnatural and somehow wrong. This effect is referred to as Demonic Wrongness, and it worsens the HI of those that encounter it. If a demon's Class is X, then those within 2X

metres of the demon suffer a penalty of X/2 to their HI. E.g. those within 8 metres of a Fire Fiend have their HI worsened by 2. If a character is subject to the Wrongness of multiple demons, the GM should apply only the Wrongness of the demon of highest Class, i.e. these effects are not cumulative.

Demons do not become exhausted by combat, and are able to see in non-magical darkness as if it were bright daylight. However, there are similarities between their physiologies and those of many creatures native to the Natural Realm, e.g. the majority of demons (those listed as being of the standard or resilient vulnerability) have flesh, bones and blood. This is honey gold in colour and poisonous. Should a demon's blood splash into an attacker's eyes, nose, mouth, etc. (the percentage chance equals the Damage Score for a slash or puncture attack), or should a bite draw the demon's blood, the attacker must resist a poison. This has a Potency of 12. If the Resistance Roll is failed, the attacker suffers memory loss. The degree depends on the degree of failure of the Resistance Roll and the demon's Class. (See *Demon's Blood* in the *Apothecary* section in the *Goods and Services* chapter.)

Demons will often wield weapons and wear armour made from adamant. Adamant is a type of black volcanic glass which is found only in the Demonic Realm. Far stronger and harder than steel, it is lighter than water and will float. In addition, if heated enough, it can be moulded and then ground into forms with incredibly sharp edges. Adamant is discussed in more detail in the *Treasure* chapter.

2,2,28) DEMON, GARGANTUAN TOAD

NUMBER:	1	HABITAT:	Any, but prefers Coastal (Any)
SIZE:	Huge	MOVEMENT RATES:	5.0, 15.0 (walk or swim)
VULNERABILITY:	Super-resilient	OUTLOOK:	Violent
AC:	3	MADNESS:	Ultimate
SENSES:	4 (Weak)	TREASURE:	0 (7)
INTELLIGENCE:	6 (Low)	WEIGHT:	54,000
NIMBLENESS:	3 (Slow)	SPELL-CASTING: <i>Wrongness (-2 to HI within 8 metres), frightening croak, aura of darkness</i>	
MIGHT:	20 (Stupendous)	1ST ATTACK:	Grapple with paw
		2ND ATTACK:	Crushing leap
		DURATION:	7
		ATTACK:	9
		STRENGTH:	18
		DAMAGE TYPE:	Crush

See the *Demons* category. Gargantuan Toad Demons are Class IV demons.

As the Lesser Toad Demon, but with the following differences.

A Gargantuan Toad Demon's height is 12 metres. At this size, the demon is even larger than a Dragon. The ground shakes as it bounds across it, and those buildings which have not collapsed from vibration are likely to be smashed to the ground by the demon for its amusement, and to force prey out into the street.

Its reach with its paws to grab prey is 12 metres, like its height. Once a victim is grappled, they have 7 seconds to escape before being dropped into the demon's gaping mouth.

The Difficulty of the demon's fearsome croak attack is 18.

A Gargantuan Toad Demon's appetite is such that it can devour up to 24 victims per day. Every time the demon eats a victim, the GM should roll 1d100+60. If the GM's result is $\leq X$, the demon's appetite is finally sated. It will now only wish to hibernate in peace. It will find the darkest cavern it can – preferably one in some undersea cliff – and will then sleep there for X years. When it eventually awakes, it will have shrunk back to its smallest size and, as a Lesser Toad Demon, will be desperate to feed again.

Some Toad Demons may have been living in the Natural Realm in this way for centuries. Some are even worshipped by cults which form in isolated coastal settlements, near their lairs. These woeful people believe that the Toad Demon will grant them magic powers, so long as they amass sufficient treasures and prisoners to be sacrificed to it the next time that it rouses from its slumber.

2,2,29) DEMON, GREATER TOAD

NUMBER:	1	HABITAT:	Any, but prefers Coastal (Any)
SIZE:	Large	MOVEMENT RATES:	2.0, 6.0 (walk or swim)
VULNERABILITY:	Super-resilient	OUTLOOK:	Violent
AC:	0	MADNESS:	Major
SENSES:	4 (Weak)	TREASURE:	0 (5)
INTELLIGENCE:	6 (Low)	WEIGHT:	1,500
NIMBLENESS:	6 (Medium)	SPELL-CASTING: <i>Wrongness (-2 to HI within 6 metres), frightening croak, aura of darkness</i>	
MIGHT:	14 (Mighty)	1ST ATTACK:	Grapple with paw
		2ND ATTACK:	Crushing leap
		DURATION:	5
		ATTACK:	9
		STRENGTH:	12
		DAMAGE TYPE:	Crush

See the *Demons* category. Greater Toad Demons are Class III demons.

As the Lesser Toad Demon, but with the following differences.

A Greater Toad Demon's height is 3 metres – as is its reach with its paws to grab prey. Once a victim is grappled, they have 5 seconds to escape before being dropped into the demon's gaping mouth.

The Difficulty of the demon's fearsome croak attack is 12.

A Greater Toad Demon's appetite is such that it can devour up to 6 victims per day. Every time the demon eats a victim, the GM should roll 1d100+24. If the GM's result is $\leq X$, the Greater Toad Demon undergoes a sudden burst of growth and becomes a Huge Toad Demon.

2,2,30) DEMON, HUGE TOAD

NUMBER:	1	HABITAT:	Any, but prefers Coastal (Any)
SIZE:	Huge	MOVEMENT RATES:	3.0, 10.0 (walk or swim)
VULNERABILITY:	Super-resilient	OUTLOOK:	Violent
AC:	0	MADNESS:	Ultimate
SENSES:	4 (Weak)	TREASURE:	0 (6)
INTELLIGENCE:	6 (Low)	WEIGHT:	9,000
NIMBLENESS:	4 (Slow)	SPELL-CASTING: <i>Wrongness (-2 to HI within 8 metres), frightening croak, aura of darkness</i>	
MIGHT:	16 (Mighty)	1ST ATTACK:	Grapple with paw
		2ND ATTACK:	Crushing leap
DURATION:	6	DURATION:	6
ATTACK:	9	ATTACK:	9
STRENGTH:	15	STRENGTH:	15
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Crush

See the *Demons* category. Huge Toad Demons are Class IV demons.

As the Lesser Toad Demon, but with the following differences.

A Huge Toad Demon's height is 6 metres – as is its reach with its paws to grab prey. Once a victim is grappled, they have 6 seconds to escape before being dropped into the demon's gaping mouth.

The Difficulty of the demon's fearsome croak attack is 15.

A Huge Toad Demon's appetite is such that it can devour up to 10 victims per day. Every time the demon eats a victim, the GM should roll 1d100+40. If the GM's result is $\leq X$, the Huge Toad Demon undergoes a sudden burst of growth and becomes a Gargantuan Toad Demon.

2,2,31) DEMON, LESSER TOAD

NUMBER:	1	HABITAT:	Any, but prefers Coastal (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 3.0 (walk or swim)
VULNERABILITY:	Super-resilient	OUTLOOK:	Violent
AC:	0	MADNESS:	Minor
SENSES:	4 (Weak)	TREASURE:	0 (4)
INTELLIGENCE:	6 (Low)	WEIGHT:	250
NIMBLENESS:	8 (Medium)	SPELL-CASTING: <i>Wrongness (-1 to HI within 4 metres), frightening croak, aura of darkness</i>	
MIGHT:	12 (Strong)	1ST ATTACK:	Grapple with paw
		2ND ATTACK:	Crushing leap
DURATION:	4	DURATION:	4
ATTACK:	9	ATTACK:	9
STRENGTH:	9	STRENGTH:	9
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Crush

See the *Demons* category. Lesser Toad Demons are Class II demons.

This *Bestiary* provides descriptions of four different sizes of Toad Demon – Lesser, Greater, Huge and Gargantuan. An individual Toad Demon will grow from Lesser size through to Gargantuan if it devours enough prey, i.e. members of the PC races.

If observed whilst stationary, a Toad Demon appears like a squat black shape with an amorphous, almost fog-like quality. It seems to be made from darkness, its body not reflecting light, giving it an almost two-dimensional appearance from whichever angle it is viewed – like a malevolent hole in reality. When it moves – and it will make surprisingly agile leaps and bounds – its form resolves slightly in outline, gaining a more toad-like shape, with thick limbs protruding from a bulbous body, ending in flabby paws with prehensile fingers, a very wide mouth, and a phosphorescent glow coming from the slits of two baleful eyes.

A Toad Demon attacks by grabbing a victim with its paws. Its stretchy arm's reach equals its height, 1.5 metres for a Lesser Toad Demon. Once a victim is grappled in this way, if they are unable to escape the demon's clammy grasp within 4 seconds, they will be dropped into its gaping maw and swallowed whole. Death is immediate. The demon prefers to feast on living, struggling prey, rather than carrion – and it is somehow capable of swallowing man-sized prey larger than itself.

Whenever it eats a member of a PC race, a Toad Demon's form swells slightly. The GM should track how many victims a particular Toad Demon has eaten – call this "X". Every time a Lesser Toad Demon eats a victim, the GM should roll 1d100+12. If the GM's result is $\leq X$, the Lesser Toad Demon undergoes a sudden burst of growth and becomes a Greater Toad Demon. A Lesser Toad Demon's appetite is such that it can devour up to 3 victims per day – so it may take a killing spree lasting several days before it changes into a Greater Toad Demon.

A Toad Demon may choose to make a terrifying croak, as frequently as once per minute. Anyone who hears the croak must make a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 10 for a Lesser Toad Demon. If the Resistance Roll is:

- successful, they overcome their fear and may act normally;
- failed by ≤ 4 , they are terrified and will immediately flee until out of sight;
- failed by >4 , they are paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of sight;
- fumbled, they die immediately from fright.

Within a Toad Demon's reach, light is dimmed. Day fades to night, and candles and lamps seem like distant stars. If encountering a Toad Demon induces a madness, it is always a phobia of the dark.

Toad Demons are pained by light, and bright light may force them to flee. (They suffer a -5 penalty to their HI when exposed to sunlight. Sudden Light spells can physically harm them, i.e. use the Damage Score to calculate a percentage chance of the demon being slain, as if for a normal melee weapon.) For this reason, in the day they withdraw into the nearest cave or deep forest or pool – or even into a handy barn or hall, or the inner rooms or cellar of a sufficiently large house. There they will doze until nightfall, when they emerge to hunt.

If a Toad Demon is ever slain, the carcass will vanish like a suddenly illuminated shadow, but a pool of foul golden ichor will remain behind.

Toad Demons are also known as Black Croakers or Tsathog.

2,2,32) DEMON, MIRROR

NUMBER:	1	HABITAT:	Special
SIZE:	Medium		
VULNERABILITY:	Resilient	MOVEMENT RATES:	1.0, 10.0 (walk)
AC:	0	OUTLOOK:	Evil
SENSES:	12 (Acute)	MADNESS:	Minor
INTELLIGENCE:	12 (High)	TREASURE:	0
NIMBLENESS:	8 (Medium)	WEIGHT:	50
MIGHT:	8 (Medium)	SPELL-CASTING: 7; Mind – all spells of apprentice rank and easier; <i>Wrongness</i> (-2 to HI within 6 metres), <i>invisibility</i>	
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	2	DURATION:	3
ATTACK:	15	ATTACK:	11
STRENGTH:	10	STRENGTH:	10
DAMAGE TYPE:	Slash (memory drain)	DAMAGE TYPE:	Puncture (memory drain)

See the *Demons* category. Mirror Demons are Class III demons.

Mirror Demons are one of the few types of demon that are inherently able to cross between the Demonic and Natural Realm at will. Their particular method of passage makes use of mirrors and other reflective surfaces. They are believed to use these looking glasses as lenses through which they see from the Demonic Realm into the Natural Realm. Having studied a chosen target for some time, they use a large mirror or other reflective surface close by their target as a gateway between the realms – leaping out of the mirror to ambush their victim. (The reflective surface must be ≥ 50 centimetres in diameter to allow the demon passage.)

Perhaps the greatest weapon in the armoury of a Mirror Demon is that it is invisible to everything except its chosen target. Often the victim of a Mirror Demon will be dead before his companions have realised that he is under attack by an unseen assailant and not simply dancing in an unusual way. To its chosen victim, or those using Detect Magic, a Mirror Demon appears as a spindly humanoid shape, about 2 metres high, with a gleaming silvery hide that displays distorted reflections of its surroundings. Its eyes and mouth are black slits, the latter full of needle-like teeth.

Each time a Mirror Demon's attack causes an injury of major severity or worse, it drains some of the target's memories. The victim loses 1 point from his highest skill value – such reductions are permanent and can only be regained through the normal methods of skill development. Once a Mirror Demon has drained 3 points from skills, it will attempt to dive back through a mirror or other reflective surface. It will retreat in this way prematurely if it perceives the odds as being hopeless. Note that Mirror Demons cannot be followed through mirrors by any other type of creature, spell or object – with one exception. If a person lingers between two opposed mirrors, studying their reflection in both, then a Mirror Demon is able to pull them (or their corpse) through one of the mirrors, into the Demonic Realm.

If a Mirror Demon dies, its carcass immediately crumbles into fine white sand.

2,2,33) DEMON, PLAGUE

NUMBER:	1 (1)	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Huge	MOVEMENT RATES:	0.5, 3.0 (slither); 0.5, 3.0 (swim)
VULNERABILITY:	Super-Resilient	AC:	0
SENSES:	8 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	12 (High)	MADNESS:	Ultimate
NIMBLENESS:	2 (Creeping)	TREASURE:	3 (7)
MIGHT:	18 (Stupendous)	WEIGHT:	20,000
SPELL-CASTING: 16; Putrefy (CU 12), Infect (CU 18); <i>Wrongness</i> (-2 to HI within 8 metres) and special powers			
1ST ATTACK:	Bash with tentacle	2ND ATTACK:	Tentacle grapple
DURATION:	7	DURATION:	6
ATTACK:	17	ATTACK:	15
STRENGTH:	18	STRENGTH:	18
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Grapple (drowning)

See the *Demons* category. Plague Demons are Class IV demons.

Plague Demons are probably the most loathsome creatures ever seen in the world. Each has a huge bulbous sack-like body (approximately 5 metres across), which appears to be almost fluid in nature – multiple long tentacles can be exuded from or sucked back into the body at will. The demon seems to lack a mouth or sensory organs, though it is still able to perceive somehow. Perhaps its most startling feature, however, is its skin. The demon's flesh is rotten with putrefaction – maggots and grubs make the skin ripple with continuous movement and puss oozes out from myriad vivid wounds which tear open, seal and rupture again repeatedly all over its body. Each demon is always encountered in a pool of filthy ooze which has seeped from it.

A reeking miasma fills the Plague Demon's lair to at least 100 metres from where the demon rests. To a user of the Reveal Miasma spell, this miasma appears like a seething lime-green mist. On entering this miasma, a character must make a Resistance Roll (i.e. a Double SD Attribute Roll) versus fear. The Difficulty is 12. If the Resistance Roll is:

- successful, the character is afraid but undaunted, and gets a +3 bonus to his later Resistance Roll versus fear when encountering the Plague Demon in the flesh;
- unsuccessful, the character is very afraid, and gets a -3 penalty to his later Resistance Roll versus fear when encountering the Plague Demon;
- fumbled, the character is terrified and must flee until out of the lair and the miasma – this is his only priority.

The stench close to the Plague Demon is stomach-churning, and clouds of flies make the rank air hum with buzzing. On finally seeing the Plague Demon close at hand, where this miasma is thickest, a character must make a second Resistance Roll versus fear. The Difficulty is 15. If this Resistance Roll is:

- successful, the character is afraid but undaunted;
- failed by ≤ 4 , the character is terrified and must flee until out of the lair and the miasma – this is his only priority;

- failed by >4, the character is paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of the lair and the miasma – this is his only priority;
- fumbled, the character dies immediately from fright.

If a Plague Demon is encountered outside of its lair, its fear-inducing miasma will hang fairly close to it. The GM should skip the first Resistance Roll above and just require the roll for seeing the demon close at hand. Those fleeing run till out of sight (and smell) of the demon.

In addition to this fear-inducing miasma, anyone coming within 25 metres of a Plague Demon will also be exposed to a miasma carrying the Plague. Anyone in physical contact with the demon is exposed to the Pox, and must resist infection every 10 seconds that the contact continues. In addition, anyone infected with a disease that comes within 100 metres of the demon will find that their symptoms develop at ten times the normal rate henceforth.

The Plague Demon is able to extend and control up to three tentacles at a time, each to a maximum length of 10 metres. The tentacles can be used to bash the same or different targets without Simultaneous Attack Penalty. One tentacle at a time can be used to make a grapple attack – if a target is successfully grappled by this tentacle, it will be pulled with incredible strength towards the demon until it is actually submerged within the demon's revolting fluid flesh. While the unfortunate victim is held there, the putrefying liquids which comprise the demon ooze into every orifice. If the victim is unable to break free of the grappling tentacle within CO seconds, it drowns. Each time that a victim dies in this manner, its corpse is subsumed into the demon's body.

2,2,34) DEMON, SLAVER

NUMBER:	1	HABITAT:	Any land, favouring cities (Any)
SIZE:	Tiny		
VULNERABILITY:	Standard	MOVEMENT	1.0, 5.0 (scuttle, leap)
AC:	1	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	16 (Very High)	MADNESS:	Minor
NIMBLENESS:	16 (Very Fast)	TREASURE:	0
MIGHT:	3 (Puny)	WEIGHT:	1
SPELL-CASTING: 13; Mind – all spells of expert rank and easier; <i>Wrongness</i> (-1 to HI within 4 metres) and <i>mind control</i>			
1ST ATTACK:	Spear with proboscis		
DURATION:	2		
ATTACK:	15		
STRENGTH:	n/a		
DAMAGE TYPE:	Special		

See the *Demons* category. Slaver Demons are Class II demons.

This tiny demon is shaped like an octopus, although it is not an aquatic creature. It has a soft body, about the size of a pig's bladder, and short tentacles. However, rather than having eight tentacles, the Slaver Demon has five and, rather than a beak amidst these, it has a needle-like proboscis, 10 centimetres long. Its tentacles are surprisingly strong, making the Slaver an effective climber and jumper, able to leap up several metres with ease. Its preferred method of attack is to lurk in a dark corner, change its skin colour for camouflage (giving +3 to

Action Rolls for hiding whilst stationary), and then ambush a victim by jumping onto its head. Its tentacles, which lack suckers but end in sharp bony points, swiftly coil around the victim's neck and head. Simultaneously, the Slaver thrusts its proboscis into the brain. So incredibly sharp is this proboscis that the Slaver is able to puncture bone and even head armour with $AC \leq 3$. The GM should assume that any attack by the Slaver at the head of a creature which causes an injury allows the Slaver to successfully insert its proboscis (the attack causes no other damage to the creature). This done, the Slaver is immediately able to control the creature as if by a Master spell (issuing telepathic orders). Finally, the Slaver makes itself comfortable atop the victim, and changes its skin tone to subtly match the colour of the victim's cloak. Without close inspection, the Slaver looks like little more than a bulky hood. However, Slavers often conceal their presence further by making their slaves don real hoods, or even by using Invisibility spells.

Over subsequent days, the Slaver Demon will use its spells to delve into its new slave's mind. It will uncover the slave's strengths, weaknesses, skills and spells, etc. and begin to use these to its advantage. A Slaver is rarely encountered without being attached to some form of slave. Slavers are strongly motivated by the desire for power and will generally try to move so as to mount anyone that they judge will give them a position of greater influence.

Once a Slaver Demon has mounted a victim, it is hard to remove. To physically pull it free, an Action Roll (Demon Lore+AG) or Double AG Attribute Roll must be made. The Difficulty equals:

- 8 if the Slaver is somehow immobilised, so that the action can be performed slowly and carefully;
- 10 if the Slaver is surprised and the action (which takes a minimum of 2 seconds) can be completed before it can react;
- 15 if the Slaver is able to tighten its grip.

If this roll is:

- passed, the Slaver is lifted off its victim without causing any damage;
- failed, the Slaver retains its grip and control of the victim, but the victim has suffered harm. The GM could refer a Damage Score equal to $1d10+10$ to the Mental Damage Table, and then apply the result to the victim. If this $1d10$ scores a 10, then add another $1d10$ to the Damage Score, and so on.
- fumbled, the victim dies suddenly, due to brain damage inflicted by the enraged Slaver's proboscis.

Note that, whilst controlled by a Slaver, a victim does not suffer the effects of any Demonic Wrongness fields.

2,2,35) DEMON, SPINE

NUMBER:	1 (1 to 2)	HABITAT:	Any land, favouring ruins and subterranean (Any)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	2		
SENSES:	8 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	8 (Medium)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	3 (4)
MIGHT:	8 (Medium)	WEIGHT:	250

SPELL-CASTING: 7; Force – all spells of apprentice rank and easier; <i>Wrongness</i> (-1 to HI within 4 metres)			
1ST ATTACK:	Bash with fist	2ND ATTACK:	Fire spine
DURATION:	4	DURATION:	2
ATTACK:	14	ATTACK:	12
STRENGTH:	14	STRENGTH:	10
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Puncture

See the *Demons* category. Spine Demons are Class II demons.

Spine Demons are short and stocky humanoids with squat but powerful limbs. The similarity with Dwarves ends there, however. Their dark hide is tough and arranged into a set of overlapping plates like that of armadillos. Protruding from these plates is a forest of horrifically sharp spines, varying from 10 to 20 centimetres in length. The spines cover every inch of the Spine Demon's body – shorter spines near the joints and longer spines on the more rigid body parts. These spines are frequently dripping with gore – Spine Demons delight in impaling opponents against their bodies or with punches from their spiked fists. In addition, the Fiend can fire some of its spines (up to 20 a day) at opponents within 10 metres. Although extremely tough, the base of every spine is brittle enough to allow it to snap off without harming the Spine Demon. Any spines lost, either snapped off in melee or fired at opponents, are regrown within a day.

Spine Demons can be encountered anywhere – they are one of the more frequently summoned demons – but they prefer underground habitats, enjoying using the cover of darkness to ambush victims.

2,2,36) DEMON, THRALL

NUMBER:	1 (1 to 20)	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 7.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Subservient (or berserk)
AC:	0	MADNESS:	Minor
SENSES:	5 (Weak)	TREASURE:	3 (0)
INTELLIGENCE:	5 (Low)	WEIGHT:	70
NIMBLENESS:	5 (Slow)	SPELL-CASTING: <i>Wrongness</i> (-1 to HI within 2 metres)	
MIGHT:	5 (Weak)	1ST ATTACK:	1-handed weapon
		2ND ATTACK:	Bash with fist
		DURATION:	As weapon
		DURATION:	3
		ATTACK:	7
		ATTACK:	7
		STRENGTH:	As weapon (ST 3)
		STRENGTH:	7
		DAMAGE TYPE:	As weapon
		DAMAGE TYPE:	Kick-Box

See the *Demons* category. Thrall Demons are Class I demons.

These strange demons appear to have been designed to be willing slaves. Indeed, their simple mentality seems to have just two states: they are happily content when carrying out orders; and violently berserk if without any – attacking the nearest living thing until it is defeated, or the Thrall Demon dies in the attempt.

So desperate are they for orders that they can be snapped out of their berserk state by being given simple instructions – even something as simple as “Stand still!” will do. Once under orders, they instantly become tranquil – content and purposeful, regardless of how menial or even pointless are their orders.

Once a Thrall Demon is calm, a wise person who seeks to be its master will instruct it to only obey his orders. He will also ensure that his orders are open-ended – e.g. “Guard me from harm” or “Chop that timber and then wait for me here” – to avoid the Slave completing its orders and going berserk. A berserk Slave will attack whoever is nearest – even the person who was, up until moments ago, its master.

A Thrall Demon’s physical appearance is as weird as its behaviour. By default, it is Human-sized and shaped, with a body seemingly made from a dense and viscous black liquid, lacking any external features. Once it is given orders, however, its appearance begins to gradually change to match that of its master. After one hour, its shape, colour and texture will all have changed to match that of its master. (Its size cannot change, however.) The Slave and master will appear identical – even appearing to wear the same clothing (the master’s carried possessions will not be mimicked by the Slave, though). If the Slave’s orders expire and it goes berserk, this transformation slowly reverses so that, after another hour, it will have reverted to its blank black humanoid form.

Although Thrall Demons are not particularly intelligent, they speak the Demonic and Common tongues well enough to comprehend fairly complex orders – bending the whole of their limited intellect to this purpose, and wasting no thoughts on anything else. They seek to carry out their orders to the letter, even if the orders will clearly result in their own destruction. Being issued with impossible or contradictory orders will cause a Thrall Demon to go berserk.

A Thrall Demon with orders is utterly subservient, such that it will reveal its True Name if asked to do so. This allows a Summon Demon spell to be used to summon a specific Thrall Demon, if so wished.

2,2,37) DEVIL’S HORN

NUMBER:	1	HABITAT:	Special
SIZE:	Tiny	MOVEMENT	0
VULNERABILITY:	Super-Resilient	RATES:	0
AC:	0	OUTLOOK:	n/a
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	0 (None)	TREASURE:	3
NIMBLENESS:	0 (None)	WEIGHT:	1
MIGHT:	0 (None)		
1ST ATTACK:	Poison gas cloud		
DURATION:	n/a		
ATTACK:	n/a		
STRENGTH:	n/a		
DAMAGE TYPE:	Madness and death		

The Devil’s Horn is a kind of fungus which appears like a 30 centimetre long blood-red phallus, always found protruding from the gaping mouth of a putrefying corpse.

If the fungus or corpse is disturbed in any way, the fungus will puff out a cloud of spores which fills a 10 metre radius immediately and which dissipates after 10 seconds. This it can do once every minute. The spores are too small to be visible but those breathing them in will smell a strong odour like vanilla. Anyone within the cloud should make a Resistance Roll versus the poison, which has a Potency of 12. A failure indicates that the spores have entered the lungs and bloodstream, and the poison will take effect.

CO hours later, the victim will suddenly gain the Amnesia and Manic Depression madnnesses with severities of 8 (the latter causing only mania and not depression; see *Manic Depression* in the *Harms Beyond Combat* chapter). The madnnesses last for CO days. During this period, no other symptoms are apparent and the victim can be fully cured with a Balance Humour spell (curing excessive Yellow Bile in the brain), or by herbs with similar effects.

When this period ends, the victim suffers an abrupt heart attack and dies a few seconds later. A new Devil's Horn fungus now begins to grow out of the corpse's mouth. After 10 hours, it will have grown to full size and will be ready to emit further spores – and the reproductive cycle is complete.

The fungus sustains itself by slowly digesting the putrefying corpse via a lattice of miniscule thread-like roots. Once the corpse has rotted away to bones, the fungus will itself die.

Fire-based attacks are slaying against a Devil's Horn.

2,2,38) DOG

NUMBER:	2 to 20	HABITAT:	Any land above ground, favouring plains and settlements (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	2.0, 11.0 (walk)
AC:	0	RATES:	
SENSES:	12 (Acute)	OUTLOOK:	Varies
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (0)
MIGHT:	6 (Medium)	WEIGHT:	25
1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	3	DURATION:	3
ATTACK:	6	ATTACK:	5
STRENGTH:	6	STRENGTH:	5
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

Use the same statistics for any domesticated canine (e.g. guard dog, bloodhound).

2,2,39) DONKEY

NUMBER:	1 to 5	HABITAT:	Any land above ground, favouring plains and settlements (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.5, 12.0 (walk)
AC:	0	OUTLOOK:	Stubborn
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0
NIMBLENESS:	8 (Medium)	WEIGHT:	400
MIGHT:	10 (Strong)		
1ST ATTACK:	Kick		
DURATION:	3		
ATTACK:	8		
STRENGTH:	9		
DAMAGE TYPE:	Crush		

Donkeys (also called asses) are often used as mounts by the shorter PC races. Donkeys can bear 75 kilograms with great stamina, even over quite rough terrain – assuming that they can be motivated into moving at all. Renowned for stubbornness, donkeys will only fight in self-defence and never scare into fleeing. Somehow, they are unaffected by even magical fear effects...

2,2,40) DRACOLICH

NUMBER:	1	HABITAT:	Ruins and subterranean (Any)
SIZE:	Huge		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	2.0, 8.0 (walk)
AC:	2	OUTLOOK:	Evil
SENSES:	7 (Medium)	MADNESS:	Ultimate
INTELLIGENCE:	16 (Very High)	TREASURE:	0 (7)
NIMBLENESS:	8 (Medium)	WEIGHT:	15,000
MIGHT:	20 (Stupendous)		
SPELL-CASTING: 20; Necromancy – all spells except Paths other than Bone; <i>breath weapon (blindness and despair), cold aura, magical fear effect</i>			
1ST ATTACK:	Claw with talons	2ND ATTACK:	Bite
DURATION:	6	DURATION:	6
ATTACK:	20	ATTACK:	17
STRENGTH:	20	STRENGTH:	20
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash
3RD ATTACK:	Tail bash		
DURATION:	7		
ATTACK:	17		
STRENGTH:	15		
DAMAGE TYPE:	Crush		

See the *Undead* category.

The Dracolich is a truly terrifying creature – a skeletal undead (corporeal) dragon. How a dragon becomes undead is not known – the learned suspect that they are created by powerful Liches using ancient necromantic magicks. They may even be Liches that have learnt to possess dragon skeletons.

A Dracolich is surrounded by an aura of life-sapping cold. Every 10 seconds, all within 10 metres of the Dracolich must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 15. Each time this roll is failed, a cumulative -1 Weakness Penalty is gained as if from hypothermia. Weakness Penalties worsen HI and, depending on the victim's CO attribute, may lead to unconsciousness or death (see *Hypothermia* in the *Harms Beyond Combat* chapter). The Dracolich is immune to all cold-based attacks.

A Dracolich's breath weapon is known as the Black Breath. It silently fills a cone-shaped volume of darkness, which is sustained for just 1 second. It is 10 metres long, from the apex at the Dracolich's jagged maw to the circular front, where it is 5 metres in diameter. It can be used up to 5 times a day, with an interval of at least 10 seconds between blasts. Any living creature within the volume, even partially, must make a Resistance Roll (Double CO) versus a Difficulty of 12. If the Resistance Roll is:

- successful, the creature's vision dims for 1 second per point of failure. They suffer a -3 penalty to Hindrance during this time;
- failed, the creature is completely blinded for 2 seconds per point of failure. During this time they suffer a -8 penalty to HI, and are also stricken by feelings of despair;
- fumbled, the creature dies. If they were a person, they immediately arise as a Zombie under the control of the Dracolich (as if by a Master Undead spell with Irrevocable Infinite duration).

Alas, survivors of the Black Breath also suffer more persistent effects. At the following nightfall, they gain the madness Manic Depression, but with the symptoms of depression only. Bouts are accompanied by complete blindness and feelings of hopelessness. Initially, the Severity of this madness is 1 but, whenever a bout occurs, the Severity increases by 1 (to a maximum of 20). With each bout, there is a chance that the victim commits suicide equal to $(5 \times SV)\%$. Whenever a victim of the Black Breath dies, they immediately arise as a Zombie. Such undead strive to reach the Dracolich to serve it, and can somehow sense its direction.

The Black Breath can be cured by reducing an excess of both phlegm and black bile in the brain. A concoction of powdered Dracolich bone will also cure the Black Breath, and render the drinker immune to it for 1 year.

Unlike living Dragons, Dracoliches do not produce Dragon Stench. However, a Dracoliche may choose to emit a powerful aura of fear, as frequently as once per minute, and up to 5 times a day. Anyone that can see the Dracolich at this moment, and who is within 50 metres of it, must make a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 15. If the Resistance Roll is:

- successful, they overcome their fear and may act normally – and get a +3 bonus to their next Resistance Roll versus fear of this Dracolich;
- failed by ≤ 4 , they are terrified and will immediately flee until out of sight;
- failed by > 4 , they are paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of sight;
- fumbled, they die immediately from fright.

A Dracolich's aura of fear affects undead differently. Those failing a Resistance Roll are mastered by the Dracolich, as if Master Undead had been cast upon them (with a duration of 1 hour per point of failure).

Like living dragons, a Dracolich may make three melee attacks at up to three different targets without Simultaneous Attack Penalty.

If a Dracolich wishes to interact with others, it will commonly use the Summon Ancestor spell – this summons a ghost that acts as its mouthpiece or spy.

2,2,41) DRACOWIGHT

NUMBER:	1	HABITAT:	Ruins and subterranean (Any)
SIZE:	Huge	MOVEMENT RATES:	2.0, 10.0 (walk); 15.0, 25.0 (fly)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Obsessed
AC:	0	MADNESS:	Ultimate
SENSES:	5 (Weak)	TREASURE:	0 (7)
INTELLIGENCE:	16 (Very High)	WEIGHT:	0
NIMBLENESS:	9 (Medium)	SPELL-CASTING: 20; Aeromancy – all cold-related spells; <i>breath weapon (telekinesis), surprise attack due to invisibility, enhanced Defence, cold aura, magical fear effect</i>	
MIGHT:	4 (Weak)	1ST ATTACK:	Claw with talons
		2ND ATTACK:	Bite
DURATION:	5	DURATION:	6
ATTACK:	15	ATTACK:	17
STRENGTH:	15	STRENGTH:	20
DAMAGE TYPE:	Burns (Cold), fear, memory drain	DAMAGE TYPE:	Burns (Cold), fear memory drain

See the *Undead* category.

There is broad agreement amongst scholars that, besides people, dragons are the only other kind of creature which, after death, sometimes lingers as a ghost. Why this should be is unclear, but it may be tied to dragons' rapacious natures...

A Dracowight is the most reclusive of all of the draconic creatures. It is bound to its lair and, in particular, to its treasure hoard – or the place where that was kept. Perhaps, as a dragon, its desire to guard its treasure was so strong that it overcame even death – and this greed now powers centuries of unlife as a Dracowight. Certainly, if adventurers come across a large heap of dusty treasure in some remote and ancient ruin, and there is no scent or rumour of a living dragon there, then they should be on their guard for a Dracowight.

Due to its ethereal nature, a Dracowight is invisible by default. It becomes visible only momentarily, when it interacts with the physical world – usually when it rakes at intruders with its ethereal claws and fangs. A Dracowight will often manifest right behind its chosen victims to make a surprise attack. Rather than appearing as a translucent figure, as would a Ghost or Wight, a Dracowight manifests in a series of rapidly changing visions – of itself as a living dragon in its prime, or as a rotting carcass, or as a skeleton. These visions trigger terror. Anyone that can see the Dracowight as it attacks, and who is within 50 metres of it, must make a Resistance Roll (a Double SD Attribute Roll) versus a Difficulty of 15. If the Resistance Roll is:

- successful, the witness overcomes their fear and may act normally, and gets a +5 bonus to later Resistance Rolls versus fear of this Dracowight;
- failed by ≤ 4 , they are terrified and will immediately flee until out of sight;
- failed by > 4 , they are paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of sight;
- fumbled, they die immediately from fright.

Like living dragons, a Dracowight can make three melee attacks (two claws and one bite) at up to three different targets without Simultaneous Attack Penalty. These attacks deliver damage of the Burns (Cold) type, rather than slashing or crushing their victims. If such an attack results in a feat (i.e. the Attack Roll scores a natural 10), then the victim's body immediately ages by 1 year. If a spectacular feat occurs (i.e. the Attack Roll scores a natural 10 and succeeds by ≥ 20), the victim ages 1 year and loses 1 point from their CO attribute. If CO is reduced to zero, the victim dies – a Ghost rising up from their corpse.

A Dracowight's ethereal nature means that it moves through solid objects like walls, floors and doors as if they weren't there (but not through living creatures or magical objects). It can move in any direction it wishes, effectively flying – though will never travel far from the site of its hoard.

Beyond making attacks, its ability to interact with the physical world is limited to its bizarre breath weapon. This can be used up to 5 times a day, with an interval of at least 10 seconds between uses. In 1 second, the breath silently fills an oblong volume in front of the Dracowight. Within this volume, 30 metres in length and 3 in height and width, the Dracowight exerts powerful telekinetic effects. During this second, the Dracowight can reposition anything even partially within the volume that weighs ≤ 100 kilograms. Thus, PCs might suddenly find themselves flung upon their backs, or even lifted 3 metres into the air – and dropped. Or they might find objects (e.g. many kilograms of coins) lifted above their heads suddenly – and dropped upon them. (The GM can refer to the *Falling* and *Rock Falls* sections in the *Harms Beyond Combat* chapter to determine damage.) Or, fighters who were engaging the Dracowight in melee combat might find that they have swapped places with companions who were making ranged attacks... Living creatures may attempt to resist being moved by the telekinesis. To do so, they must pass a Resistance Roll (Double SD) versus a Difficulty of 12.

As if all this were not enough, a Dracowight is surrounded by an aura of life-sapping cold. Every 10 seconds, all within 10 metres of the Dracowight must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus 15. Each time this roll is failed, a cumulative -1 Weakness Penalty is gained as if from hypothermia. Weakness Penalties worsen HI and, depending on the victim's CO attribute, may lead to unconsciousness or death (see *Hypothermia* in the *Harms Beyond Combat* chapter). The Dracowight is immune to all cold-based attacks.

With great luck, bravery and charm, it might be possible to engage a Dracowight in conversation rather than combat. Invariably, the Dracowight will wish to discuss some item of treasure that has been stolen from its hoard – or perhaps its whole hoard was robbed, following its slaying as a dragon. It will spare intruders who promise to recover lost items, or to give it treasure that compensates for its losses. In fact, if a Dracowight is recompensed sufficiently in this way, it will vanish – finally passing to the Spirit World. Its hoard will be left behind – a fitting reward for those who laid the Dracowight to rest.

2,2,42) DRAGONS (CATEGORY)

Dragons (also known as worms) are some of the most powerful monsters native to the Natural Realm. There are four types – Earth, Fire, Ice and Lightning. All are huge, magical creatures with reptilian features: lizard-like heads with sharp teeth, sinuous snake-like bodies, and four legs ending in clawed feet. In addition, two kinds of dragons have a huge pair of bat-like wings on their shoulders, with which they can fly at speed.

Dragons are renowned for their cunning speechcraft. They seem capable of speaking every language like a native and, worse still, are unmatched liars. A lie perception Action Roll (Observation+EM), versus a Difficulty equal to the dragon's Intelligence, must be passed to realise that any plausible claim made by the dragon is a falsehood. Lies that go unnoticed will be treated by the listener as cast-iron truth, until proven otherwise. Even those who know of a dragon's ability to deceive must make successful Action Rolls versus half of its Intelligence or be fooled. This power lets a dragon manipulate people with ease. As a result, dragons of a wiser and less belligerent tendency will keep a number of people as servants and spies, either within their lairs or nearby communities, and reward them occasionally for service or information with coins and trinkets. In addition to these powerful linguistic abilities, dragons are able to cast spells, generally those associated with a particular element.

In combat, dragons can make melee attacks that can be aimed at different targets if desired without Simultaneous Attack Penalty. An old dragon will deliver up to three at a time, e.g. two claw attacks and a tail bash or a bite. Medium-sized prey (and smaller), e.g. people, might be swallowed whole. Their weaponry is completed by a breath weapon, which may take the form of a blast of fire, ice, lightning or a cloud of acidic gas.

A dragon's defences are also manifold. It does not become exhausted by combat. It has poisonous blood so that, should its blood splash into an attacker's eyes, nose, mouth, etc. (the percentage chance equals the Damage Score for a slash or puncture attack), or should a bite draw the dragon's blood, the attacker must resist a poison. This has a Potency of 10 or 12, depending on whether the dragon is young or old. If the Resistance Roll is failed, the attacker's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the attacker dies immediately (where SV is the amount by which the Resistance Roll was failed). If the attacker lives, pain worsens its HI by -5 for SV days. (See *Dragon's Blood* in *Apothecary* in the *Goods and Services* chapter.)

A dragon is armoured with very tough scales. However, all dragons gradually shed and regrow their scales. Thus, at any time, each will have one or two small areas on its body with soft fresh scales. An expert in Dragon Lore might be able to spot a fresh scale, or guess where it lies on the dragon's body by studying the shape of a recently shed scale. Aiming attacks at such a weak point will undoubtedly attract a substantial Location Penalty. However, fresh scales are Armour Class 0.

Dragons are fond of sleeping in their lairs, often for years at a time, preferably coiled up heaps of coins and treasure. A reeking miasma known as "Dragon Stench" fills a dragon's lair, out to at least 100 metres from where the dragon rests. To a user of the Reveal Miasma spell, this miasma appears like glittering flames of the same colour as the dragon which produced it. On entering this miasma, a character must make a Resistance Roll (i.e. a Double SD Attribute Roll) versus fear. The Difficulty is 10 for an old dragon and 8 for a young dragon. If the Resistance Roll is:

- successful, the character is afraid but undaunted, and gets a +3 bonus to his later Resistance Roll versus fear when encountering the dragon in the flesh;

- unsuccessful, the character is very afraid, and gets a -3 penalty to his later Resistance Roll versus fear when encountering the dragon;
- fumbled, the character is terrified and must flee until out of the lair and the miasma – this is his only priority.

On finally seeing the dragon close at hand, where this miasma is thickest, a character must make a second Resistance Roll versus fear. The Difficulty is 12 for an old dragon and 10 for a young. If this Resistance Roll is:

- successful, the character is afraid but undaunted;
- failed by ≤ 4 , the character is terrified and must flee until out of the lair and the miasma – this is his only priority;
- failed by > 4 , the character is paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of the lair and the miasma – this is his only priority;
- fumbled, the character dies immediately from fright.

If a dragon is encountered outside of its lair, its fear-inducing miasma will hang fairly close to it. The GM should skip the first Resistance Roll above and just require the roll for seeing the dragon close at hand. Those fleeing run till out of sight (and smell) of the dragon.

Some dragons like nothing more than to go on the rampage, devouring cattle and razing a few towns and villages – revelling in the sheer joy of destruction – before retreating to a remote lair to sleep for decades. Other dragons' greed is such that they scour the land for a lair close to a wealthy town or city. From this they will emerge regularly to demand tribute – in effect taxing the population of the settlement. Dragons sometimes fight over the best of such lairs. An example is the port of Lankhmar. A particularly large and greedy Hydra known as “Bathspear” dwells in an undersea cavern a mile out from the harbour. Whenever the noise from shipping becomes loud enough, its three fearsome heads, each the size of a skiff, rise from the waves near the harbour (just out of range of trebuchets). Unless sufficient coinage is thrown into the water by the ships around it, Bathspear will wreck one of them to encourage the others to be more generous. Once sufficient tribute is paid, Bathspear sinks beneath the waves again. It seems careful not to over-tax the port so much that commerce is deterred. Indeed, when pirates assaulted Lankhmar in the Year of the Were-Rat, Bathspear attacked their flotilla from the rear, wrecking several of their ships and causing the rest to turn about and flee. Since then, Bathspear has been celebrated by the city's common folk, though its rich merchants would rather the Hydra was slain.

2,2,43) DRAGON, OLD EARTH

NUMBER:	1	HABITAT:	Any land, favouring plains and subterranean (Any)
SIZE:	Huge		
VULNERABILITY:	Super-Resilient	MOVEMENT:	2.0, 5.0 (walk);
AC:	4 (0 on fresh scale)	RATES:	1.0 (burrow)
SENSES:	20 (Incredible)	OUTLOOK:	Greedy
INTELLIGENCE:	16 (Very High)	MADNESS:	Ultimate
NIMBLENESS:	8 (Medium)	TREASURE:	0 (7)
MIGHT:	20 (Stupendous)	WEIGHT:	50,000
SPELL-CASTING: 13; Lithomancy – all spells of expert rank and easier; <i>breath weapon (acid cloud)</i>			

1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	6	DURATION:	8
ATTACK:	17	ATTACK:	12
STRENGTH:	20	STRENGTH:	12
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Slash

The Earth Dragon, or Cave Worm, is wingless and reaches 30 metres in length and 3 in girth. Its shape is salamander-like, with a pair of short legs towards either end of its long curving body, and only a short stubby tail to the rear. In front, its head is broad and crocodilian, and its mouth gapes wide to reveal huge creamy white fangs. Its tough scales are the colour of black asphalt.

Earth Dragons are able to tunnel effortlessly through earth and stone, using their breath weapon for this purpose, as will be described shortly. They spend most of their time in subterranean lairs, but occasionally burrow to the surface to erupt in the midst of an unsuspecting settlement, which they then ravage. Another tactic which always seems to amuse an Earth Dragon is to lie in a tunnel, little wider than its own body, with mouth agape so that unsuspecting prey wanders into its maw. In the dark its teeth are easily mistaken for stalactites and stalagmites by those with little knowledge of geology. Even the suspicious are often beguiled by the glittering shine of the insides of the dragon's throat, which looks uncannily like veins of mithril.

The Earth Dragon's breath weapon is a highly acidic vapour. It can belch out a cloud of this vapour up to 10 times a day, with an interval of at least 10 seconds between blasts. When this happens, the GM should consider a cylindrical volume in front of the dragon's mouth, 30 metres in length and 3 in diameter (i.e. roughly the same dimensions as the dragon). All material within this volume will be dissolved – starting with the metre of the cylinder's length closest to the dragon in the first second, then the second metre in the next second, etc. Thus, after 30 seconds, the material in the last metre of the cylinder's length, furthest from the dragon, is dissolved – leaving an empty cylindrical void in front of the dragon. This is how it tunnels through earth and stone.

The vapour moves relatively slowly – 1 metre per second – regardless of whether it is dissolving rock or billowing through open air. The vapour is odourless but has a pearlescent sheen, so characters will see the approaching cloud front if there is any light source, and can attempt to move out of its path. A Resistance Roll should be made for any living sentient creature exposed to the vapour, rolling 1d10+EN+LU versus a Difficulty of 10. If the Resistance Roll is:

- passed, then the creature is not harmed (but must roll again if exposed to another cloud);
- failed, then the vapour immediately dissolves the part of the creature's body that was within the cylindrical volume. The creature may survive, depending on which body parts it has lost, as wounds are left cauterised.

Magical items resist being dissolved, using twice their magic bonus. And a Resistance Roll is always made for sentient items. For this purpose, the soul's SD attribute is increased by the magic bonus on the item.

The Earth Dragon itself is immune to all types of acid. Scholars speculate that the acidic vapour of its breath weapon is actually a form of alkahest – see *Unusual Materials* within the *Treasure* chapter.

2,2,44) DRAGON, OLD FIRE

NUMBER:	1	HABITAT:	Any except under water, favouring mountains and plains (Any)
SIZE:	Huge		
VULNERABILITY:	Super-Resilient	MOVEMENT	2.0, 10.0 (walk);
AC:	4 (0 on fresh scale)	RATES:	20.0, 30.0 (fly)
SENSES:	20 (Incredible)	OUTLOOK:	Greedy
INTELLIGENCE:	16 (Very High)	MADNESS:	Ultimate
NIMBLENESS:	8 (Medium)	TREASURE:	0 (7)
MIGHT:	20 (Stupendous)	WEIGHT:	40,000
SPELL-CASTING: 13; Pyromancy – all spells of expert rank and easier; <i>breath weapon (fire cone)</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	6	DURATION:	6
ATTACK:	20	ATTACK:	17
STRENGTH:	20	STRENGTH:	20
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash
3RD ATTACK:	Tail bash		
DURATION:	7		
ATTACK:	17		
STRENGTH:	15		
DAMAGE TYPE:	Crush		

The Fire Dragon grows to approximately 40 metres in length with a 20 metre wingspan. Its scales are golden in colour. Its breath weapon is a cone of fire which can be sustained for up to 8 seconds (treat as a *Fire Cone* spell from a caster with an SC of 16). This can be used up to 5 times a day, with an interval of at least 10 seconds between blasts. The Fire Dragon is immune to heat- and fire-based attacks, e.g. Fire Bolt spells.

When Fire Dragons are not resting, they soar through the skies, looking for settlements to raze to the ground with gouts of flame and then plunder.

2,2,45) DRAGON, OLD ICE

NUMBER:	1	HABITAT:	Any close to a large body of water, favouring lakes and seas (Any)
SIZE:	Huge		
VULNERABILITY:	Super-Resilient	MOVEMENT	2.0, 7.0 (walk or swim)
AC:	4 (0 on fresh scale)	RATES:	
SENSES:	20 (Incredible)	OUTLOOK:	Greedy
INTELLIGENCE:	16 (Very High)	MADNESS:	Ultimate
NIMBLENESS:	8 (Medium)	TREASURE:	0 (7)
MIGHT:	20 (Stupendous)	WEIGHT:	60,000
SPELL-CASTING: 13; Hydromancy – all spells of expert rank and easier; <i>breath weapon (ice bolt)</i>			

1ST ATTACK:	Bite	2ND ATTACK:	Tail bash
DURATION:	6	DURATION:	7
ATTACK:	20	ATTACK:	17
STRENGTH:	20	STRENGTH:	15
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

The Ice Dragon, or Hydra, is the longest of the dragons, reaching 50 metres in length. An excellent swimmer, its feet are webbed and its tail finned. Its body is silver-scaled, more barrel-shaped than serpentine, and lacks wings. Its most striking feature is its three heads. Each operates totally independently of the other two, mounted on its own 20 metre long prehensile neck.

Ice Dragons can attack by spitting ice bolts from each mouth (treat as an *Ice Bolt* spell from a caster with an SC of 16). A Dragon can spit 15 bolts a day, with an interval of at least 10 seconds between bolts. Alternatively, the heads can bite. Or one can concentrate instead on using the Dragon's tail to swipe at opponents to the rear.

The Ice Dragon is immune to cold-, ice- and water-based attacks, e.g. Ice or Water Bolt spells.

2,2,46) DRAGON, OLD LIGHTNING

NUMBER:	1	HABITAT:	Any except under water, favouring mountains and plains (Any)
SIZE:	Huge		
VULNERABILITY:	Super-Resilient	MOVEMENT	2.0, 10.0 (walk);
AC:	4 (0 on fresh scale)	RATES:	20.0, 30.0 (fly)
SENSES:	20 (Incredible)	OUTLOOK:	Greedy
INTELLIGENCE:	16 (Very High)	MADNESS:	Ultimate
NIMBLENESS:	8 (Medium)	TREASURE:	0 (7)
MIGHT:	20 (Stupendous)	WEIGHT:	40,000
SPELL-CASTING: 13; Aeromancy – all spells of expert rank and easier; <i>breath weapon (lightning bolt)</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	6	DURATION:	6
ATTACK:	20	ATTACK:	17
STRENGTH:	20	STRENGTH:	20
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash
3RD ATTACK:	Tail bash		
DURATION:	7		
ATTACK:	17		
STRENGTH:	15		
DAMAGE TYPE:	Crush		

The Lightning Dragon, or Storm Worm, looks similar to the Fire Dragon, except its scales are electric blue in colour. Its breath weapon is a lightning bolt (treat as a *Lightning Bolt* spell from a caster with an SC of 16). This can be used up to 10 times a day, with an interval of at

least 10 seconds between bolts. The Lightning Dragon is immune to all types of electrical attack.

Whilst Fire Dragons seem to enjoy the melee and watching things burn from up close, Lightning Dragons prefer to strafe opponents with bolts from the wing. Or they may swoop down and rake victims with their talons. Their great speed makes targets relatively stationary, so treat this as a charge and increase the Damage Score of the claw attacks accordingly (see *Charging* in the *Combat* chapter). Alternatively, the dragon may choose to snatch up a victim in one or both foreclaws (doing so requires a successful claw attack which succeeds by a margin of ≥ 5). In this case, any damage delivered is of the mental type. Once the dragon has regained altitude, victims may be swallowed whole if they are stunned and limp, or dropped so as to land upon their allies below...

2,2,47) DRAGON, YOUNG EARTH

NUMBER:	1	HABITAT:	Any land, favouring plains and subterranean (Any)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT	2.0, 5.0 (walk);
AC:	3 (0 on fresh scale)	RATES:	1.0 (burrow)
SENSES:	16 (Very Acute)	OUTLOOK:	Greedy
INTELLIGENCE:	12 (High)	MADNESS:	Major
NIMBLENESS:	12 (Fast)	TREASURE:	0 (5)
MIGHT:	16 (Mighty)	WEIGHT:	25,000
SPELL-CASTING: 10; Lithomancy – all spells of proficient rank and easier; <i>breath weapon (acid cloud)</i>			
1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	5	DURATION:	7
ATTACK:	12	ATTACK:	8
STRENGTH:	15	STRENGTH:	8
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Slash

As the Old Earth Dragon, but may make only two simultaneous melee attacks. Additionally, the volume affected by its breath weapon is 15 metres long and 2 in diameter. Resistance Rolls against being dissolved have a Difficulty of 8.

2,2,48) DRAGON, YOUNG FIRE

NUMBER:	1	HABITAT:	Any except under water, favouring mountains and plains (Any)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT	2.0, 10.0 (walk);
AC:	3 (0 on fresh scale)	RATES:	20.0, 30.0 (fly)
SENSES:	16 (Very Acute)	OUTLOOK:	Greedy
INTELLIGENCE:	12 (High)	MADNESS:	Major
NIMBLENESS:	12 (Fast)	TREASURE:	0 (5)
MIGHT:	16 (Mighty)	WEIGHT:	20,000
SPELL-CASTING: 10; Pyromancy – all spells of proficient rank and easier; <i>breath weapon (fire cone)</i>			

1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	5	DURATION:	5
ATTACK:	15	ATTACK:	12
STRENGTH:	15	STRENGTH:	15
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash
3RD ATTACK:	Tail bash		
DURATION:	6		
ATTACK:	10		
STRENGTH:	10		
DAMAGE TYPE:	Crush		

As the Old Fire Dragon, but may make only two simultaneous melee attacks. Additionally, its breath weapon is treated as a *Fire Cone* from a caster with an SC of 12.

2,2,49) DRAGON, YOUNG ICE

NUMBER:	1	HABITAT:	Any close to a large body of water, favouring lakes and seas (Any)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT	2.0, 7.0 (walk or swim)
AC:	3 (0 on fresh scale)	RATES:	
SENSES:	16 (Very Acute)	OUTLOOK:	Greedy
INTELLIGENCE:	12 (High)	MADNESS:	Major
NIMBLENESS:	12 (Fast)	TREASURE:	0 (5)
MIGHT:	16 (Mighty)	WEIGHT:	30,000
SPELL-CASTING: 10; Hydromancy – all spells of proficient rank and easier; <i>breath weapon (ice bolt)</i>			
1ST ATTACK:	Bite	2ND ATTACK:	Tail bash
DURATION:	5	DURATION:	5
ATTACK:	15	ATTACK:	12
STRENGTH:	15	STRENGTH:	15
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Old Ice Dragon, but has two heads not three, and may make only two simultaneous melee attacks. Its breath weapon is treated as an *Ice Bolt* from a caster with an SC of 12.

2,2,50) DRAGON, YOUNG LIGHTNING

NUMBER:	1	HABITAT:	Any except under water, favouring mountains and plains (Any)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT	2.0, 10.0 (walk);
AC:	3 (0 on fresh scale)	RATES:	20.0, 30.0 (fly)
SENSES:	16 (Very Acute)	OUTLOOK:	Greedy
INTELLIGENCE:	12 (High)	MADNESS:	Major
NIMBLENESS:	12 (Fast)	TREASURE:	0 (5)
MIGHT:	16 (Mighty)	WEIGHT:	20,000

SPELL-CASTING: 10; Aeromancy – all spells of proficient rank and easier; <i>breath weapon (lightning bolt)</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	5	DURATION:	5
ATTACK:	15	ATTACK:	12
STRENGTH:	15	STRENGTH:	15
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash
3RD ATTACK:	Tail bash		
DURATION:	6		
ATTACK:	10		
STRENGTH:	10		
DAMAGE TYPE:	Crush		

As the Old Lightning Dragon, but may make only two simultaneous melee attacks. Additionally, its breath weapon is treated as a *Lightning Bolt* from a caster with an SC of 12.

2,2,51) DROWSEMOSS

NUMBER:	1	HABITAT:	Any land, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Varies		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	0
AC:	0	OUTLOOK:	n/a
SENSES:	0 (None)	MADNESS:	None
INTELLIGENCE:	0 (None)	TREASURE:	4
NIMBLENESS:	0 (None)	WEIGHT:	1 kg/m ²
MIGHT:	0 (None)	SPELL-CASTING: <i>poison gas cloud</i>	
1ST ATTACK:	Acid touch		
DURATION:	1		
ATTACK:	10		
STRENGTH:	5		
DAMAGE TYPE:	Burns (Acid)		

Drowse moss is a plant which grows alongside streams and rivers in many different climates, and occasionally even underground. All varieties attack in the same way, by exuding a cloud of poisonous spores which hangs in the air up to 2 metres above the moss. The spores are too small to be visible but those breathing them in will smell a strong odour like camomile. Any creature (unless it breathes the air higher than 2 metres up) entering this volume should make a Resistance Roll versus the poison, which has a Potency of 10. Failure by:

- ≤3 indicates that the victim becomes euphoric – they feel calm, drowsy and numb. All they want to do is to lie down on the comfortable carpet of moss beneath them and sleep. (The GM may allow an unaffected companion, who makes a successful influence Action Roll (Influence+CH), versus a Difficulty of 10, to convince the victim to step off the moss. The victim can also be ordered to do so by magical spells.)
- >3 points indicates that the victim falls immediately asleep. They cannot be woken by any sensation until physically moved off the moss (a Revive spell might work, though).

Once a victim is asleep on the moss, it begins to excrete acids which quickly dissolve any organic material (flesh, bone, leather, etc.). The GM should make an acid touch Attack Roll every second that physical contact with the moss is maintained. These attacks cannot be defended against, i.e. the target's Defence versus the Attack Roll is zero. Sleeping victims do not feel pain whilst in contact with the moss, so the acid burns will not wake them.

Fire-based attacks are slaying against Drowse moss.

2,2,52) EAGLE

NUMBER:	1 (2)	HABITAT:	All open air above ground, favouring mountains and plains (Cold, Temperate, Hot, Desert)
SIZE:	Small		
VULNERABILITY:	Standard	MOVEMENT	10.0, 20.0 (fly);
AC:	0	RATES:	0.5, 1.0 (walk)
SENSES:	12 (Acute)	OUTLOOK:	Reclusive
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	16 (Very Fast)	TREASURE:	0 (1)
MIGHT:	4 (Weak)	WEIGHT:	10
1ST ATTACK:	Claw with talons	2ND ATTACK:	Bite
DURATION:	3	DURATION:	3
ATTACK:	6	ATTACK:	5
STRENGTH:	5	STRENGTH:	2
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

Use the same statistics for any similarly-sized bird, e.g. hawk, owl, vulture, albatross.

Birds of prey may swoop down and rake victims with their talons. Their great speed makes targets relatively stationary, so treat this as a charge and increase the Damage Score of the claw attacks accordingly (see *Charging* in the *Combat* chapter).

2,2,53) EEL, GIANT ELECTRIC

NUMBER:	1 to 4	HABITAT:	Any water (Cold, Temperate, Hot) inc. subterranean
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	1.0, 5.0 (swim)
AC:	0	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (1)
MIGHT:	6 (Medium)	WEIGHT:	50
1ST ATTACK:	Electric shock	2ND ATTACK:	Bite
DURATION:	3	DURATION:	3
ATTACK:	10	ATTACK:	6
STRENGTH:	10	STRENGTH:	7
DAMAGE TYPE:	Lightning & Mental	DAMAGE TYPE:	Slash

The Giant Electric Eel hunts by generating pulses of electricity (one every 5 seconds). The GM should make an electric shock Attack Roll for every sentient living creature within 5 metres of the eel's body when it emits a pulse. These attacks cannot be defended against, i.e. the target's Defence is zero. The attacks deliver damage of the Lightning and Mental damage types (see the Injury Enhancement spell in the Alchemy discipline for guidance on attacks with two damage types). Once its prey is stunned, the eel moves in to devour it.

Albino varieties of the Giant Electric Eel can be encountered living in underground waters. Their eyes have either wasted away over generations of living in darkness, whilst their senses of hearing, smell, taste and touch have augmented in compensation, or they have evolved the ability to see body heat.

2,2,54) ELEPHANT

NUMBER:	1 to 10	HABITAT:	Any land above ground, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Huge		
VULNERABILITY:	Resilient	MOVEMENT RATES:	2.0, 10.0 (walk)
AC:	1	OUTLOOK:	Unpredictable
SENSES:	8 (Medium)	MADNESS:	Minor
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0
NIMBLENESS:	8 (Medium)	WEIGHT:	8,000
MIGHT:	18 (Stupendous)	1ST ATTACK:	Bash with tusks
1ST ATTACK:	Bash with tusks	2ND ATTACK:	Trample
DURATION:	7	DURATION:	7
ATTACK:	16	ATTACK:	15
STRENGTH:	16	STRENGTH:	18
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush

Use the same statistics for any similarly-sized pachyderm (e.g. mastodon, mammoth). Elephant like to charge at opponents (see *Charging* in the *Combat* chapter). Trample attacks are made once an opponent has fallen to the ground.

2,2,55) ELK, GIANT

NUMBER:	1 to 4	HABITAT:	Mountains (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 20.0 (walk)
AC:	0	OUTLOOK:	Reclusive
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0
NIMBLENESS:	12 (Fast)	WEIGHT:	2,000
MIGHT:	14 (Mighty)	1ST ATTACK:	Gore with antlers
1ST ATTACK:	Gore with antlers	2ND ATTACK:	Trample
DURATION:	5	DURATION:	6
ATTACK:	15	ATTACK:	10
STRENGTH:	16	STRENGTH:	12
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Crush

The Giant Elk looks like its smaller, more common cousin, but is three metres high at its shoulders, and its antlers may span two metres in width. Giant Elk like to charge at opponents (see *Charging* in the *Combat* chapter). Trample attacks are made once an opponent has fallen to the ground.

Giant Elks are sometimes used as mounts by Wood Elves, but they will not suffer riders of other races. Whilst they will bear a Wood Elf rider and his gear, weighing up to 100 kilograms, they will not deign to carry cargo riderless like a Donkey or Pony. A Giant Elk is as brave as a Heavy War Horse, but will still try to flee when faced with any creature of the Ultimate Madness Class – unless its rider makes a riding Action Roll (Riding+CH) versus a Difficulty of 18.

2,2,56) ETHERLICH

NUMBER:	1	HABITAT:	Special
SIZE:	Tiny		
VULNERABILITY:	Standard (skull only)	MOVEMENT RATES:	3.0 (fly)
AC:	6	OUTLOOK:	Aloof (aggressive if disturbed)
SENSES:	7 (Medium)	MADNESS:	Minor
INTELLIGENCE:	20 (Genius)	TREASURE:	0 (7)
NIMBLENESS:	12 (Fast)	WEIGHT:	3
MIGHT:	2 (Puny)		
SPELL-CASTING: 20; Necromancy – all spells; Force – all spells of expert rank and easier; three other disciplines to proficient rank; <i>death ray and special powers</i>			

See the *Undead* category.

An Etherlich is a powerful Lich that has learnt to free itself altogether from a physical body. Whilst a Lich is trapped within its phylactery skull unless it can possess a corpse to use as a body, an Etherlich is ethereal and able to fly like a Wight – passing effortlessly through the air and solid objects. An Etherlich is invisible and, other than a chilling presence, it can only be perceived using Detect Magic or Spectre Light. In this way, it is free to explore the world without disturbance. Whilst an Etherlich can use its senses and can also talk with an audible voice if it wishes, it is otherwise unable to interact with physical things without using magic. It might employ a Telekinesis spell for this purpose, but it usually has little need for physical objects.

Very few have ever knowingly encountered an Etherlich. Those who have been able to converse with one of these invisible spirits report that they are focused upon the acquisition of obscure knowledge, and utterly disinterested in the affairs of mortals. (Any treasure found in an Etherlich's lair is likely to consist of esoteric texts, often ruined by age.) Little is known of Etherliches' numbers or origins. However, some scholars speculate that there are many, and that every mysterious draught of air which flutters the pages of an old tome in a library might well be the sign of a visiting Etherlich (especially if accompanied by a weird feeling of dread).

An Etherlich retains one link to the physical world. Each has a skull, carved from crystal, which acts as its anchor to the Natural Realm. If this is destroyed, the Etherlich's soul is banished to the Spirit Realm. The skull will be very well hidden. It could be buried in the ground at an unmarked location, or entombed within the stone walls of a structure. The

ethereal Etherlich is able to glide through such materials with ease. The Etherlich is always able to sense if its skull is being tampered with in any way, and can teleport to it in an instant. If its skull appears in any way threatened, the Etherlich will use telekinesis to cause it to rise up into the air out of reach, and to turn the skull's gaze so that its dark orbits stare at a foe. The Etherlich then unleashes a death ray – beams of black light shoot from the skull's eyes towards the target. The target's player must make a Double SD Attribute Roll, or Necromancy+SD if better, versus the Etherlich's attack of 13. If the target loses, it dies immediately. Its flesh turns to fine dust, leaving a skeleton which is automatically under the mastery of the Etherlich. (At least 13 seconds must elapse before the Etherlich may unleash its death ray again.)

The Etherlich is also able to employ Necromantic spells and many from other disciplines too. In these ways, the Etherlich will ruthlessly defend its crystal skull. (Such a skull is AC 6 and has a Defence equal to the Nimbleness listed above if the Etherlich is moving it by telekinesis; its Defence is zero otherwise. The skull can be shattered and destroyed if it receives an injury of fatal severity of any of the following damage types – Crush, Puncture and Slash.)

It is rumoured that an Etherlich guards the library of the Mage's Guild in Kharé, keeping its crystal skull hidden there – the Etherlich protecting the books in return for access to them and transcripts of new spells. This could be a convenient myth, of course...

2,2,57) FASTITOCALON

NUMBER:	1	HABITAT:	Deep salt water (Polar, Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	3.0, 15.0 (swim)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Reclusive
AC:	2	MADNESS:	Major
SENSES:	4 (Weak)	TREASURE:	0
INTELLIGENCE:	3 (Instinctive High)	WEIGHT:	500,000
NIMBLENESS:	4 (Slow)	1ST ATTACK:	Bite
MIGHT:	20 (Stupendous)	2ND ATTACK:	Bash with flipper
DURATION:	7	DURATION:	7
ATTACK:	15	ATTACK:	15
STRENGTH:	20	STRENGTH:	20
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush

The Fastitocalon is an enormous marine turtle, reaching 50 metres in length. It generally preys on giant squid and whales, but may consider ships to be containers of many tasty morsels. Its huge beak makes short work of wooden hulls. Large-sized prey (and smaller), e.g. sailors and small boats, might be swallowed whole.

The Fastitocalon leaves a phosphorescent trail in its wake, which can be seen on the sea's surface on calm nights. Whilst this is a thing of beauty to behold, it is also a warning; a wise captain will immediately turn their vessel towards shallower waters.

Tales are told of how the rounded bony shell of the sleeping Fastitocalon can appear like a small rocky island to desperate sailors. Tales are also told of ports being raised to the ground by the Fastitocalon, as it heaves itself ashore to lay eggs the size of cows.

2,2,58) FELV

NUMBER:	1 (1 to 20)	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Large	MOVEMENT RATES:	2.0, 10.0 (walk)
VULNERABILITY:	Standard	OUTLOOK:	Evil
AC:	0	MADNESS:	Major
SENSES:	12 (Acute)	TREASURE:	5 (6)
INTELLIGENCE:	16 (Very High)	WEIGHT:	300
NIMBLENESS:	12 (Fast)	SPELL-CASTING: 13; Wizardry – all spells of expert rank and easier; <i>Wrongness</i> (-2 to HI within 6 metres)	
MIGHT:	12 (Strong)	1ST ATTACK:	One-handed bladed weapon (adamant)
		2ND ATTACK:	Claw
DURATION:	4	DURATION:	5
ATTACK:	13	ATTACK:	12
STRENGTH:	13	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

See the *Demons* category. Felv are Class III demons.

Felv are large, three metre high humanoid demons. All gangly limbs and neck, they appear fragile but taut wiry muscles make them deceptively strong. Their legs have the zigzag shape of a running bird's – short thigh, ankle raised off the ground as a second backwards knee, with only the hoof at the end of the elongated foot touching the ground. Their heads are stretched such that the chin and the cranium are both pointed as to be almost conical. In terms of the rest of their appearance, Felv demons look strikingly like Bone Elves – always naked, they have pallid ivory skin, eyes like jet black discs, and a mane of metallic silver hair that hangs to below their waist. It is suspected that the Felv were created by Bone Elves, with foul sorcery and for unfathomable reasons; or vice-versa, perhaps...

Felv typically carry an adamant weapon but are particularly fond of spell-casting, tending to use magic more than any other type of demon.

Famously, the Steward of the Palace of Cass is a Felv. It is named Gyrgyrd and it served in the reigns of both the Empress' father and grandmother too. Legend has it that Gyrgyrd was rendered sane and peaceable by Almanol, an Apostle of Love, when he sacrificed himself to stop the Great Conflagration. This inferno destroyed half of the city, and was wrought about by an unnamed Fire Fiend and his attendants, of which Gyrgyrd was one. The annals do not record another occurrence of a demon being tamed in this way, either before or since.

2,2,59) FEY (CATEGORY)

The Fey are elemental beings that live within the world yet are somehow apart from it. They consist of Gnomes (of earth), Salamanders (of fire); Sylphs (of air) and Undines (of water). They are all thought to be servants of the gods, tasked with maintaining the environment: the earth in which crops are planted and the stone from which buildings are constructed; the fire that cooks food, lights the dark and fuels furnaces; the air that all breathe and which blows ships across the sea; and the waters that slake the thirst, provide fish to eat and transport goods to port. (There may be a fifth type of the Fey – the Leyorb – which is associated with magical energy. But this is a matter of debate amongst scholars.)

The lives and motivations of the Fey are completely alien to those of Humans, Elves, Dwarves and the like. The Fey generally only interact with members of these peoples when forced to do so by spells, or when acting in the service of a god. When they are encountered, they seem unpredictable, cunning and tricky – normally with little interest in fighting. They seem to understand all languages perfectly.

All of the Fey have magical senses which are unimpeded by non-magical darkness; they also seem to notice hidden and invisible things.

2,2,60) FIRE FIEND

NUMBER:	1 (1)	HABITAT:	Any land, favouring ruins and subterranean (Any)
SIZE:	Huge	MOVEMENT RATES:	3.0, 10.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Evil
AC:	0	MADNESS:	Ultimate
SENSES:	12 (Acute)	TREASURE:	6 (7)
INTELLIGENCE:	12 (High)	WEIGHT:	5,000
NIMBLENESS:	12 (Fast)	SPELL-CASTING: 16; Pyromancy – all spells except Summon Salamander and Summon Fire Dragon; <i>Wrongness</i> (-2 to HI within 8 metres) and special powers	
MIGHT:	18 (Stupendous)	1ST ATTACK:	1-handed bladed weapon (adamant)
		2ND ATTACK:	Flaming whip
DURATION:	6	DURATION:	7
ATTACK:	20	ATTACK:	16
STRENGTH:	19	STRENGTH:	8
DAMAGE TYPE:	Slash & Heat	DAMAGE TYPE:	Slash & Heat

See the *Demons* category. Fire Fiends are Class IV demons.

A Fire Fiend is a terrible warrior demon with magical powers over fire and darkness. A five metre high humanoid, the Fire Fiend's flesh is a charred black colour, from which grains of ash and soot constantly crumble, and the orifices in its face, where eyes, nostrils and mouth should be, are simple gashes within which flames can be seen flickering. The Fire Fiend is always surrounded by a pall of choking acrid smoke which makes its outline hard to define.

Fire Fiends usually carry an adamant axe or sword, and a long flaming whip which has a 10 metre reach. They can attack with both their weapons without Simultaneous Attack Penalty. All of their melee attacks deliver damage of the Burns (Heat) damage type in addition to the default (see the Injury Enhancement spell in the Alchemy discipline for guidance on attacks with two damage types). Fire Fiends are immune to heat- and fire-based attacks (e.g. Fire Bolt). However, cold- and ice-based attacks (e.g. Cold Weapon) are slaying against them.

A Fire Fiend is able to cast Pyromancy spells to aid its advance. It commonly throws fire bolts and balls, and summons huge walls of flame or great clouds of smoke to trap prey.

A foul smoke-scented miasma fills a Fire Fiend's lair, out to at least 100 metres from where the demon rests. To a user of the Reveal Miasma spell, this miasma appears like boiling grey smoke. On entering this miasma, a character must make a Resistance Roll (i.e. a Double SD Attribute Roll) versus fear. The Difficulty is 12. If the Resistance Roll is:

- successful, the character is afraid but undaunted, and gets a +3 bonus to his later Resistance Roll versus fear when encountering the demon in the flesh;
- unsuccessful, the character is very afraid, and gets a -3 penalty to his later Resistance Roll versus fear when encountering the demon;
- fumbled, the character is terrified and must flee until out of the lair and the miasma – this is his only priority.

On finally seeing the demon close at hand, where this miasma is thickest, a character must make a second Resistance Roll versus fear. The Difficulty is 15. If this Resistance Roll is:

- successful, the character is afraid but undaunted;
- failed by ≤ 4 , the character is terrified and must flee until out of the lair and the miasma – this is his only priority;
- failed by >4 , the character is paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of the lair and the miasma – this is his only priority;
- fumbled, the character dies immediately from fright.

If a Fire Fiend is encountered outside of its lair, its fear-inducing miasma will hang fairly close to it. The GM should skip the first Resistance Roll above and just require the roll for seeing the demon close at hand. Those fleeing run till out of sight (and smell) of the demon.

2,2,61) FUNGOID

NUMBER:	2 to 20	HABITAT:	Any land, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.0, 3.0 (walk) or 0 *
AC:	0	OUTLOOK:	Aggressive
SENSES:	8 (Medium) or 0 (None) *	MADNESS:	Minor
INTELLIGENCE:	4 (Instinctive High) or 16 (Very High) *	TREASURE:	2
NIMBLENESS:	4 (Slow) or 0 (None) *	WEIGHT:	50 or 500 *
MIGHT:	8 (Medium) or 0 (None) *	SPELL-CASTING: <i>poison gas cloud</i> *	
1ST ATTACK:	Bash with limb		
DURATION:	4		
ATTACK:	8		
STRENGTH:	4		
DAMAGE TYPE:	Kick-Box (disease)		

Fungoids are amongst the strangest of the creatures in this Bestiary. They are humanoid figures seemingly made out of bulbous fungal growths. They come in a wide variety of shapes and sizes – from tall and thin to short and fat which, as will be seen, reflect their origins. Their leathery flesh has a cold greasy texture and is mottled grey and purple. Their faces have sunken pits for eyes and their hands have stubby digits but, otherwise, their bodies are featureless. They sense the world through touch and sight (seeing in total darkness as if it

were bright daylight) but lack other senses. Their indifference to daylight means that they are often encountered during the night, though they are not nocturnal – Fungoids need neither sleep nor sustenance.

Each Fungoid is effectively an automaton, the slave to a higher intelligence – a Master Fungoid. This mauve puffball, some 10 metres across, is a giant fungus brain. Beneath each extends a network of fine root tendrils, reaching out through the surrounding soil for over a kilometre. Slaves communicate with their master by pushing their feet into the soil and touching this tendril network. While contact is established, the master is able to access a slave's memories, use its senses and issue it with orders. Slaves are only capable of carrying out relatively simple commands – they are generally tasked with protecting the master from harm or finding food for it (slain animals are dragged back to the master, where its root tendrils enter and decompose the flesh). Characteristics for the master, as opposed to its slaves, are asterisked in the table above.

Once every decade or so, a round growth will develop on the side of a Master Fungoid. This forms into a new master which, when fully developed, drops off the parent. When this occurs, the parent gives some of its slaves to the child, ordering them to push and roll it into new territory. There, the child takes root and takes control of its inherited slaves.

Slave Fungoids have little intelligence of their own. They have a sense of self-preservation, especially fearing fire (fire-based attacks are slaying against Fungoids), although this is wholly subservient to protecting their master and obeying its orders. They instinctively know how to walk and run and attack, and the direction of their master. Slaves usually amble slowly along in a jerky fashion. They can also strike opponents with their fists. If a slave touches the flesh of a member of the PC races (except a Troll), that person must resist or be infected by a horrible disease (Potency of 12). Any successful attack by the Fungoid at an exposed area of skin will require a Resistance Roll versus infection.

The only symptom during the 24 hours after contracting the infection is a terrible nausea. At the end of this period, the victim will die (unless a Balance Humour spell is cast upon them beforehand, reducing excessive black bile in the gonads). Their skin then erupts in fungal growths which consume and replace all of the flesh, leaving only the underlying skeleton intact. 48 hours after infection, the victim is fully transformed into a new slave Fungoid – which wakes, its first instinct being to seek out a Master Fungoid to protect and obey. In this way, each master is able to grow an army of slaves.

Fungoids are relatively easy to slay, assuming that their touch can be avoided. Once dead, an autopsy of sorts can be undertaken without risk of infection. The clammy fungus flesh can be removed, revealing beneath the skeleton of a Human, Dwarf, Elf, etc. Often, jewellery, coins and other small inorganic objects may be found, these having been on the victim's person as it was consumed by the fungus.

Master Fungoids have no sensory organs or limbs of their own (relying on those of their slaves), so would be easy to slay – but for their ability to emit poisonous spores. Twice a day, a Master Fungoid can emit a cloud of spores which immediately fills a hemispherical volume with a radius of 10 metres. Any creature within or entering this volume before the spores disperse (10 seconds after emission) smells a sulphurous odour and must make a Resistance Roll versus poison, with a Potency of 15. If this roll is:

- successful, the creature is unaffected by the spores of this Master Fungoid;

- failed, the victim becomes euphoric – they feel happy and uninhibited. All they want to do is to dance to the music filling their heads. Victims will dance together round and round the Master until they collapse, exhausted, and come to their senses. In that time, most will find that they have been dancing cheek to cheek with a Slave Fungoid. (The GM may allow an unaffected companion, who makes a successful influence Action Roll (Influence+CH), versus a Difficulty of 12, to convince the victim to stop dancing and come away. The victim can also be ordered to do so by magical spells.)

Any Slave Fungoids surviving the destruction of their Master will wander aimlessly until they find a new lord.

2,2,62) GARGOYLE, GREATER

NUMBER:	1 to 2	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Large	MOVEMENT	1.0, 8.0 (walk);
VULNERABILITY:	Super-Resilient	RATES:	10.0, 18.0 (fly)
AC:	6	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	Major
INTELLIGENCE:	5 (Low)	TREASURE:	2(5)
NIMBLENESS:	4 (Slow)	WEIGHT:	4,000
MIGHT:	14 (Mighty)	SPELL-CASTING: <i>Wrongness (-2 to HI within 6 metres)</i>	
1ST ATTACK:	Claw		
DURATION:	6		
ATTACK:	12		
STRENGTH:	20		
DAMAGE TYPE:	Slash		

See the *Demons* category. Greater Gargoyles are Class III demons.

The Greater Gargoyle is a demon seemingly made of living stone. It has a squat humanoid body with bat wings and other stereotypically demonic features, like goat horns, protruding fangs, long forked tongue, etc. Not particularly intelligent, and rather slow, they nevertheless make fearsome opponents, especially as they have claws tipped with adamant. They are also effective ambushers. Able to remain completely still for long periods, they are often mistaken for statues. Their preferred tactic is to squat high up on a rooftop, hidden amongst the real masonry water spouts and hunky-punks, and then swoop down on unsuspecting prey – either squashing them with their great weight or raking them with their claws.

2,2,63) GARGOYLE, LESSER

NUMBER:	1 to 4	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Medium	MOVEMENT	1.0, 5.0 (walk);
VULNERABILITY:	Super-Resilient	RATES:	10.0, 16.0 (fly)
AC:	6	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	Minor
INTELLIGENCE:	5 (Low)	TREASURE:	1(3)
NIMBLENESS:	8 (Medium)	WEIGHT:	1,200
MIGHT:	10 (Strong)		

SPELL-CASTING: <i>Wrongness (-1 to HI within 4 metres)</i>	
1ST ATTACK:	Claw
DURATION:	4
ATTACK:	10
STRENGTH:	10
DAMAGE TYPE:	Slash

See the *Demons* category. Lesser Gargoyles are Class II demons.

As the Greater Gargoyle, but smaller, weaker and lacking adamant claws.

2,2,64) GHOST

NUMBER:	1	HABITAT:	Ruins and settlements (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 6.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Deranged
AC:	0	MADNESS:	Minor
SENSES:	4 (Weak)	TREASURE:	0
INTELLIGENCE:	8 (Medium)	WEIGHT:	0
NIMBLENESS:	8 (Medium)	SPELL-CASTING: <i>surprise attack due to invisibility, enhanced Defence, telekinesis (weak), possession</i>	
MIGHT:	4 (Weak)	1ST ATTACK:	1-handed weapon
		2ND ATTACK:	Claw
		DURATION:	3
		ATTACK:	10
		STRENGTH:	6
		DAMAGE TYPE:	Burns (Cold)
		DAMAGE TYPE:	Burns (Cold)

See the *Undead* category.

Ghosts (also known as phantoms, spectres and poltergeists) are typical of non-corporeal or ethereal undead. They are normally invisible – a Detect Magic or Spectre Light spell being necessary to perceive them – but, when they interact with the physical world, they become translucent figures. They can even appear to be opaque and life-like for short periods, if they choose.

They are as intelligent as their living selves used to be before death, but exclusion from the Spirit Realm almost always turns them mad. Consequently, many will simply attack the nearest conscious living creature belligerently. Unless summoned by magic, they haunt an area of significance to them, commonly where they were killed or laid to rest. They seem unable or unwilling to stray too far from such places.

Due to their ethereal nature, ghosts can make only limited interactions with the physical world. A Ghost can move light physical objects as if using a weak version of the Telekinesis spell – the maximum force that can be applied is equivalent in strength to that necessary to lift 1 kilogram off the ground. Heavier objects cannot be moved. Otherwise, a Ghost walks through solid objects like walls and doors as if they weren't there (but not through living creatures or magical objects). Despite this, Ghosts glide along the ground (or floor) at all

times but do not fly; the reason for this is unclear but it may reflect a mind-set retained from when alive.

A ghost ceases being invisible when it interacts with the physical world. They often manifest right behind their chosen target to make a surprise attack. They become translucent in combat, making them hard to see and hard to hit, like a Blur spell. Consequently, a Ghost's normal Defence should be increased by +3 to 11.

Ghosts are able to claw at living creatures with their fingers, or with ethereal manifestations of the weaponry they preferred when alive. Successful attacks deliver damage of the Burns (Cold) type only.

If a Ghost is slain, it dissipates – its soul being banished to the Spirit Realm.

If desired, a ghost can temporarily bind itself to a corpse, so as to gain control of a physical body and better interact with the physical realm. This produces a Zombie or Lesser Skeleton (described shortly). Once a day, a Ghost can attempt to bind itself to a living person. If the person fails a Resistance Roll (Double SD) versus a Difficulty of 8, the Ghost takes control as if via the Possession spell in the Mind discipline. Generally, a Ghost will use a possessed person like a puppet to right some perceived wrong done to it whilst alive, e.g. taking vengeance on its murderer...

2,2,65) GHOUL

NUMBER:	1	HABITAT:	Any land, favouring ruins and settlements (Any)
SIZE:	Medium		
VULNERABILITY:	Resilient and slow-regenerating	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	0		
SENSES:	7 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	8 (Medium)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	2 (3)
MIGHT:	8 (Medium)	WEIGHT:	75
SPELL-CASTING: 10; Necromancy – all spells of proficient rank and easier (except Paths other than Flesh); <i>paralyzing melee attacks</i>			
1ST ATTACK:	1-handed weapon	2ND ATTACK:	Punch with fist
DURATION:	As weapon	DURATION:	3
ATTACK:	10	ATTACK:	10
STRENGTH:	As weapon (ST 4)	STRENGTH:	4
DAMAGE TYPE:	As weapon (Paralysis)	DAMAGE TYPE:	Kick-Box (Paralysis)

See the *Undead* category.

Some necromancers are willing to turn themselves into undead creatures. A Ghoul is one such – a corporeal undead more fully described by the Path of Flesh spells in the Necromancy discipline.

Although undead, a Ghoul can easily interact with normal society as it will often appear like a healthy member of its race. It gains this appearance by consuming the flesh of corpses – and this diet also gives it the power to regenerate damage. A Ghoul that has gone without

corpse-flesh quickly gains a withered and emaciated appearance (though not rotting like a Zombie) and will also lose its ability to regenerate (becoming of the standard vulnerability class).

Every successful melee attack made by the ghoul on a living creature may paralyse it, rendering it utterly unable to move. The Ghoul's attack's Damage Score gives the percentage chance of paralysis. The paralysis lasts for a number of seconds following the attack equal to one-tenth of the Damage Score. E.g. if the Ghoul makes a successful melee attack with a Damage Score of 24, there is a 24% chance that the victim will be paralysed for the next $24/10=2$ seconds.

Most Ghouls can cast Necromancy spells which allow them to extend the paralysis from their melee attacks, belch out a cloud of noxious gas, or transform their appearance to match that of a person whose corpse they have devoured. More powerful Ghouls can use a spell that drains development ticks from PCs (see *Incidental Skill Development* in the *Actions* chapter).

2,2,66) GIANT, ICE

NUMBER:	1d10/3 (1d100+20)	HABITAT:	Any land (Polar)
SIZE:	Huge	MOVEMENT	10.0, 30.0 (walk)
VULNERABILITY:	Super-Resilient	RATES:	
AC:	3	OUTLOOK:	Varies
SENSES:	8 (Medium)	MADNESS:	Ultimate
INTELLIGENCE:	11 (High)	TREASURE:	0 (6)
NIMBLENESS:	5 (Slow)	WEIGHT:	10,000
MIGHT:	20 (Stupendous)	1ST ATTACK:	Ice javelin
1ST ATTACK:	Ice javelin	2ND ATTACK:	Bash with fist
DURATION:	10	DURATION:	6
ATTACK:	14	ATTACK:	16
STRENGTH:	20	STRENGTH:	16
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush
3RD ATTACK:	Stamp with foot	4TH ATTACK:	Throw huge rock
DURATION:	8	DURATION:	10
ATTACK:	18	ATTACK:	12
STRENGTH:	18	STRENGTH:	20
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush

Ice Giants are colossal people, 30 metres high and seemingly made of living ice. They dwell in the far north, where the temperature is always below freezing – although they occasionally make forays south in Winter.

Should a PC be foolish enough to attack an Ice Giant, they will find it a tough enemy. Their preferred weapons are huge javelins of ice, which form out of thin air in their hands (it takes 10 seconds to create and throw a javelin, and this power can only be employed if the temperature is $\leq -10^{\circ}\text{C}$). A giant may throw a javelin accurately to a maximum range of 200 metres. Being struck by one is like being hit by a tree trunk. Otherwise, they throw huge rocks (maximum range 40 metres), if any are to hand. In melee, they crush with a hand or foot. This is like being hit by a barn door. Blows from an Ice Giant will often knock an enemy flying as well as stunning them (see the *Size* section earlier this chapter). Ice Giants' bodies are composed of many layers of ice, such that most blows upon them merely cause superficial layers to chip and crack, only rarely shattering a body-part.

However, heat- and fire-based attacks are slaying towards Ice Giants. They are especially vulnerable to Pyromancy magic. Rather than calculating damage normally, the GM should assume that any Fire Ball or Fire Cone hitting a giant's torso or head will be instantly fatal, if the caster's SC equals or exceeds the giant's resistance (Intelligence). Should one hit a limb instead, amputation results. Each Fire Bolt spears a deep hole in the giant and inflicts a cumulative -1 HI penalty. If Ice Giants realise that they have met a pyromancer, they will invariably flee en-masse. The vibration from this stampede will likely knock over smaller creatures (like the pyromancer), and crack nearby sea ice.

Little is known of Ice Giant culture, because of its isolation in the far North. However, there are tribes of Humans who live on the edges of the sea ice, hunting seal and walrus, who occasionally encounter Ice Giants – as might whalers sailing close to shore. (Ice giants are usually encountered on dry land, but will travel across thicker sea ice. They are able to swim for short distances in the salt water of the far North, which stays below the freezing point of fresh water.) Usually, these meetings pass peaceably – the giants seemingly little interested in little people. Communicating more than simple gestures is impossible without a spell like Speak Language. Ice Giants do not vocalise in the manner of other races. Their language is a mix of creaking, knocking and splintering sounds, like those that can be heard naturally where ice flows rub past each other.

Ice Giants do not seem to wear or carry gear, and seem uninterested in trade with other peoples. At times, they can be benevolent – a huntsman will be pulled free from a crevasse by a giant, or villagers will wake to find that a giant has left them the gift of a fresh whale carcass in the night. And yet bands of Ice Giants sometimes raid southern lands when the weather is cold, grabbing people and animals and taking these helpless captives back north. Of course, there are rumours that these unfortunates are eaten, or taken for slaves and beasts of burden, but who knows the truth?

Hunters ranging far north sometimes report finding Ice Giant cities. They tell of the vast scale of the structures, and that the ice from which they are made is many hued – seeming to reflect the northern lights even when the skies above are dark. Eerie carvings cast strange images in the mind, and there are yawning orifices like doorways big enough to sail a ship inside. No hunter claims to have entered these structures, or perhaps those that did enter did not return... Certainly, many travellers in the far North go missing, and who can say whether this is due to the dangerous weather or terrain, or some other mishap? (Were an Ice Giant city to be entered, explorers might find it decorated with the frozen bodies of people and creatures, caught by the giants on Winter raids into southern lands. There might be valuable items that could be chipped free from this morbid statuary.)

2,2,67) GLYPTODON

NUMBER:	1 to 3	HABITAT:	Plains (Cold, Temperate)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	0.5, 3.0 (walk)
AC:	2 carapace; 0 elsewhere	RATES:	
SENSES:	4 (Weak)	OUTLOOK:	Timid or aggressive
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	5 (Slow)	TREASURE:	0
MIGHT:	12 (Strong)	WEIGHT:	2,500

1ST ATTACK:	Tail bash
DURATION:	4
ATTACK:	12
STRENGTH:	14
DAMAGE TYPE:	Crush

The heavily armoured Glyptodon looks somewhat like a giant tortoise, but is actually an ancient type of mammal (a peer of Mammoths and Sabre-Tooths). Its body is protected by a dome-shaped carapace of thick bone, and is 1.5 metres high in the centre. Four strong but squat legs bear its bulk. Its head is beaver-like but with a short prehensile trunk (for grabbing foliage), and a cap of bone. Its tail is flexible and powerful, and is ringed along its length with bony ridges. This is the beast's weapon. When defending itself, a Glyptodon is surprisingly quick and adept at turning itself and aiming swipes with this mace-like appendage.

2,2,68) GNOME

NUMBER:	1	HABITAT:	Any land (Any)
SIZE:	Small	MOVEMENT	0.5, 3.0 (walk)
VULNERABILITY:	Super-Resilient	RATES:	
AC:	6	OUTLOOK:	Varies
SENSES:	8 (Medium)	MADNESS:	Minor
INTELLIGENCE:	12 (High)	TREASURE:	0
NIMBLENESS:	4 (Slow)	WEIGHT:	100
MIGHT:	4 (Weak)	SPELL-CASTING: 7; Earth Bolt (LI 10); <i>special powers</i>	
1ST ATTACK:	Bash with fist		
DURATION:	4		
ATTACK:	9		
STRENGTH:	5		
DAMAGE TYPE:	Crush		

See the *Fey* category.

Gnomes are humanoid creatures standing approximately one metre high and made from a cohesive mass of pebbles, grit, soil and/or sand. They live within the ground, moving through it at will. Each has the following abilities:

- Can pass unhindered through stone, earth, sand, etc. and also metal (magical items may resist their passage).
- Immune to earth-based attacks, e.g. Earth Bolts, Earth Balls. However, lightning-based attacks (e.g. Lightning Bolt) are slaying against Gnomes.
- Can shoot Earth Bolts from its fingers (range of 50 metres, striking a chosen first division body location).
- Can cause stone or metal to become malleable and plastic in its hands, or to melt and flow like a liquid. In this way, a Gnome might cause an underground tunnel to collapse, or might undermine the foundations of a building. It could also make an enemy's sword dissolve (magical items may resist this) or, conversely, easily repair damage to mail armour.
- Can produce metal of any type (except for lachelang and mithril) from the thin air, worth up to 15 gold suns.

- Can resurrect a slain Troll.

Note that using the last three powers consumes so much of a Gnome's energy that, immediately afterwards, it must sink into the ground to rest. A Gnome will also disappear like this if it wishes to hide, or is slain.

2,2,69) GOAT

NUMBER:	1 to 20	HABITAT:	Any land above ground, favouring mountains and woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	0	OUTLOOK:	Timid
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0
NIMBLENESS:	11 (Fast)	WEIGHT:	80
MIGHT:	6 (Medium)		
1ST ATTACK:	Butt with horns		
DURATION:	3		
ATTACK:	10		
STRENGTH:	6		
DAMAGE TYPE:	Crush		

Use the same statistics for any similarly-sized goat or sheep. Goats like to charge at opponents (see *Charging* in the *Combat* chapter).

There is a breed of carnivorous sheep which traditionally roams the Killaraus Mountains, and further afield these days. It is thought that these creatures are an aberration made by the Chaos God, or perhaps a joke by the God of Beasts. They look like normal mountain sheep, with curved horns and coarse black wool (which conceals bloodstains well)... until they open their mouths. These are packed with sharp, serrated teeth. (For such sheep, the GM can use the characteristics of a Goat, but with the predatory outlook and bite of a Wolf.)

2,2,70) GOLEMS (CATEGORY)

Golems are creatures which have been moulded from clay, carved from marble, or forged from metals like bronze, iron or steel. They are made sentient and are animated with magic (so glow when viewed with the Detect Magic spell), and will generally (though not always) be in the service of the alchemist that made them, often as guards. Clay Golems are the cheapest to make and, generally being tools and labourers, are often only crudely carved into simple humanoid forms. Marble and Metal Golems, however, are usually elaborately carved into the shapes of Humans, Elves, etc. so that they appear as harmless statues until they suddenly move.

The descriptions given below are for the commonest forms. However, occasionally, Golems are encountered with special abilities. Some will have spells embedded within them, which they are able to cast using command words. Others – always the Metal type – will contain intricate mechanisms within their bodies that allow them to make additional attacks, e.g. firing crossbow bolts.

Golems detect the world around them with mysterious magical senses, and can see as normal in non-magical darkness. They do not become exhausted by combat. If one is destroyed, it collapses in a pile of dirt, rubble or scrap.

2,2,71) GOLEM, HUGE CLAY

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Huge	MOVEMENT RATES:	2.0, 6.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Varies
AC:	2	MADNESS:	Major
SENSES:	8 (Medium)	TREASURE:	1(3)
INTELLIGENCE:	5 (Low)	WEIGHT:	4,000
NIMBLENESS:	4 (Slow)	SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)	
MIGHT:	18 (Stupendous)	1ST ATTACK:	1-handed bladed weapon
		2ND ATTACK:	Bash with fist
DURATION:	6	DURATION:	7
ATTACK:	18	ATTACK:	17
STRENGTH:	14	STRENGTH:	13
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

Clay Golems are made of clay and, hence, are the cheapest and easiest type of Golem to make. A crudely shaped humanoid form, a Clay Golem will usually hold a weapon but, if not, can bludgeon effectively with its heavy fists in combat. A Huge Clay Golem is approximately 5 metres in height.

2,2,72) GOLEM, HUGE MARBLE

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Huge	MOVEMENT RATES:	2.0, 6.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Varies
AC:	6	MADNESS:	Major
SENSES:	8 (Medium)	TREASURE:	1(3)
INTELLIGENCE:	5 (Low)	WEIGHT:	8,000
NIMBLENESS:	4 (Slow)	SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)	
MIGHT:	18 (Stupendous)	1ST ATTACK:	One-handed bladed weapon
		2ND ATTACK:	Bash with fist
DURATION:	6	DURATION:	7
ATTACK:	18	ATTACK:	17
STRENGTH:	15	STRENGTH:	14
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Clay Golem, but exquisitely sculpted from stone.

2,2,73) GOLEM, HUGE METAL

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Huge	MOVEMENT RATES:	2.0, 6.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Varies
AC:	5	MADNESS:	Major
SENSES:	8 (Medium)	TREASURE:	1(3)
INTELLIGENCE:	5 (Low)	WEIGHT:	16,000
NIMBLENESS:	4 (Slow)	SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)	
MIGHT:	18 (Stupendous)	1ST ATTACK:	One-handed bladed weapon
		2ND ATTACK:	Bash with fist
DURATION:	6	DURATION:	7
ATTACK:	18	ATTACK:	17
STRENGTH:	16	STRENGTH:	15
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Clay Golem, but masterfully forged and assembled from bronze, iron or steel or, occasionally, more unusual metals. Metal Golems are often specially constructed so as to contain secret mechanisms allowing extra attacks, e.g. a concealed heavy crossbow that fires bolts through the Golem's navel, and which reloads in a single second; or vents in the mouth through which a fine mist of acid or a gout of flame can be blown by bellows. The GM should use her imagination...

2,2,74) GOLEM, LARGE CLAY

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Large	MOVEMENT RATES:	1.5, 7.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Varies
AC:	2	MADNESS:	Major
SENSES:	8 (Medium)	TREASURE:	1(2)
INTELLIGENCE:	5 (Low)	WEIGHT:	1,000
NIMBLENESS:	4 (Slow)	SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)	
MIGHT:	14 (Mighty)	1ST ATTACK:	One-handed bladed weapon
		2ND ATTACK:	Bash with fist
DURATION:	5	DURATION:	6
ATTACK:	15	ATTACK:	14
STRENGTH:	12	STRENGTH:	11
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Clay Golem but up to 3 metres in height.

2,2,75) GOLEM, LARGE MARBLE

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.5, 7.0 (walk)
AC:	6		
SENSES:	8 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	5 (Low)	MADNESS:	Major
NIMBLENESS:	4 (Slow)	TREASURE:	1(2)
MIGHT:	14 (Mighty)	WEIGHT:	2,000
SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)			
1ST ATTACK:	One-handed bladed weapon	2ND ATTACK:	Bash with fist
DURATION:	5	DURATION:	6
ATTACK:	15	ATTACK:	14
STRENGTH:	13	STRENGTH:	12
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Marble Golem but up to 3 metres in height.

2,2,76) GOLEM, LARGE METAL

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.5, 7.0 (walk)
AC:	5		
SENSES:	8 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	5 (Low)	MADNESS:	Major
NIMBLENESS:	4 (Slow)	TREASURE:	1(2)
MIGHT:	14 (Mighty)	WEIGHT:	4,000
SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)			
1ST ATTACK:	One-handed bladed weapon	2ND ATTACK:	Bash with fist
DURATION:	5	DURATION:	6
ATTACK:	15	ATTACK:	14
STRENGTH:	14	STRENGTH:	13
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Metal Golem but up to 3 metres in height.

2,2,77) GOLEM, MEDIUM CLAY

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	2		
SENSES:	8 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	5 (Low)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	1(1)
MIGHT:	10 (Strong)	WEIGHT:	250
SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)			
1ST ATTACK:	One-handed bladed weapon	2ND ATTACK:	Bash with fist
DURATION:	As weapon	DURATION:	5
ATTACK:	10	ATTACK:	10
STRENGTH:	As weapon (ST 5)	STRENGTH:	9
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Clay Golem but up to 2 metres in height.

2,2,78) GOLEM, MEDIUM MARBLE

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	6		
SENSES:	8 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	5 (Low)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	1(1)
MIGHT:	10 (Strong)	WEIGHT:	500
SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)			
1ST ATTACK:	One-handed bladed weapon	2ND ATTACK:	Bash with fist
DURATION:	As weapon	DURATION:	5
ATTACK:	10	ATTACK:	10
STRENGTH:	As weapon (ST 5)	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Marble Golem but up to 2 metres in height.

2,2,79) GOLEM, MEDIUM METAL

NUMBER:	Varies	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	5		
SENSES:	8 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	5 (Low)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	1(1)
MIGHT:	10 (Strong)	WEIGHT:	1,000
SPELL-CASTING: possible embedded spells (see Spell Enhancement, AL 12)			
1ST ATTACK:	One-handed bladed weapon	2ND ATTACK:	Bash with fist
DURATION:	As weapon	DURATION:	5
ATTACK:	10	ATTACK:	10
STRENGTH:	As weapon (ST 5)	STRENGTH:	11
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

As the Huge Metal Golem but up to 2 metres in height.

2,2,80) GORILLA

NUMBER:	1 to 10	HABITAT:	Woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.5, 8.0 (walk)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Reclusive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (1)
MIGHT:	12 (Strong)	WEIGHT:	300
1ST ATTACK:	Bash with fist	2ND ATTACK:	Grapple with arm(s)
DURATION:	4	DURATION:	5
ATTACK:	14	ATTACK:	13
STRENGTH:	6	STRENGTH:	7
DAMAGE TYPE:	Kick-Box	DAMAGE TYPE:	Grapple

Use the same statistics for any similarly-sized ape. Note that Gorillas like to charge at opponents whenever possible (see *Charging* in the *Combat* chapter).

2,2,81) GRAVEROOT

NUMBER:	1	HABITAT:	Graves (Cold, Temperate, Hot)
SIZE:	Huge		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	0
AC:	2		
SENSES:	4 (Weak)	OUTLOOK:	Berserk
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	Minor
NIMBLENESS:	4 (Slow)	TREASURE:	4
MIGHT:	16 (Mighty)	WEIGHT:	15,000

SPELL-CASTING: 10; Summon Fog (AE 12)			
1ST ATTACK:	Slash	2ND ATTACK:	Grapple
DURATION:	8	DURATION:	8
ATTACK:	9	ATTACK:	11
STRENGTH:	9	STRENGTH:	11
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Grapple

See the *Undead* category.

The Graveroot is a sentient tree which has grown over the grave of a truly evil person. Infected and animated by the malevolence of the corpse, the Graveroot seeks to kill any living creature that comes within reach. Unlike a Greenman or Slowroot, a Graveroot cannot walk but it can still attack – striking at prey with prehensile roots that burst from the soil and which end in almost bone-like claws. With its roots, a Graveroot can make up to three attacks without Simultaneous Attack Penalty, and these can be directed at the same or different targets – so long as they are within 10 metres of its trunk.

The unwise may be tempted to approach a Graveroot because of glittering treasure near its base. A Graveroot will pull grave goods and gear from its previous victims up to the surface as a lure to bring prey within reach.

The wise can easily distinguish a Graveroot from a normal tree. They are always leafless and dead-looking. If in a graveyard, the graves around them will be untended and derelict; though the largest Graveroots grow atop the bare barrows of evil lords. The air is always chill by a Graveroot and its ivory bark often glitters with ice when the other trees nearby are untouched by frost.

In fact, Graveroots are a form of undead, and spells that affect undead can affect them. E.g. a person using Invisibility to Undead will not be seen by a Graveroot, and Repel Undead will cause it to shudder and withdraw its roots into the earth (assuming the Graveroot fails to resist these spells, of course).

2,2,82) GREEN MAN

NUMBER:	1	HABITAT:	Woodland (Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	2.0, 5.0 (walk)
VULNERABILITY:	Super-Resilient	AC:	2
SENSES:	12 (Acute)	OUTLOOK:	Neutral
INTELLIGENCE:	20 (Genius)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	5
MIGHT:	18 (Stupendous)	WEIGHT:	20,000
SPELL-CASTING: 18; Bestial Guard (NA 8), Hunt Quarry (NA 18), Hunt Intersection (NA 18), Wake Trees (NA 21), Wood Walking (NA 21)			
1ST ATTACK:	Bash with branches	2ND ATTACK:	Grapple with branches
DURATION:	7	DURATION:	5
ATTACK:	20	ATTACK:	15
STRENGTH:	15	STRENGTH:	13
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Grapple

Green Men are sentient and mobile trees (always a sizeable and mature tree). Their trunks are stiff but their branches and roots can flex and bend so as to enable walking, the manipulation of objects and even combat. A Green Man can use its multiple branches to make up to five different bash or grapple attacks without Simultaneous Attack Penalty, and these can be directed at the same or different targets.

A Green Man is able to sense and speak through a cluster of knots and cracks in its bark which make up its face. It is able to see in non-magical darkness as if it were bright daylight, and does not become exhausted by combat.

All Green Men speak Common and their own tongue, Leaf tongue, and may also speak Elvish if Elves have dwelled in their woods. They prefer to live reclusive lives deep within the forests, but they are not afraid to interact with other races, especially when they threaten the Green Men's woodland domain with axes and fire. Fire-based attacks are slaying against Green Men.

Whilst normally encountered singularly ranging through the forest, a Green Man can call for aid. They do not shout to their kin. Instead, whenever they stand still, they sink a few root-like toes into the soil and make contact with the dense network of roots and tendrils that threads through the earth, linking all of the trees in the wood. It takes several minutes for a Green Man to send even a short message in this way, which seems slow compared to speech. But each tree will be connected via this network to ten or twenty others, allowing a message to be cascaded out to every other Green Man in the wood before long.

2,2,83) GREEN MANLING

NUMBER:	1	HABITAT:	Woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT	1.5, 4.0 (walk)
AC:	2	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Neutral
INTELLIGENCE:	12 (High)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	2
MIGHT:	16 (Mighty)	WEIGHT:	5,000
SPELL-CASTING: 12; Bestial Guard (NA 8), Hunt Quarry (NA 18)			
1ST ATTACK:	Bash with branches	2ND ATTACK:	Grapple with branches
DURATION:	6	DURATION:	4
ATTACK:	12	ATTACK:	13
STRENGTH:	12	STRENGTH:	10
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Grapple

The characteristics of juvenile creatures are not normally given in this bestiary. However, Green Manlings are worthy of separate description. They are younger and smaller trees – smoother barked and less mossy than fully mature Green Men. Green Manlings can make up to two different melee attacks without Simultaneous Attack Penalty, directed at the same or different targets.

2,2,84) HARE, HORNED

NUMBER:	1 to 2	HABITAT:	Plains and Woodlands (Cold, Temperate)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 13.0 (walk)
AC:	0		
SENSES:	12 (Acute)	OUTLOOK:	Reclusive or Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	15 (Very Fast)	TREASURE:	0 (0)
MIGHT:	3 (Puny)	WEIGHT:	5
1ST ATTACK:	Gore with antlers	2ND ATTACK:	Bite
DURATION:	3	DURATION:	2
ATTACK:	7	ATTACK:	7
STRENGTH:	4	STRENGTH:	3
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Slash

Unlike its more common cousins, the Horned Hare is carnivorous and sports short antlers upon its head. It predares upon rabbits, squirrels and the like – chasing them down, bowling them over with its horns, then pouncing on them to bite. It is also partial to leaping onto grazing cattle, biting their backs and lapping their blood, until thrown off.

The GM can adapt these statistics for wild cats, foxes, badgers, etc. – but she should increase the weight, reduce the movement rate and remove the antler attack.

2,2,85) HOARD GUARDIAN

NUMBER:	1	HABITAT:	Special
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.0, 6.0 (walk)
AC:	5		
SENSES:	11 (Acute)	OUTLOOK:	Protective
INTELLIGENCE:	7 (Medium)	MADNESS:	Minor
NIMBLENESS:	7 (Medium)	TREASURE:	Special
MIGHT:	12 (Strong)	WEIGHT:	1,500
SPELL-CASTING: random spells and variable SC			
1ST ATTACK:	As weapon	2ND ATTACK:	Bash with fist
DURATION:	As weapon	DURATION:	4
ATTACK:	12	ATTACK:	10
STRENGTH:	As weapon (ST 6)	STRENGTH:	12
DAMAGE TYPE:	As weapon	DAMAGE TYPE:	Crush

This strange creature is a roughly man-sized and humanoid thing, seemingly comprised of a cohesive mass of coins – thousands of them of different denominations. It was two gemstones for eyes.

A Hoard Guardian is only ever encountered at the site of an obscenely rich treasure hoard (see the *Treasure* chapter), which has been accumulated and guarded over centuries by a powerful and avaricious monster like a Dragon or Lich. Perhaps their evil greed and inherent magic rubs off on the treasure somehow, so that it gains a spirit of its own, though

subservient to the hoard's owner. Or perhaps there is some arcane ritual that animates a Hoard Guardian, known only to such monsters.

A Hoard Guardian usually wields a powerful magical weapon taken from the hoard. Its martial capabilities are supplemented by spells. The GM should randomly select 2d10 spells (using the *Random Spell Generator*) for the Hoard Guardian to employ. It can cast each spell once per day, with an SC equal to the spell's Difficulty plus 3. These spells can all be found in scrolls and books within the treasure hoard.

Encounters with a Hoard Guardian commonly take two forms. It may suddenly rise up from a large heap of coinage, to surprise would-be thieves. (It is able to move at ten times its standard movement rate through piles of coinage.) Or it might intercept intruders in order to slay them before they reach the hoard, or to lead them away from it (and perhaps into a trap). Very rarely, a Hoard Guardian might be encountered far from its hoard, undertaking some task on behalf of the hoard's master. Or perhaps the Hoard Guardian is the last remnants of its hoard, the rest of which was stolen a long time ago...

If slain, a Hoard Guardian collapses with a loud clatter into a heap of lifeless coins and gemstones. These have a value determined by generating three finds of coinage as if from a rich hoard.

The most infamous Hoard Guardian is that which dwells within the vast pile of coins forming the bed of the Fire Dragon, Grigoliant. Several groups of adventurers have attempted to rob this hoard during the dragon's sporadic forays abroad. Survivors report being thwarted by a Hoard Guardian wielding a particularly deadly long sword, and with a penchant for casting Lightning Bolt.

2,2,86) HOMUNCULUS

NUMBER:	1	HABITAT:	Any land, favouring cities (Any)
SIZE:	Tiny		
VULNERABILITY:	Standard and medium-regenerating	MOVEMENT RATES:	1.0, 10.0 (fly); 1.0, 3.0 (walk)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	6 (Low)	MADNESS:	Minor
NIMBLENESS:	16 (Very Fast)	TREASURE:	1
MIGHT:	3 (Puny)	WEIGHT:	5
SPELL-CASTING: <i>Wrongness (-1 to HI within 2 metres)</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	1	DURATION:	2
ATTACK:	6	ATTACK:	4
STRENGTH:	1	STRENGTH:	2
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

See the *Demons* category. Homunculi are Class I demons.

A Homunculus is a tiny demon, similar in stature to a small monkey (approximately 30 centimetres tall) and with a pair of bat-like wings sprouting from its back. They are often found perching on the shoulders of warlocks, as their ability to fly makes them excellent familiars. They have smooth and hairless leathery skin, some of a bright crimson shade and

others of dark black, but all have eyes with golden irises and reptilian black-slitted pupils. Tiny claws protrude from their fingertips and a three-forked tongue from their sharp-teethed mouths. They have enough intelligence to act as effective spies, and to be able to converse in the Common and Demonic tongues in a soft chirping voice.

2,2,87) HORSE, HEAVY WAR

NUMBER:	1	HABITAT:	Any land, favouring plains and settlements (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 15.0 (walk)
AC:	0	OUTLOOK:	Calm
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0
NIMBLENESS:	12 (Fast)	WEIGHT:	900
MIGHT:	14 (Mighty)	1ST ATTACK:	Kick
1ST ATTACK:	Kick	2ND ATTACK:	Trample
DURATION:	5	DURATION:	6
ATTACK:	14	ATTACK:	12
STRENGTH:	12	STRENGTH:	12
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush

Heavy War Horses are stronger (but slower) than Light War Horses. They are also braver, but will still try to flee when faced with any creature of the Ultimate Madness Class – unless their rider makes a riding Action Roll (Riding+CH) versus a Difficulty of 15. A heavy war horse can easily bear 180 kilograms.

War Horses like to charge at opponents (see *Charging* in the *Combat* chapter). Trample attacks are made once an opponent has fallen to the ground.

2,2,88) HORSE, LIGHT WAR

NUMBER:	1	HABITAT:	Any land, favouring plains and settlements (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 16.0 (walk)
AC:	0	OUTLOOK:	Calm
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0
NIMBLENESS:	12 (Fast)	WEIGHT:	750
MIGHT:	13 (Strong)	1ST ATTACK:	Kick
1ST ATTACK:	Kick	2ND ATTACK:	Trample
DURATION:	6	DURATION:	6
ATTACK:	14	ATTACK:	12
STRENGTH:	11	STRENGTH:	10
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush

Light War Horses are stronger (but slower) than normal Riding Horses, but have been trained not to fear the fray of battle (no need for Riding+CH Action Rolls to prevent them from

fleeing). However, they will still try to flee when faced with any creature of the Major or Ultimate Madness Classes, unless their rider makes a riding Action Roll (Riding+CH) versus a Difficulty of 12 and 18 respectively. A light war horse can easily bear 150 kilograms.

War Horses like to charge at opponents (see *Charging* in the *Combat* chapter). Trample attacks are made once an opponent has fallen to the ground.

2,2,89) HORSE, PONY

NUMBER:	1 to 10	HABITAT:	Any land, favouring plains and settlements (Cold, Temperate, Hot)	
SIZE:	Medium			
VULNERABILITY:	Standard	MOVEMENT	RATES:	1.0, 14.0 (walk)
AC:	0	OUTLOOK:		
SENSES:	12 (Acute)	MADNESS:	None	
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0	
NIMBLENESS:	10 (Fast)	WEIGHT:	400	
MIGHT:	10 (Strong)			
1ST ATTACK:	Kick			
DURATION:	5			
ATTACK:	10			
STRENGTH:	10			
DAMAGE TYPE:	Crush			

Ponies are small horses, not much larger than Donkeys. They are often used as mounts by the shorter PC races, and can easily bear 80 kilograms even over fairly rough terrain. These beasts will become uncontrollable and will attempt to flee if ridden into battle, or if faced with any creature of the Minor, Major or Ultimate Madness Classes, unless their rider makes a riding Action Roll (Riding+CH) versus a Difficulty of 10, 15 and 21 respectively. If the rider does control the beast, he must pass such an Action Roll every 20 seconds or it will try to flee again.

2,2,90) HORSE, RIDING

NUMBER:	1 to 10	HABITAT:	Any land, favouring plains and settlements (Cold, Temperate, Hot)	
SIZE:	Large			
VULNERABILITY:	Standard	MOVEMENT	RATES:	1.0, 17.0 (walk)
AC:	0	OUTLOOK:		
SENSES:	12 (Acute)	MADNESS:	None	
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0	
NIMBLENESS:	12 (Fast)	WEIGHT:	600	
MIGHT:	12 (Strong)			
1ST ATTACK:	Kick			
DURATION:	6			
ATTACK:	13			
STRENGTH:	10			
DAMAGE TYPE:	Crush			

A Riding Horse can easily bear 120 kilograms. These beasts will become uncontrollable and will attempt to flee if ridden into battle, or if faced with any creature of the Minor, Major or Ultimate Madness Classes, unless their rider makes a riding Action Roll (Riding+CH) versus a Difficulty of 10, 15 and 21 respectively. If the rider does control the beast, he must pass such an Action Roll every 20 seconds or it will try to flee again.

2,2,91) ICTHID

NUMBER:	1 to 10 (1 to 100)	HABITAT:	Sea or coastal
SIZE:	Medium	MOVEMENT	1.0, 5.0 (walk or swim)
VULNERABILITY:	Standard	RATES:	
AC:	0	OUTLOOK:	Evil
SENSES:	7 (Medium)	MADNESS:	Minor
INTELLIGENCE:	7 (Medium)	TREASURE:	2 (4)
NIMBLENESS:	7 (Medium)	WEIGHT:	50
MIGHT:	7 (Medium)	1ST ATTACK:	Spear
1ST ATTACK:	Spear	2ND ATTACK:	Crossbow, Light
DURATION:	4	DURATION:	1 then 5
ATTACK:	9	ATTACK:	8
STRENGTH:	9	STRENGTH:	6
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Puncture
1ST ATTACK:	Bite		
DURATION:	5		
ATTACK:	10		
STRENGTH:	5		
DAMAGE TYPE:	Slash		

Icthids, also known as Deep Ones, are humanoid fish, standing at most 1.25 metres high. Their bodies are rotund with a fat belly and short powerful limbs ending in webbed hands and feet. They have a sail-like fin down the middle of their back, supported by a row of sharp spines. Their large heads have gill slits on the sides, beneath a wide mouth with flabby lips and sharp teeth. Ears are absent but there are two great lidless eyes, which are golden-irised with wide black pupils – expressionless and staring. Whilst Icthid eyes are cold and unappealing, the scales that cover their bodies are fabulous – glittering with countless colours even in dim light.

Icthids use spears and crossbows in combat. The latter seem to be made from some kind of whalebone, and have half the range of a normal crossbow, whether fired within or above the water. Icthids' heaviest crossbows are used to fire hunting harpoons. They are very fond of manflesh, and will use harpoons to drag sailors off boats.

Icthids are marine creatures but will make excursions into fresh waters and even onto dry land. They can breathe air for up to an hour. Thus, their raiding parties often attack coastal settlements, including ports some distance inland – dragging victims and treasure away in nets. Their raids are well directed by chieftains, who wear red sashes and bark out orders in deep, gasping voices.

The spoils from these raids will be taken back to Icthid strongholds. These are made in large caverns in the deeps, far out to sea. Icthids use tamed whales to haul cargo over such long distances. They have designed harness and tackle for this purpose, to which they tie their nets, Icthid passengers clinging onto the rear. It is not known whether Icthids live in remote

waters out of custom, or because of the frequent wars that break out between them and the Kalamen, whose cities are found in relatively shallow waters close to shore.

Sailors whose ships have been wrecked by whales or other sea monsters sometimes report seeing Icthids in the waters. Could it be that the Icthids direct these attacks?

2,2,92) ICTHID SHAMAN

NUMBER:	1 (1 to 10)	HABITAT:	Sea or coastal
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	1.0, 5.0 (walk or swim)
AC:	0	RATES:	
SENSES:	7 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	8 (Medium)	MADNESS:	Minor
NIMBLENESS:	7 (Medium)	TREASURE:	2 (4)
MIGHT:	6 (Medium)	WEIGHT:	50
SPELL-CASTING: 9; Nature – selected spells, see below; <i>enthraling lure</i>			
1ST ATTACK:	Spear	2ND ATTACK:	Claw
DURATION:	4	DURATION:	3
ATTACK:	10	ATTACK:	9
STRENGTH:	9	STRENGTH:	9
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Slash
1ST ATTACK:	Bite		
DURATION:	5		
ATTACK:	10		
STRENGTH:	6		
DAMAGE TYPE:	Puncture		

As the standard Icthid but much rarer. A Shaman has dull red scales and enormous, irregular and spine-like teeth which protrude from its undershot mouth even when closed. Additionally, a Shaman has a stalk-shaped organ protruding from its forehead. This is about 30 centimetres long and has a bulb-shaped tip that pulses with blue light (no more frequently than once per minute). Persons who see its pulsing glow must make a Double SD Resistance Roll versus a Difficulty of 15 or be enthralled. They will follow the shaman and fight to protect it, to the death if needs be. Those passing their Resistance Roll are immune for 24 hours.

Shamans act as advisors to Icthid chieftains and cast marine versions of several Nature spells:

- Novice (8):
 - *Bestial Guard* – affecting marine creatures only. Casting at Apprentice Difficulty (12) allows a large-sized creature to be summoned, e.g. Shark, Giant Octopus, Golden Crab.
 - *Claws of the Crab* – acting like Claws of the Leopard (reflected in the characteristics above).
 - *Wild Spear* – acting like Wild Staff but cast upon the Shaman's spear to give it a +1 bonus (reflected in the characteristics listed above).
- Dabblers (10):
 - *Nose of the Shark* – acting like Nose of the Wolf but only underwater.
 - *Subjugate Beast*
 - *Wild Cloak* – Shamans wear cloaks made of seaweed upon which they cast this spell.

- Apprentice (12):
 - *Shell Armour* – acting like Bark Armour.
 - *Bestial Mount* – affecting marine creatures only. Casting at Apprentice Difficulty (12) allows a large-sized creature to be summoned.
 - *Wild Hunt* – affecting marine creatures only.

2,2,93) ICTHID WARRIOR

NUMBER:	1 (1 to 10)	HABITAT:	Sea or coastal
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	1.0, 6.0 (walk or swim)
AC:	2 head/torso, 0 other	RATES:	
SENSES:	7 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	6 (Medium)	MADNESS:	Minor
NIMBLENESS:	7 (Medium)	TREASURE:	2 (4)
MIGHT:	8 (Medium)	WEIGHT:	55
1ST ATTACK:	Spear	2ND ATTACK:	Crossbow, Heavy
DURATION:	4	DURATION:	1 then 8
ATTACK:	11	ATTACK:	9
STRENGTH:	9	STRENGTH:	12
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Puncture
1ST ATTACK:	Bite		
DURATION:	4		
ATTACK:	10		
STRENGTH:	7		
DAMAGE TYPE:	Slash		

As the standard Icthid but rarer, though more common than Shamans. An Icthid Warrior has a head shaped like that of a hammerhead shark. Their horrible mouths are lipless and have multiple rows of triangular, serrated teeth. Their scales are plain silver. They wear breastplates and pot helms made of seashell, giving these body locations Armour Class 2.

2,2,94) IMP

NUMBER:	1 to 100	HABITAT:	Any land, favouring cities (Any)
SIZE:	Small		
VULNERABILITY:	Standard and slow-regenerating	MOVEMENT	1.0, 8.0 (walk)
AC:	0	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	6 (Low)	MADNESS:	Minor
NIMBLENESS:	12 (Fast)	TREASURE:	1 (3)
MIGHT:	4 (Weak)	WEIGHT:	25
SPELL-CASTING: <i>Wrongness (-1 to HI within 2 metres)</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	3	DURATION:	3
ATTACK:	8	ATTACK:	6
STRENGTH:	5	STRENGTH:	3
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

See the *Demons* category. Imps are Class I demons.

Imps are larger brethren of the Homunculus. About twice as tall and more muscular, they also have purple or mauve skin and lack wings. They are often slaves for other types of demon.

2,2,95) INCUBUS

NUMBER:	1 (1 to 20)	HABITAT:	Special
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	0	OUTLOOK:	Evil
SENSES:	8 (Medium)	MADNESS:	Minor
INTELLIGENCE:	8 (Medium)	TREASURE:	3 (4)
NIMBLENESS:	8 (Medium)	WEIGHT:	60
MIGHT:	8 (Medium)	SPELL-CASTING: 10; Mind – all spells of proficient rank and easier; <i>Wrongness</i> (-1 to HI within 4 metres) and dream attack	
1ST ATTACK:	One-handed bladed weapon (adamant)	2ND ATTACK:	Bash with fist
DURATION:	As weapon	DURATION:	3
ATTACK:	11	ATTACK:	10
STRENGTH:	As weapon (ST 4)+5	STRENGTH:	4
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Kick-Box

See the *Demons* category. Incubi are Class II demons.

Incubi are one of the few types of demon that are inherently able to cross between the Demonic and Natural Realm at will. Incubi use dreams as their conduit between the realms – they are able to appear in the minds of women sleeping in the Natural Realm.

When entering a dream, the Incubus always appears as a very attractive male of the same race as the dreamer. The Incubus attempts to seduce the dreamer. The dreamer must make a Double SD Attribute Roll versus a Difficulty equal to 10. If the roll is:

- passed, then the dreamer fends off the Incubus in the dream. The demon is momentarily revealed in its true form (see below) before being banished back to the Demonic Realm.
- failed, then sexual intercourse takes place. The Incubus immediately vanishes from the dream, returning in triumph to the Demonic Realm.

Whatever the result, the dreamer will wake in horror. If the Incubus succeeded in having intercourse, the dreamer will also become pregnant with the Incubus' offspring.

Such children are born normally, develop as usual, and are totally indistinguishable from those of non-Demonic lineage, with two exceptions. First, such individuals are instinctively able to understand the spoken Demonic language (although they cannot read it or speak it themselves). Second, such individuals will instantly and unquestioningly carry out verbal orders given by Incubi to the best of their ability (a Double SD Attribute Roll versus the ordering Incubus' Intelligence is allowed to resist performing totally alien actions, e.g. self-mutilation).

It is believed that Incubi are, in this way, slowly amassing an army of slaves in the Natural Realm and will shortly find some way to physically transport themselves here en-masse in order to take command. It is not known exactly what proportion of the Natural Realm's residents (including Player Characters) are latent Incubi slaves.

The true form of an Incubus (i.e. that seen when one is physically encountered or thwarted in a dream) looks like a disturbing mockery of a tailor's mannequin. The body is slight of build, smooth of skin and appears almost totally featureless – lacking eyes, nose, mouth, ears, hair, nails or any other superficial characteristic except for a phallus.

2,2,96) JELLY, CREEPING

NUMBER:	1	HABITAT:	Subterranean (Any)
SIZE:	Large	MOVEMENT	0.1, 0.5 (ooze)
VULNERABILITY:	Super-Resilient	RATES:	
AC:	0	OUTLOOK:	None
SENSES:	4 (Weak)	MADNESS:	None
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	3
NIMBLENESS:	2 (Creeping)	WEIGHT:	12,500
MIGHT:	0 (None)		
1ST ATTACK:			
DURATION:			
ATTACK:	Acid Burns		
STRENGTH:			
DAMAGE TYPE:			

The Creeping Jelly is a large, transparent and colourless blob of viscous mucus which is generally encountered in caves, although they may be found in artificial dungeons and labyrinths, imported or summoned by the dungeon's owner to deal with any organic detritus. The Jelly feeds on organic material, alive or dead. This it envelops and, once inside the body of the Jelly, digestive juices quickly dissolve the material.

Creeping Jellies generally have a volume of about 125 cubic metres, i.e. 5x5x5 metres. If standing on a flat open surface, a Jelly would assume a roughly hemi-spherical shape (gravity versus surface tension), about 3 metres in radius at the base. However, a Jelly will usually be encountered slowly inching its way along tunnels and corridors – in which case it will have changed shape so as to take on the cross-section of the tunnel, to ensure that it can feed on organic material on all four surfaces of the tunnel. Any organic material touching the Jelly is digested by strong acids – thus, Jellies generally leave behind beautifully clean tunnel walls and trails of inorganic scrap on the floor.

Consequently, adventurers will generally be faced with a slowly moving wall of transparent jelly – they may even walk into a Jelly before noticing it. Every second that skin-to-Jelly contact is made, the GM should roll 1d10+5 on the Burns Damage Table to simulate acid burns to the affected body part. If a creature is cornered and enveloped, then each second the GM should roll for damage and apply the result to every exposed first division body location. Organic armour and clothing will provide protection for a few seconds, depending on its thickness, before being dissolved. Inorganic armour cannot be dissolved, but the leather straps and fastenings holding it together will be; mail armour is too porous to provide any protection.

Fire and heat-based attacks are slaying against Creeping Jellies. Swinging a lit torch (see *Melee Weapons* in the *Combat* chapter) can be enough to make a Jelly move away in fear. Creeping Jellies are immune to electricity-based attacks (e.g. Lightning Bolts) and, if struck by such an attack, they are divided into two Jellies, each half the size of the original. “Child” Jellies created in this way subsequently grow into full-size Jellies, but this may take many weeks. Creeping Jellies do not become exhausted by combat.

2,2,97) JELLYFISH, BLOODSAIL

NUMBER:	1 to 1,000	HABITAT:	Salt water (Cold, Temperate, Hot)
SIZE:	Small		
VULNERABILITY:	Standard	MOVEMENT	0.5 (swim)
AC:	0	RATES:	
SENSES:	2 (Weak)	OUTLOOK:	Hungry
INTELLIGENCE:	1 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	2 (Creeping)	TREASURE:	0
MIGHT:	0 (None)	WEIGHT:	10
1ST ATTACK:	Poison		
DURATION:	n/a		
ATTACK:	n/a		
STRENGTH:	n/a		
DAMAGE TYPE:	Poison		

The Bloodsail is a large jellyfish, whose body reaches 50 centimetres in diameter, and whose tentacles may trail for up to 5 metres through the water beneath. The translucent body of this jellyfish has a blood red colour, and extrudes a sail-like appendage when at the sea's surface to catch the wind. Its tentacles are colourless and hard to see in the water. Anyone coming into contact with them may be poisoned. They must pass a Resistance Roll versus a Potency of 15. If the Resistance Roll is failed, the victim's player must roll 1d100 and, if the result is $\leq (SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1), where SV is the amount by which the Resistance Roll was failed. If the victim remains conscious, pain worsens its HI by -4 for SV hours. The poison can be cured by restoring an excess of the blood humour in the heart.

Bloodsails are usually encountered singly but, at certain times of year, vast numbers of them cluster in particular bays, making swimming and fishing there extremely hazardous. The GM should note the rules for overdoses of poisons (see *Overdoses* in *Apothecary* in the *Goods and Services* chapter.)

2,2,98) JELLY, LURKING

NUMBER:	1	HABITAT:	Subterranean (Any)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT	0.1, 1.0 (ooze)
AC:	0	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	Hungry
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	1
MIGHT:	4 (Weak)	WEIGHT:	200

1ST ATTACK:	Grapple
DURATION:	3
ATTACK:	10
STRENGTH:	12
DAMAGE TYPE:	Grapple (Acid)

A Lurking Jelly is far smaller than its cousin, the Creeping Jelly, being about 1 cubic metre in volume, but is also more intelligent, agile and dangerous. Also transparent and colourless, so hard to see, it makes ambush attacks by dropping from the cave ceiling onto prey below. An excellent climber, it oozes its way into position and then extrudes a number of fine tendrils, which dangle in the tunnel beneath. It uses these to detect vibrations in the air and, despite lacking eyes, can expertly judge the position, size and speed of prey, and even the amount of exposed flesh, perhaps by tasting the air too. Once prey is selected, the Jelly drops upon them and commences a grapple attack. If this is evaded, the prey is able to shrug off the Jelly before it can envelop them; the Jelly will then attempt to flee up the nearest wall, back into the dark safety of the cave roof. If its grapple attack is successful, then the GM should roll 1d10+7 every second on the Burns Damage Table to simulate acid burns. The result is applied to every first division body location in flesh-to-Jelly contact. Organic armour and clothing will provide protection for a few seconds, depending on its thickness, before being dissolved. Inorganic armour cannot be dissolved, but the leather straps and fastenings holding it together will be; mail armour is too porous to provide any protection. Jellies do not become exhausted by maintaining their grapple, whilst their victims often become too weak to struggle further, and so are digested.

Fire and heat-based attacks are slaying against Lurking Jellies, and they will select prey not holding lit torches or lanterns. Jellies are immune to electricity-based attacks (e.g. Lightning Bolts) and, if struck by such an attack, they are divided into two Jellies, each half the size of the original. The GM should halve each “child” Jelly’s grapple Attack Strength. Child Jellies created like this subsequently grow into full-size Lurking Jellies, but this takes many weeks.

2,2,99) KELPIE

NUMBER:	1	HABITAT:	Any near water (Any)
SIZE:	Varies	MOVEMENT	Varies;
VULNERABILITY:	Super-Resilient	RATES:	2.0, 20.0 (swim)
AC:	0	OUTLOOK:	Varies
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	12 (High)	TREASURE:	0
NIMBLENESS:	12 (Fast)	WEIGHT:	Varies
MIGHT:	14 (Mighty)		
SPELL-CASTING: <i>special powers including shape-changing</i>			
ATTACKS: As Light War Horse, Sea Serpent or NPC.			

A Kelpie is a malevolent water spirit which often haunts the area around a deep waterbody like a lake or river. If encountered on land, a Kelpie usually appears as a large and handsome black horse with a proud bearing. (The GM should use the characteristics of a Heavy War Horse.) It has a thick black mane which runs the length of its back, right to the tail. People meeting the horse are affected by its magical glamour and must pass a Resistance Roll versus a Difficulty of 12 or be desirous of riding upon it. If spoken to gently and courteously, the horse will allow itself to be mounted and ridden. (Strangely, if a group of people meet the

horse at the same time, they find that they can all mount it; the horse's back seems to elongate to accommodate up to five riders with ease.) Its thick mane provides riders with a secure grip – but they soon find the hair tangled around their hands and wrists, such that they cannot pull free. Once its riders are bound in this way, the Kelpie gallops into the deep water to drown them. Its shape changes in water so that, whilst its head remains equine in shape, its teeth become sharp, its legs become fins and its body stretches to become long and coiling. It becomes a thing of slime, stronger than a strangling snake. (The GM should use the characteristics of a Sea Serpent.)

A Kelpie's shape-changing powers extend much further. It can also assume the appearance of an adult member of any standard PC race. Transformations take 1 minute, and the Kelpie must have at least its feet submerged in water during this time. It can only assume the form of real people that it has seen close at hand, however. It mimics them exactly, including their clothing and voice. The GM should allow a Resistance Roll versus a Difficulty of 12 whenever someone first encounters a Kelpie shape-changed into a person. If this Roll is:

- successful, that observer sees that the Kelpie has hooves instead of feet;
- failed, the observer is fooled by the Kelpie's magic.

If the Kelpie is seen with the specific person that it is mimicking, observers receive a +5 bonus to their Resistance Roll. If it assumes the form of a different person, an observer's player can make a fresh Resistance Roll.

A Kelpie can be controlled by making it wear a bridle. Unintuitively, it can be easiest to make a Kelpie don a bridle whilst it is in the form of a person rather than a horse. If a Kelpie can be tricked or forced into putting on a necklace of any sort, it will be unable to remove the necklace by itself; its hands will turn into hooves whenever it tries. (The Kelpie may be unaware of this curse.) If the Kelpie then changes into its horse form, the necklace magically becomes a full bridle over its head. The slightest pull on the bridle is enough to render the Kelpie docile (and its mane will release anyone that it has bound).

There are obvious similarities between Kelpies and Undines, but very few understand the real link between them. Some Undines become so enamoured of people that they wish to break the ties that bind them to the water, so that they can live on land amongst the subjects of their fascination. There is an arcane magic rite which allows this, but at a terrible price – a person must be drowned by the Undine as part of the spell. This done, the Undine is transformed into a Kelpie, and is free to assume the form of a person (or horse) and walk far away from the water. A Kelpie can remain on land indefinitely; some are thought to have been living amongst people for years. (Whether they can sire progeny is unknown.) However, the spell's terrible price must be paid repeatedly – a Kelpie dies if it does not drown a person in deep water at least once every month. On death, a Kelpie collapses into a splash of water, just like an Undine.

2,2,100) KRAKEN, BOG

NUMBER:	1	HABITAT:	Marsh, bog and swamp (Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	1.0, 4.0 (swim or crawl)
VULNERABILITY:	Resilient and slow-regenerating	OUTLOOK:	Cunning
AC:	0	MADNESS:	Major
SENSES:	8 (Medium)	TREASURE:	0 (6)
INTELLIGENCE:	6 (Low)	WEIGHT:	20,000
NIMBLENESS:	8 (Medium)	SPELL-CASTING: 10; Summon Fog (AE 12)	
MIGHT:	18 (Stupendous)	1ST ATTACK:	Bash with tentacle
		2ND ATTACK:	Grapple with tentacle
DURATION:	7	DURATION:	6
ATTACK:	15	ATTACK:	15
STRENGTH:	13	STRENGTH:	15
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Grapple
3RD ATTACK:	Bite		
DURATION:	6		
ATTACK:	12		
STRENGTH:	18		
DAMAGE TYPE:	Slash		

The Bog Kraken lurks in deep swamps and marshes. A truly giant octopus, it lies submerged in dark pools and mud, and will attempt to grab any passing creature large enough to whet its appetite with its 15 metre long suckered tentacles, each as thick as a man's trunk. Once grappled, prey is lifted into its beaked maw to be chopped up and swallowed. Medium-sized prey (and smaller), e.g. people, might be swallowed whole. Or grappled victims might be flung, suffering damage from falling.

A Bog Kraken has eight tentacles with which it may attack, each of which may act independently of the others, i.e. each can attack without Simultaneous Attack Penalty. They will not attack the same target unless the Kraken feels threatened. Inflicting a major injury on a tentacle will cause it to be withdrawn for 20 seconds. Inflicting a mortal injury causes a tentacle to be severed, but does not otherwise impede the Kraken (it will be regrown soon enough). A mortal injury on its head/body will harm the Kraken in the normal way, i.e. -10 to HI and death in 9 minutes in the case of a mortal slow injury. A fatal injury on any part of the Kraken will slay it immediately. If the Kraken begins to suffer serious attacks to its head/body, it will drop grappled prey to free tentacles with which to protect itself. (Those who are dropped are likely to be hurt by a fall of at least 10 metres.) The Kraken is also cunning enough to know when to withdraw (e.g. if it loses four tentacles), hauling its bulbous form away through the mire far quicker than most can move across such difficult terrain.

2,2,101) KRAKEN, SEA

NUMBER:	1	HABITAT:	Deep salt water (Polar, Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	3.0, 15.0 (swim)
VULNERABILITY:	Resilient	AC:	0
SENSES:	8 (Medium)	OUTLOOK:	Hungry
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	Ultimate
NIMBLENESS:	4 (Slow)	TREASURE:	0 (0)
MIGHT:	20 (Stupendous)	WEIGHT:	Unknown
1ST ATTACK:	Bash with tentacle	2ND ATTACK:	Grapple with tentacle
DURATION:	7	DURATION:	7
ATTACK:	10	ATTACK:	9
STRENGTH:	17	STRENGTH:	17
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Grapple

The Sea Kraken is the mariner's nightmare. It is a beast with numerous huge tentacles, large enough to embrace a galleon and crush her to matchwood.

A Sea Kraken has 1d10+10 tentacles with which it may attack, each of which acts completely independently of the others. These commonly appear to be 2 metres thick and 30 metres long, but each extends beneath the waves for who knows how far. The GM should treat each tentacle as a separate creature. Generally, they strive to do structural damage to the ship (so the Kraken can feed on any fleshy morsels within the flotsam) but, if one tentacle feels pain, then it will try to grope out and crush the attacker. Or grapple them and fling them high into the air. (Medium targets can be flung 1d100/2 metres up and away; large 2d10 metres.) It should be assumed that slain tentacles have been severed – these will twitch and writhe for 1d100 seconds, though they may slip into the water sooner. During this time, they continue to deliver accidental blows to those on deck, but with half the normal Attack. Note that slaying a tentacle does not slay the Kraken itself but, if enough tentacles are slain, it may withdraw.

No-one is known to have seen the body of this beast and survived. Those who have fallen in the brine during an attack and lived to tell the tale have found the churning water too opaque with wreckage, froth, blood and black ink to see more than a few metres. Unfortunates are dragged down into the darkness to be swallowed by a beaked maw like a cave mouth. Large-sized prey (and smaller), e.g. sailors and small boats, will be swallowed whole.

2,2,102) LAMPREY, COMMON

NUMBER:	1 to 1,000	HABITAT:	Fresh water (Cold, Temperate) inc. subterranean
SIZE:	Tiny		
VULNERABILITY:	Individual: standard; Shoal: super-resilient	MOVEMENT RATES:	1.0, 6.0 (swim)
AC:	0	OUTLOOK:	Hungry
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0
NIMBLENESS:	Individual: 8 (Medium); Pack: 4 (Slow)	WEIGHT:	<1
1ST ATTACK as individual:	Bite	1ST ATTACK as shoal:	Special – see below
DURATION:	3		
ATTACK:	5		
STRENGTH:	3		
DAMAGE TYPE:	Slash		

Lampreys are eel-like fish, about 50 centimetres long when fully grown. They have no jaws. Instead, they have a circular lipless mouth covered in razor sharp teeth around the central throat, which are used to bore into prey – the Lamprey spinning its body to drill into the flesh. It then sucks blood and tissues from the wound. Lampreys are only likely to pose a direct threat to a large target like a member of a PC race if they are amassed in a shoal.

Should a lone Lamprey’s attack characteristics ever be necessary, use those in the left-hand “individual” cell above.

If a shoal of Lampreys is attacking a target, the GM should first choose the size of the shoal from the choices in the following table, or roll 1d100 to do this randomly:

1d100:	01 to 50	51 to 85	86 to 100
Shoal size band:	Medium	Large	Huge
Lampreys in shoal:	40	200	1,000
Maximum width of shoal:	2	4	8
Number of simultaneous attacks:	1	2	3
Duration:	3	2	1
Attack:	5	6	8
Strength:	3	5	8

Although the shoal consists of many individual Lampreys making individual attacks, the mechanics for combat become easier if the shoal is treated as a single coordinated entity.

A large or huge shoal can make multiple attacks at the same time, but never suffers a Simultaneous Attack Penalty. It may direct all of its attacks at a single target – in which case the target will need to divide its Defence between the shoal’s attacks or leave some attacks undefended. Alternatively, a shoal can spread out such that it envelops and attacks multiple targets. The shoal may not spread out beyond a maximum width, in metres, listed in the table. If a shoal’s targets spread out beyond this distance, then the part of the shoal attacking one of the peripheral targets retreats to join the rest of the shoal. When attacking multiple

targets at the same time, the shoal's Attack is divided amongst the targets – thus it becomes less dangerous. The shoal may divide its Defence freely as if a fighter.

A shoal's first attack versus a particular target is always aimed at a first division body location. Its second attack is always aimed at a second division body location, and its third and all subsequent attacks are at third division body locations. Within these restrictions, the shoal preferentially attacks body locations with the lowest AC. Location Penalties are never applied to a shoal's attacks, and shields have no effect.

Whilst an individual Lamprey is of the standard vulnerability, the shoal is super-resilient. Thus, a large-sized shoal is slain if the attacker rolls 1d100 and scores less than or equal to half of the Damage Score. If this occurs, the shoal ceases acting as a single coordinated entity, and its remaining members flee as individuals. Spells that can damage more than half of the Lampreys in the shoal at the same time, e.g. Void Ball, should be treated as slaying against the shoal.

Lampreys taste delicious. They seem to have evolved that way. The GM should require a Resistance Roll versus madness with a Difficulty of 10, each time that a character eats Lamprey (one roll per meal). If this causes the character to develop a madness, it is automatically a philia for eating Lampreys, accompanied by a strange and compulsive desire to follow the river where they were caught upstream to its furthest reaches underground...

2,2,103) LAMPREY, GIANT CAVE

NUMBER:	1	HABITAT:	Subterranean water, and nearby fresh waters (Cold, Temperate)
SIZE:	Huge		
VULNERABILITY:	Resilient	MOVEMENT	2.0, 8.0 (swim)
AC:	0	RATES:	
SENSES:	10 (Medium)	OUTLOOK:	Hungry
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	0 (4)
MIGHT:	12 (Strong)	WEIGHT:	10,000
1ST ATTACK:	Bite	2ND ATTACK:	Tail Bash
DURATION:	5	DURATION:	7
ATTACK:	13	ATTACK:	10
STRENGTH:	13	STRENGTH:	15
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

The Giant Cave Lamprey is an enormous version of the Common Lamprey, up to 20 metres in length and 1 in diameter. The throat in the midst of its horrible jawless maw is wide enough to swallow man-sized prey whole, and is surrounded by concentric rings of sharp teeth as big as axe-heads.

Unlike Common Lampreys, which are plentiful in the rivers of cold and temperate lands, Giant Cave Lampreys dwell almost exclusively in underground pools and lakes of the sort that are common under limestone hills. The Giant emits light from two eye-like organs on its head, which enable it to see in the darkness with its pair of real eyes. These organs are lidded, so that the Giant can vary the amount of light emitted to help it hunt. (Dwarves prize the pearlescent glow from these luminescent organs. They have discovered that they continue

to function for a while after being removed from a carcass. By mounting them inside special crystal lamps filled with alcoholic spirit, the organs will continue to emit beautiful bright light for several years.)

Each Giant Cave Lamprey will be encountered with a shoal of Common Lampreys, which seem to act as guards, patrolling the underground waterways near the Giant's lair.

Despite the vast difference in size, Giant Cave and Common Lampreys are actually the same species – though this is hardly suspected. Occasionally, a Common Lamprey will swim up a new tributary and reach the cave from which the stream emerges. If it finds a suitable pool inside the cave, it will make a home there and begin to mutate. It grows enormously over several months and changes into a Giant Cave Lamprey. It then spawns. Giants release thousands of tiny eggs several times a year, which are washed out of their caves, into the streams and rivers downstream. There they hatch and grow into Common Lampreys. People frequently fish for them as they taste delicious. However, eating a surfeit of Lamprey flesh is dangerous as, in some unfortunate people, it triggers a mysterious obsession with finding the source of the river from which the Lampreys came. Thus, prey is periodically lured into the Giant Cave Lamprey's cave. People come exploring – stooping, sliding, swimming up the wet passages, eventually reaching the silent pool in which the monster lurks. First they see two mysterious lamps in the dark, then a heavy blow knocks them into the water, and then they are slashed into a bloody mess by the monster's toothy maw, or swallowed whole...

Very occasionally, a Giant Cave Lamprey will issue forth from its cave. This happens when food is scarce (generally because of the damming of the river downstream). It can crawl along relatively shallow watercourses – it does not need to be fully submerged, but moves in a spiralling fashion so as to repeatedly submerge the gill holes along its flanks. It will attack cattle grazing near the riverbank, and then retreat into its cave again. As cattle become scarcer near its lair, it must move further downstream on each excursion, sometimes into more densely populated lands...

2,2,104) LEECH, GIANT

NUMBER:	1 to 5	HABITAT:	Fresh water margin (Temperate, Hot)
SIZE:	Tiny	MOVEMENT	1.0 (swim or slither)
VULNERABILITY:	Standard	RATES:	Hungry
AC:	0	OUTLOOK:	None
SENSES:	4 (Weak)	MADNESS:	0
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	1
NIMBLENESS:	4 (Slow)	WEIGHT:	
MIGHT:	0 (None)		
1ST ATTACK:	Bite		
DURATION:	3		
ATTACK:	10		
STRENGTH:	1		
DAMAGE TYPE:	Puncture		

Like their normal relatives, Giant Leeches are blood-sucking parasites that lurk in thick vegetation or murky water and bite animals or people that pass too near. However, unlike the normal and almost harmless common leech, the Giant Leech may drink 1 litre of blood in a sitting, growing up to 50 centimetres long in the process.

Powerful anaesthetic chemicals excreted by the Giant Leech's skin ensure that its touch and bite cause no sensation. Consequently, most Giant Leeches are only noticed if their victim accidentally happens to see them. When not in water, they instinctively try to wriggle to a position on their victim where they can lie supported, e.g. in the crook between neck and backpack, and so the weight of the swollen leech is often not noticeable. Once full, the Giant Leech will drop off and ease its bloated form into the undergrowth or downstream.

Assuming the Giant Leech attacks unnoticed, the GM should simply use the Attack Roll for its bite attack to indicate whether the leech successfully bites a bare area of skin (allowing it to drink). Rather than using the target's Defence, a Difficulty should be applied which represents the amount of bare skin available (e.g. the Difficulty of biting a barbarian in a loin-cloth may be very low). If the roll is unsuccessful, the leech may bite again in 3 seconds elsewhere.

A victim that has been bitten by a Giant Leech suffers the effects of exsanguination. Every 0.25 litres of blood that are lost worsens a victim's HI by -1. Depending on his CO attribute, unconsciousness or even death may quickly result. The *Exsanguination* section of the *Harms Beyond Combat* chapter should be consulted. There is also a 10% chance that the victim will be exposed to White Fever. If exposed, the victim may try to resist this disease as normal.

2,2,105) LEOPARD

NUMBER:	1 (1 to 2)	HABITAT:	Any land, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 12.0 (walk)
AC:	0		
SENSES:	12 (Acute)	OUTLOOK:	Reclusive or Aggressive
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (1)
MIGHT:	8 (Medium)	WEIGHT:	100
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	3	DURATION:	3
ATTACK:	12	ATTACK:	12
STRENGTH:	10	STRENGTH:	9
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

Use the same statistics for any similarly-sized big cat (e.g. lion, tiger). Note that, while most adult big cats are solitary, lions may be encountered in groups of up to 10. All species are ambush hunters, and will chase prey which escapes their pounce.

In colder climes, Sabre-Tooths might be encountered. These are the largest of the big cats, weighing 250 kilograms. They have giant upper canines for biting the spines of prey – typically young bison and mammoth. Their preferred attack is the bite, for which both the Attack and Attack Strength is 13.

2,2,106) LEYORB

NUMBER:	1	HABITAT:	All (Any)
SIZE:	Medium	MOVEMENT	1.0, 50.0 (fly)
VULNERABILITY:	Super-Resilient	RATES:	
AC:	0	OUTLOOK:	Inscrutable
SENSES:	12 (Acute)	MADNESS:	Minor
INTELLIGENCE:	12 (High)	TREASURE:	0
NIMBLENESS:	17 (Very Fast)	WEIGHT:	0
MIGHT:	2 (Puny)		
1ST ATTACK:	Envelop		
DURATION:	1		
ATTACK:	9		
STRENGTH:	n/a		
DAMAGE TYPE:	Loss of spell-casting		

See the *Fey* category.

This strange being, sometimes called a Will-o'-the-Wisp, appears as a misty orb of light, floating silently in the air. It emits a coruscating kaleidoscope of colours. Some of these hues, which flash out for an instant, are impossible to describe and somehow unnatural, giving observers a strange sense of foreboding. The Leyorb moves through the air with an easy, bobbing motion – but those who have encountered them report occasional bursts of extreme speed.

Leyorbs's habits are perplexing. They seem to live within the earth for, when they are first seen, it is invariably emerging from the ground, and they sink back into it when they withdraw. They move through physical substances as if they were not there – with the exception of metal. Metal acts as a barrier to them and blows from a dagger or sword may drive them away. Such attacks may even slay a Leyorb, if such a thing is truly possible. When this occurs, the Leyorb dissipates like mist on the wind.

Scholars speculate that Leyorbs are a fifth species of the Fey, but spirits of magic rather than fire, water, earth or air. There are several reasons for this theory, in addition to Leyorbs' bizarre appearance. Some think that they frequent the locations of ley lines. Second, Leyorbs are never affected by profane magic spells, although pious magic can affect them. Third, Leyorbs clearly hunt spell-casters and feed on their magical energy somehow. To do so, a Leyorb will try to envelop a person. The person's player can make a dodge Action Roll (Gymnastics+AG) to evade the Leyorb's clutches. He must pass such a roll each second. If he fails three consecutive rolls, the Leyorb drains the person's spell-casting ability. If the victim has even once cast a:

- proficient spell, their spell-casting ability is lost for 1d100 hours;
- expert spell, their spell-casting ability is lost for 1d100 days;
- master spell, their spell-casting ability is lost for 1d100 weeks.

Having fed in this way, a Leyorb will usually sink back into the earth, though it has been known for them to move from one spell-caster to a second. Leyorbs show no interest in those who have never cast spells of proficient, expert or master rank.

The loss of spell-casting ability inflicted by a Leyorb is more resistant to cure than that arising from spell-casting failure. The Wizardry spell Restoration will only help if it is successfully cast at master rank. The herb Archmage's Trefoil remains effective, however.

Loss of spell-casting ability is the only damage inflicted by a Leyorb's attack. Even though they inflict no physical harm, the experience is reported to be utterly horrible – a feeling of impotence and loss rather than pain, strong enough to wake sleeping victims.

It has been postulated that individual Leyorbs can be distinguished from each other because each emits a unique pattern of colours of light. Worryingly, this appears to suggest that Leyorbs develop a taste for particular prey – the same Leyorb periodically returning to attack the same magician. How they locate chosen victims is a mystery.

2,2,107) LICH

NUMBER:	1	HABITAT:	Any land, favouring cities and ruins (Any)
SIZE:	Medium		
VULNERABILITY:	Resilient and slow-regenerating	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	2		
SENSES:	7 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	20 (Genius)	MADNESS:	Major
NIMBLENESS:	8 (Medium)	TREASURE:	6 (7)
MIGHT:	14 (Mighty)	WEIGHT:	20
SPELL-CASTING: 16; Necromancy – all spells except Paths other than Bone and Ether; <i>cold aura and special powers</i>			
1ST ATTACK:	1-handed weapon	2ND ATTACK:	Punch with fist
DURATION:	As weapon	DURATION:	3
ATTACK:	12	ATTACK:	10
STRENGTH:	As weapon (ST 7)	STRENGTH:	7
DAMAGE TYPE:	As weapon	DAMAGE TYPE:	Crush

See the *Undead* category.

Some necromancers are willing to turn themselves into undead creatures. The Lich is the most powerful of these – a corporeal undead more fully described by the Path of Bone spells in the Necromancy discipline.

By default, a Lich appears as a skeleton with a piercing white light glowing in each eye socket. It is surrounded by an aura of life-sapping cold. Every 10 seconds, all within 10 metres of the Lich must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 12. Each time this roll is failed, a cumulative -1 Weakness Penalty is gained as if from hypothermia. Weakness Penalties worsen HI and, depending on the victim's CO attribute, may lead to unconsciousness or death (see *Hypothermia* in the *Harms Beyond Combat* chapter). The Lich itself is immune to cold-based attacks, e.g. Cold Ball spells.

If slain, the Lich's skeleton will collapse to the ground, truly dead, but the Lich itself will live on. Its soul is immediately transported to a phylactery – a skull – which could be anywhere. A powerful Lich may have several phylacteries and can teleport its soul between them at will. A Lich in its phylactery can also move its soul into any corpse (of the flesh-and-bone PC

aces) within 2xSC metres, in so doing acquiring a new skeletal body. Note that, in skeletal form, a Lich cannot touch its phylacteries. Should it do so, its soul will be sucked inside and its skeletal body will collapse. Consequently, it is problematic for a Lich to pick up and move its phylacteries for itself and, usually, it will direct minions or retainers to transport and hide its phylacteries for it.

Most Liches can also cast Necromancy spells allowing them to:

- summon undead to their side;
- control such undead as if by a Master Undead spell;
- emit a powerful Cold Ball, inflicting a Damage Score of 2d10+10 to all within 20 metres of the Lich;
- emit a magical aura of fear. If an observer within 40 metres makes a Resistance Roll that is:
 - successful, they overcome their fear and may act normally;
 - failed by ≤ 4 , they are terrified and will immediately flee until out of sight;
 - failed by >4 , they are paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of sight;
 - fumbled, they die immediately from fright.
- become ethereal like a Ghost.

In addition to their mastery of Necromantic magic, most Liches will be able to cast a variety of spells from other disciplines too.

2,2,108) LIMPET, CAVE

NUMBER:	1 to 5	HABITAT:	Caves (Temperate)
SIZE:	Medium	MOVEMENT	0.33 (crawl)
VULNERABILITY:	Standard	RATES:	
AC:	0 body; 6 shell	OUTLOOK:	Hungry
SENSES:	4 (Weak)	MADNESS:	None
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0 (2)
NIMBLENESS:	2 (Creeping)	WEIGHT:	100
MIGHT:	2 (Puny)	1ST ATTACK:	Poison gas
1ST ATTACK:	Poison gas	2ND ATTACK:	Drop and crush
DURATION:	1	DURATION:	1
ATTACK:	n/a	ATTACK:	10
STRENGTH:	n/a	STRENGTH:	Special
DAMAGE TYPE:	Poison	DAMAGE TYPE:	Crush

This species of giant limpet, reaching perhaps a metre across, is troglodytic. It only dwells in damp caves which are at least 5 metres in height. The Cave Limpet hangs from the cave's ceiling, attached by its sticky muscular foot. Its shell is conical and matches the hue of the local stone, looking like a squat stalactite. Thus, the limpet is easy to overlook, being up on the ceiling, away from lights carried below, and likely nestling amongst real stalactites.

At the apex of Cave Limpet's conical shell is a small orifice, from which it extrudes a heat-detecting organ on a short tentacle. When this senses prey below, the limpet extrudes the tentacle further. It is silently lowered towards the prey, stretching down as far as 10 metres. When the prey is close enough, the limpet releases a blast of poisonous vapour from a sphincter at the end of this hose-like tentacle. The limpet is proficient at timing the release of this mist to account for prey's movement. The mist is heavier than air and sinks down,

enveloping the prey. (Assume that the mist instantly fills a 2 metre radius cylinder below the tentacle.) If the mist's droplets make contact with eyes, or are inhaled or ingested, the victim must pass a Resistance Roll (Double SD) versus a Difficulty of 12. Failure means the victim collapses asleep and cannot be woken for at least 3 minutes per point of failure. (Having ejected a gout of mist, the limpet quickly retracts its tentacle to safety.)

Once a victim is subdued in this way, the Cave Limpet will endeavour to drop from the ceiling upon them. (It may even crawl across the ceiling to position itself directly above its slumbering victim.) To determine the damage of this attack, roll 1d10+10 on the Crush Damage Table. (The limpet is not damaged by falls of ≤ 10 metres, even onto rough rocks. It also receives the benefit of its Armour Class versus falling damage.)

Having fallen, if needs be the limpet will partially extrude its foot to haul itself upright (i.e. apex uppermost). Its mouth is in the centre of its foot and is crammed with sharp chitinous teeth, with which it will feed on the sleeping victim.

If the Cave Limpet senses danger whilst on the ground, it will seek to clamp itself to the nearest rock (much like its common marine cousins do), hopefully looking like an uninteresting stone. If attacked, it will spray out more mist. (This immediately fills a 2 metre radius hemisphere.) The limpet is immune to its poison, and can eject a gout once every 10 seconds. After ten such ejections, the limpet must rest this ability for an hour. Otherwise, it relies on its hard shell for protection, until it can crawl back up to the ceiling.

Cave Limpets are often found in small groups, if there is sufficient prey to sustain them. They are cautious enough not to risk attacking prey that is too large in terms of size or numbers. Their usual diet consists of bats but they relish goblins if they can catch them. If a goblin is seen running through a cavern with its eyes and mouth clamped shut, one hand held out in front and the other pinching its nose, it is a sure sign that there are Cave Limpets above.

2,2,109) LINDWORM

NUMBER:	1	HABITAT:	Woodland, hills, caves (Temperate)
SIZE:	Huge	MOVEMENT RATES:	1.0, 4.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Indolent
AC:	1	MADNESS:	Major
SENSES:	12 (Acute)	TREASURE:	0 (5)
INTELLIGENCE:	6 (Low)	WEIGHT:	75,000
NIMBLENESS:	6 (Slow)	SPELL-CASTING: <i>Choking gas attack</i>	
MIGHT:	16 (Mighty)	1ST ATTACK:	Tail bash
		2ND ATTACK:	Claw
		DURATION:	7
		DURATION:	6
		ATTACK:	12
		ATTACK:	14
		STRENGTH:	15
		STRENGTH:	12
		DAMAGE TYPE:	Crush
		DAMAGE TYPE:	Slash

A Lindworm is a giant eel-like monster with a pair of clawed forelimbs but no hind legs. Its hide is deep green and scaleless, and exudes a mucus which, although odourless, is caustic enough to blacken the vegetation through which the Lindworm slithers. Its head is salamander-like, but with nine dark holes on either side of the lower jaw. These magical

organs emit a poisonous gas, and glow with a blood-red light as they do so. Lindworms can grow to a prodigious size. The largest ever slain, known as “Escung”, was almost 90 metres in length – long enough to coil around the hilltop where it was killed. Its body was more than a metre in diameter, such that it would swallow cows whole. On one occasion, Escung defeated three armoured knights by beating them with a small tree that it had uprooted and wielded like a club, held in its writhing tail.

Such aggressive behaviour is unusual, however. Most Lindworms seem to be sluggish creatures that prefer to avoid the effort of combat if possible. Their method of hunting prey is likewise lethargic. As a juvenile, a Lindworm lives in rivers. To hunt, it lies submerged and still and, once a shoal of fish swims overhead, releases its poisonous gas, which bubbles up through the water, making it foul. The Lindworm then swallows the dead fish sinking around it. As it ages, the Lindworm will eventually outgrow river habitats, and will haul itself (by night, for they are nocturnal creatures) upstream into hill country, finding a damp wood or cave to reside in. Again, its approach to hunting is indolent. On a still night, it settles itself at the top of a steep-sided valley grazed by livestock, and releases its poisonous gas. This billows down the vale like a slow-moving, invisible wave of death – asphyxiating the creatures in its path. The gas is transparent, colourless and odourless, so the livestock breathing it die peacefully in their sleep. The Lindworm then slithers down the valley to devour the fresh carcasses. A large Lindworm might swallow a dozen sheep in one sitting, and then retreat to its lair to digest for several weeks. Of course, the Lindworm might take a fancy to eating dead people, should its gas have flowed through a village. (There is a warning to the wise – candles, torches and even fires are snuffed out by the gas. In Lindworm country, villagers know to climb onto their rooves or run for higher ground when their lights start going out.)

A large Lindworm can emit up to 20,000 cubic metres of gas in one go (at a rate of 1,000 cubes per minute). Its gas is then spent, but recharges at a rate of 1,000 cubes per day. For simplicity, the GM should assume the gas forms a roughly square-shaped cloud, 100 by 100 by 2 metres in volume. The gas is heavier than air and hugs the ground to a depth of about 2 metres, but will accumulate to a greater depth in depressions or confined spaces like caves or the ground floors of buildings. It lingers for up to a day, dissipating more quickly if there is a breeze. If a character is engulfed by a Lindworm’s gas, their player must make a Double CO Attribute Roll versus a Potency of 15. If this Resistance Roll is:

- passed, the PC is aware that he is choking, and will awake if asleep. He suffers a Mental injury – roll $1d10+7-CO$ on the Mental Damage Table to determine the effects. If unable to escape the gas in CO minutes, the PC asphyxiates and dies;
- failed, the PC falls unconscious without noticing anything amiss, and will asphyxiate in CO minutes;
- fumbled, the PC dies immediately.

A Lindworm is not immune to its poison gas, although it can usually lift its head with ease to such a height that it can breathe fresh air. For this reason, a Lindworm will not discharge its gas in a confined space like a cave, unless it knows an escape route (or perhaps to block a sump to deter intruders from entering its lair). A Lindworm is able to taste the gas and will avoid prolonged exposure if it can.

Lindworms are often confused with Dragons by the ignorant. Although both species are snake-like and huge, Lindworms lack the keen intellect of Dragons and cannot speak. They have a base cunning though, and a desire for treasure – though their hoards are more ragbag collections of trophies from successful hunts, than the vast piles of coins and jewels on which all self-respecting Dragons like to rest.

2,2,110) LINDELVER

NUMBER:	1	HABITAT:	Rivers (Temperate)
SIZE:	Large	MOVEMENT RATES:	0.5, 4.0 (walk)
VULNERABILITY:	Resilient	AC:	0
SENSES:	12 (Acute)	OUTLOOK:	Indolent
INTELLIGENCE:	6 (Low)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0 (2)
MIGHT:	12 (Strong)	WEIGHT:	1,000
SPELL-CASTING: <i>Choking gas attack</i>			
1ST ATTACK:	Tail bash	2ND ATTACK:	Claw
DURATION:	5	DURATION:	4
ATTACK:	9	ATTACK:	11
STRENGTH:	11	STRENGTH:	10
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Slash

A Lindelver is a juvenile Lindworm. Its characteristics differ from the fully grown adult as set out in the table above, and as follows. It is 10 metres long and 0.5 in thickness. Its poison gas cloud is just 10 by 10 by 2 metres in volume, and has a Potency of 12. If engulfed by the gas, and a Double CO Attribute Roll is:

- passed, the PC is aware that he is choking, and will awake if asleep. He suffers a Mental injury – roll 1d10 on the Mental Damage Table to determine the effects. If unable to escape the gas in CO minutes, the PC asphyxiates and dies;
- failed, the PC falls unconscious without noticing anything amiss, and will asphyxiate in CO minutes;
- fumbled, the PC dies immediately.

2,2,111) LIZARD, GIANT

NUMBER:	1	HABITAT:	Any land, favouring plains and woodland (Hot, Desert)
SIZE:	Large	MOVEMENT RATES:	1.5, 9.0 (walk) 1.0, 4.0 (swim)
VULNERABILITY:	Standard	AC:	1
SENSES:	8 (Medium)	OUTLOOK:	Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0 (2)
MIGHT:	12 (Strong)	WEIGHT:	1,750
1ST ATTACK:	Bite		
DURATION:	5		
ATTACK:	12		
STRENGTH:	13		
DAMAGE TYPE:	Slash		

Giant Lizards look like giant iguanas, 1.5 metres high at the shoulder and 7 metres in length. Despite their size, they are effective ambush hunters. They are able to lie completely still for long periods, hidden in dense vegetation or between rocks, and then lunge forward by flexing their powerful tails, to snap their jaws around prey. If a Giant Lizard's initial strike is not fatal to the prey, it will give chase – they can run surprisingly quickly despite their ungainly waddle.

Giant Lizards come in a variety of colours. The paler ones are sometimes mistaken for basilisks, but their fore-claws are much smaller.

Some desert-dwelling Human tribes customarily use Giant Lizards as mounts. They can bear 300 kilograms, and are as brave as a Heavy War Horse when faced with battle or fearsome monsters.

2,2,112) LORD, ELDER

NUMBER:	1 to 3	HABITAT:	Any (Any)
SIZE:	Medium	MOVEMENT RATES:	0.5, 1.0 (walk)
VULNERABILITY:	Resilient	OUTLOOK:	Aloof
AC:	1	MADNESS:	Major
SENSES:	15 (Acute)	TREASURE:	0 (7)
INTELLIGENCE:	20 (Genius)	WEIGHT:	250
NIMBLENESS:	5 (Slow)	SPELL-CASTING: 20; Chronomancy – all spells (using tool); <i>Wrongness</i> (-2 to HI within 8 metres); and <i>special powers</i>	
MIGHT:	5 (Weak)	1ST ATTACK:	Death Ray
		2ND ATTACK:	Bash
		DURATION:	5
		ATTACK:	10
		STRENGTH:	5
		DAMAGE TYPE:	Kick-Box
		DAMAGE TYPE:	Kick-Box

See the *Demons* category. Elder Lords are Class IV demons.

An Elder Lord is similar in height to a Human, but strikingly alien in all other respects. It has a barrel-shaped body with five-limbed starfish-like appendages at the top and bottom. The bottom set is used for locomotion – with a slow, ambling gait. The upper set of tentacles are covered with prismatic cilia – presumably sensory organs – and end in tube-like structures which are used in feeding and speech. Their voices make eerie piping sounds and whistles. Some Elder Lords carry a tool that amplifies these sounds so that they can be heard over long distances.

The barrel body is divided by ridges into five stave-like sections. A tentacle emerges from the mid-point of each stave. These are able to stretch and branch into sub-tentacles as necessary for the manipulation of objects. Elder Lords are invariably encountered carrying mysterious crystalline tools in their tentacles. These tools clearly have great power and importance but, whenever they are separated from their owners, they become entirely inert and useless. Some Elder Lords have a tool to produce effects like those of the spells in the Chronomancy discipline (see the *Optional Rules* chapter), all with a 1 second casting duration.

An Elder Lord is able to unfold a comb-like wing from a narrow slit hidden in each of the ridges dividing the five staves of its barrel body (doing so takes it 5 seconds). These wings enable the Elder Lord to teleport itself. If one wing is unfolded, the Elder Lord can teleport 5 metres in an instant; two unfolded wings increase the distance teleported to 25 metres; three to 125 metres; four to 625 metres; and five to 3,125 metres. At least 5 seconds must elapse between teleportations, and they tire an Elder Lord in proportion to the distance travelled. (It suffers a HI penalty equal to the number of wings used for a number of seconds

equal to the distance teleported. E.g. teleporting 3,125 metres requires 5 wings, and inflicts -5 HI for $3,125/60=52$ minutes.) Some Elder Lords have a tool that vastly increases the range of their innate teleportation, so much so that they are able to step between worlds. In this way, they enter and leave the Natural Realm as they wish.

Elder Lords' bodies are tough and leathery in texture, and able to survive extremes of temperature and pressure. Though encounters with Elder Lords are very rare, they could occur in almost any environment, from the frozen wastes of the far north to the depths of the sea bed. Elder Lords are encountered least often in hot and dry environs.

Unlike most demons, Elder Lords are not inherently hostile to the peoples of the Natural Realm. They study us in the way that we might watch an ants' nest. If attacked, an Elder Lord commonly uses a power like the Halt Time spell to given itself time to unfurl its wings and teleport to safety. Some Elder Lords have a tool that converts matter into energy, and can be used as a Death Ray. Targets must pass a Double SD Attribute Roll versus 15 or their body (or just a limb if the Elder Lord chooses) instantly vanishes in a flash of white light.

Kalamen call Elder Lords the “Architects”, and credit them with the creation of all species of life in the world, many aeons ago.

2,2,113) LOTUS, BLACK

NUMBER:	Hundreds	HABITAT:	Deep and still freshwater pools and lakes (Hot)
SIZE:	Varies		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	0
AC:	0	OUTLOOK:	n/a
SENSES:	0 (None)	MADNESS:	None
INTELLIGENCE:	0 (None)	TREASURE:	4
NIMBLENESS:	0 (None)	WEIGHT:	10
MIGHT:	0 (None)		
1ST ATTACK:	Poison gas cloud		
DURATION:	n/a		
ATTACK:	n/a		
STRENGTH:	n/a		
DAMAGE TYPE:	Madness		

The Black Lotus is a beautiful water lily with pale star-shaped flowers with an iridescent quality, such that they seem to change colour before ones eyes, and different observers will argue about their hue. Its broad floating leaves are dark green above and black below. It thrives in still, deep freshwater pools and lakes in warm climes.

Despite its benign appearance, the Black Lotus is carnivorous. It emits a pungent, sweet scent like almonds. If there is little wind, this gas cloud will hang over and around the pool where the Lotus grows, but it can be blown further inland. Anyone breathing in the scent should make a Resistance Roll versus the poison, which has a Potency of 12. Failure indicates that the poison takes effect.

Victims are immediately overcome with a madness which makes them desperate to swim to the bottom of the nearest waterbody. Victims are irrational in this desire, plunging into the pool even if they cannot swim, and without pausing first to remove gear or clothing. This

insanity lasts for 10-CO minutes, after which victims will come to their senses. Not before many have drowned, however (especially adventurers laden with heavy armour). Their sunken corpses fertilise the roots of the Black Lotus.

2,2,114) LYCANTHROPES (CATEGORY)

A Lycanthrope is a humanoid creature of standard mammalian physiology (e.g. Human, Elf, Dwarf, Halfling, Orc or Goblin) which has been bitten by a creature infected with lycanthropy. This is a magical disease which allows them to transform either fully or partially into beasts – often that of the wolf so as to produce a Were-Wolf (with “Were” pronounced as “where”). Lycanthropy is only carried and suffered by certain carnivorous mammals.

All Lycanthropes can normally choose when to shift between normal form (e.g. as a normal Human) and beast form (e.g. as a normal Wolf), or back again. However, whenever a Lycanthrope is exposed to direct moonlight at night, he may be forced to transform. If there is a:

- full moon, the Lycanthrope must pass a Resistance Roll (use its Intelligence) versus a Difficulty of 18 or it assumes Were form. This looks like a partial transformation into a beast, e.g. a bipedal cross of a Human and wolf, with fur, fangs, claws and other bestial features. In Were form, the Lycanthrope’s personality becomes violently berserk;
- gibbous moon, the Resistance Roll is made versus a Difficulty of 12, and the Lycanthrope is forced into beast form, e.g. a wolf. He does not become violently berserk in this form;
- half, crescent or no (new) moon, the moonlight is too weak and no roll need be made.

For these purposes, direct moonlight is defined as rays which come directly from the moon to the Lycanthrope. Reflected or scattered moonlight, e.g. through thick cloud, does not affect a Lycanthrope (whilst reflected or scattered sunlight would affect a Vampire).

Each transformation requires 10 seconds. Note that the transformation does not extend to the Lycanthrope’s clothing or belongings – these must be discarded or they may be torn and ruined by the violent spasms which reshape the Lycanthrope’s body.

Once forced to transform by moonlight, the Lycanthrope remains in Were or beast form for 1 hour. It then transforms back into normal form. (If it devours a fresh heart first, however, the transformation lasts until sunrise.) If the Lycanthrope re-enters direct light from a full or gibbous moon, it must pass a another Resistance Roll to avoid being forced to transform again. However, once it passes:

- 3 rolls with a full moon;
- 2 rolls with a gibbous moon;

...no further rolls need be made that night.

In Were and beast form, Lycanthropes gain the sensory abilities of that beast, typically enhanced night-vision and senses of smell and hearing, and echo-location if a Were-Bat. They also become regenerating creatures.

Attacks made with pure silver weapons are slaying against Lycanthropes. However, pure silver weapons become blunt or misshapen easily (unless magical). After delivering a number of successful attacks equal to twice its weight in kilograms (rounding fractions up), a non-

magical pure silver weapon loses its slaying ability and has only half the normal Attack Strength until repaired.

A bite from a Lycanthrope in Were form which causes an injury exposes the victim to the lycanthropy disease. Assuming the victim is of the mammalian races and fails to resist, he becomes a Lycanthrope – of the same type as his attacker. The Potency of the disease varies as follows:

- 18 if bitten by a Were-Wolf;
- 18 if bitten by a Were-Rat;
- 15 if bitten by a Were-Cat;
- 15 if bitten by a Were-Bear;
- 12 if bitten by a Were-Bat;
- 12 if gored by a Were-Walrus.

Note that some Lycanthropes may be powerful Hedge Mages, in which case they will not necessarily be aggressive in Were form, will have better control over their transformations in moonlight, and will be able to cast spells from the Nature discipline of at least expert rank and easier (so assume an SC of 13).

The characteristics of different Were and beast forms are found elsewhere in this chapter.

2,2,115) MADCAP

NUMBER:	1 to 20	HABITAT:	Any land, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Super-Resilient	MOVEMENT	0
AC:	0	RATES:	
SENSES:	8 (Medium)	OUTLOOK:	n/a
INTELLIGENCE:	0 (None)	MADNESS:	None
NIMBLENESS:	0 (None)	TREASURE:	4
MIGHT:	0 (None)	WEIGHT:	2,000
1ST ATTACK:	Poison gas cloud		
DURATION:	n/a		
ATTACK:	n/a		
STRENGTH:	n/a		
DAMAGE TYPE:	Madness		

The Madcap is a giant toadstool that grows up to 4 metres high. Its stalk, which may be up to 1 metre in diameter, is a dull grey colour while its wide domed cap, up to 3 metres across, has a vivid orange upper surface.

The many fleshy gills which radiate out under the cap will emit a cloud of spores should anything (medium-sized or larger) walk within 20 metres of the toadstool – vibrations from footfalls being detected by a network of fine root tendrils through the surrounding soil. The cloud will fill a 20 metre radius immediately and dissipates after 20 seconds, by which time the Madcap will be ready to puff out another cloud if disturbed again. The spores are too small to be visible but those breathing them in will smell a strong odour like cinnamon. Anyone within the cloud should make a Resistance Roll versus the poison, which has a

Potency of 12. Failure indicates that the spores have entered the lungs and bloodstream, and the poison will take effect.

A victim of the spores immediately goes berserk. He will attack with violent fury whichever person or creature is nearest – whether friend, foe or innocent bystander – until they fall unconscious or are slain, and will then move onto the next nearest target. Unlike when using Frenzy skill, the spores’ victim cannot try to calm himself or distinguish friend from foe. Instead, he will remain berserk until he moves out of the 20 metre radius spore cloud, or the cloud dissipates. Note though that subsequent movement within 20 metres of the toadstool may cause it to emit another cloud (if ≥ 20 seconds has elapsed since it puffed out the last).

Madcaps tend to grow in clusters of up to twenty, each spread about 20 metres apart. The ground around them is usually littered with the corpses of those which have fallen victim to the violence that their spores trigger. Indeed, these corpses provide a fertilising feedstock to the toadstools.

Fire-based attacks are slaying against Madcaps.

2,2,116) MANTIS, TREE

NUMBER:	1	HABITAT:	Woodland (Temperate, Hot)
SIZE:	Large	MOVEMENT	1.5, 5.0 (walk);
VULNERABILITY:	Standard	RATES:	2.0, 5.0 (fly)
AC:	2	OUTLOOK:	Aggressive
SENSES:	12 (Acute)	MADNESS:	Minor
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0 (4)
NIMBLENESS:	10 (Fast)	WEIGHT:	750
MIGHT:	14 (Mighty)		
1ST ATTACK:	Grab with forelimbs		
DURATION:	1 then 3		
ATTACK:	12		
STRENGTH:	10		
DAMAGE TYPE:	Puncture & Grapple		

The Tree Mantis is a giant predatory insect which lurks on the edges of woodland clearings. The shape of its body and texture of its carapace are camouflaged to allow the Mantis, when it stands motionless beside a tree, to appear just like another stem and branches. (Different species of Mantis mimic different species of tree.) The GM should apply a default Difficulty of 15 to Action Rolls (Observation+RE) to spot the Mantis, perhaps easing this if the observer has some relevant expertise or if they get particularly close – which may make them prey, of course.

The Mantis’ favoured tactic is to ambush suitably sized prey that passes within reach. Its spiked scythe-like arms shoot out and grasp the prey in a second. Once the prey is gripped, the Mantis beats its stubby wings furiously, lifting itself and its victim into the air. (Apply a -5 penalty to its HI whilst laden with a PC.) When it has ascended to 20 metres above the ground (this typically takes 4 seconds), the Mantis will release its grasp, letting the victim fall to the ground. Often the damage from this fall, and from the spikes on the Mantis’ arms, is enough to kill or weaken the victim, such that the Mantis can fly down to an easy meal. If the victim puts up too great a defence, the Mantis will always take flight rather than engage

in a prolonged melee. (Whilst the Mantis' initial strike in ambush takes just 1 second, subsequent attacks with its arms have a 3 second duration.)

Although a Tree Mantis is capable of flying upwards a short distance whilst laden with the weight of prey, it is too weak a flyer to carry prey much further. The leafy appendages on its body which aid its camouflage impede its agility in the air, restricting it to short bursts of flight.

Tribes of Goblins living in forest strongholds often hunt for Tree Mantis eggs, to rear the creatures as mounts. They can bear 150 kilograms, and are as brave as a Light War Horse when faced with battle or fearsome monsters. Wearing a saddle prevents a mantis from flying.

2,2,117) MIDGE, RAPIER

NUMBER:	Countless	HABITAT:	Marsh, bog and swamp (Cold, Temperate, Hot)
SIZE:	Tiny		
VULNERABILITY:	Special	MOVEMENT	0.5, 3.0 (fly)
AC:	0	RATES:	
SENSES:	4 (Weak)	OUTLOOK:	Hungry
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (0)
MIGHT:	0 (None)	WEIGHT:	<1
ATTACK:	Exsanguination		
DURATION:			
ATTACK:			
STRENGTH:			
DAMAGE TYPE:			

At certain times of the year, travellers in marshes, bogs and swamps may encounter a swarm of thousands of tiny blood-sucking midges. These are the notorious Rapier Midge. They move in a cohesive cloud like dark grey smoke, accompanied by a high-pitched whine, and settle as fast as they can over any exposed area of flesh. Though each Midge is tiny, their bite is like being stabbed with a needle and, as a whole, the cloud is capable of drinking dangerous amounts of blood.

Anyone within the swarm (assume that this is a 1 metre radius sphere) will lose a quarter of a litre of blood every minute. A single swarm will drain up to 2 litres of blood before it disperses, sated and not needing to feed again till tomorrow. Every 0.25 litres of blood that are lost worsens a victim's HI by -1. Depending on his CO attribute, unconsciousness or even death may quickly result. The *Exsanguination* section of the *Harms Beyond Combat* chapter should be consulted. Those unfortunates that exsanguination renders unconscious may be preyed upon by multiple swarms, and left as bloodless husks.

The cloud is immune to most attacks, even those from magical weapons. But it can be easily destroyed with any sudden blast of extreme heat or cold (e.g. a Fire Ball), or blown away by high winds. Smoke also repels the Rapier Midge, especially from Winterbine Weed tobacco.

2,2,118) MINOTAUR

NUMBER:	1	HABITAT:	Ruins and subterranean (Any)
SIZE:	Large	MOVEMENT RATES:	1.0, 12.0 (walk)
VULNERABILITY:	Standard	OUTLOOK:	Aggressive
AC:	1	MADNESS:	Minor
SENSES:	10 (Acute)	TREASURE:	1 (4)
INTELLIGENCE:	6 (Low)	WEIGHT:	250
NIMBLENESS:	8 (Medium)	SPELL-CASTING: <i>teleporting breath, disorientating bellow</i>	
MIGHT:	14 (Mighty)	1ST ATTACK:	Mace
		2ND ATTACK:	Gore with horns
DURATION:	4	DURATION:	5
ATTACK:	12	ATTACK:	10
STRENGTH:	10	STRENGTH:	9
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Puncture
3RD ATTACK:	Bash with fist		
DURATION:	3		
ATTACK:	9		
STRENGTH:	9		
DAMAGE TYPE:	Kick-Box		

The Minotaur is a monster with magical origins – a muscular man, 2.5 metres high, with the head and hooves of a bull. It is bound to a particular location – always a dungeon, catacomb, ruin or other labyrinthine place. Its role is to guard this labyrinth from intruders and, having spent decades or perhaps centuries trapped there, the Minotaur knows the place like the back of its hand. Inherently irascible, its long and lonely imprisonment will have driven the Minotaur to the depths of frustration, despair and madness, such that it now sees intruders as disturbances and threats rather than potential rescuers. (A successful Dispel Magic spell versus a suitable Difficulty could perhaps break the enchantment binding the Minotaur to its labyrinth. How might it react to freedom?)

The Minotaur carries a mace and buckler, with which it is proficient. It can also make a magical breath attack 1d10+1 times per day. This takes 2 seconds, has a 3 metre range, strikes a single target, and cannot be dodged. If the target fails a Resistance Roll (Double CO) versus a Difficulty of 15, it is teleported to a location within the labyrinth chosen by the Minotaur. The Minotaur can internalise its breath if it chooses, so as to teleport itself rather than an opponent. It can also unleash a magical bellow, as frequently as once each minute. This takes 3 seconds. All those within earshot must make a Resistance Roll (Double SD) versus a Difficulty of 15. If this is:

- successful, the target is unaffected and benefits from a +3 bonus versus the next bellow;
- failed, the target loses their current action and is instantly spun around through 180°, so as to face the opposite direction. If they are in combat, add 3 seconds to the duration of their next action to reflect disorientation;
- fumbled, the target suffers the effects of a failure but also forgets all spatial memories of their journey through the labyrinth to this point. They might remember some of the events that occurred within the labyrinth, but will be unable to visualise their route or retrace their steps...

2,2,119) MOONFLOWERS

NUMBER:	Thousands	HABITAT:	Steep-sided valleys (Any)
SIZE:	Small	MOVEMENT	0
VULNERABILITY:	Super-Resilient	RATES:	0
AC:	0	OUTLOOK:	n/a
SENSES:	0 (None)	MADNESS:	None
INTELLIGENCE:	0 (None)	TREASURE:	4
NIMBLENESS:	0 (None)	WEIGHT:	<1
MIGHT:	0 (None)		
1ST ATTACK:	Poison gas cloud		
DURATION:	n/a		
ATTACK:	n/a		
STRENGTH:	n/a		
DAMAGE TYPE:	Unconsciousness		

Moonflowers are a ground-hugging shrub with evergreen leaves and pale white flowers. They thrive in steep-sided vales, and their presence seems to prevent trees or other plants from growing there. Their flowers open only at night, at which time they emit a sickly perfume which carries far on the slightest breeze. Any person breathing in this scent must resist a poison with a Potency of 15 or lose consciousness. They collapse to the ground and remain there, in a dreaming oblivion, until dawn when the flowers close and their perfume is wafted away. No stimulus will wake a person who continues to inhale the perfume of Moonflowers. Survivors report the same nightmare – in which they see themselves as if from above, their body lying amongst the blooms and being eaten by rats, insects and other nocturnal scavengers. Indeed, this is the fate of many who fail to resist the poisonous scent of Moonflowers. Giant Spiders in particular like to prey upon people incapacitated by Moonflowers, and often keep lairs nearby for this purpose...

2,2,120) MUMMY

NUMBER:	1	HABITAT:	Ruins and subterranean (Any)
SIZE:	Medium	MOVEMENT	1.0, 8.0 (walk)
VULNERABILITY:	Resilient and slow-regenerating	RATES:	1.0, 8.0 (walk)
AC:	0	OUTLOOK:	Varies
SENSES:	7 (Medium)	MADNESS:	Minor
INTELLIGENCE:	12 (High)	TREASURE:	3 (5)
NIMBLENESS:	8 (Medium)	WEIGHT:	50
MIGHT:	14 (Mighty)		
SPELL-CASTING: 13; Necromancy – all spells of expert rank and easier (except Paths other than Dust); <i>and special powers</i>			
1ST ATTACK:	Dagger	2ND ATTACK:	Bash with fist
DURATION:	3	DURATION:	3
ATTACK:	11	ATTACK:	11
STRENGTH:	10	STRENGTH:	7
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Kick-Box

See the *Undead* category.

Some necromancers are willing to turn themselves into undead creatures. The Mummy is one of these – a corporeal undead more fully described by the Path of Dust spells in the Necromancy discipline.

A Mummy whose corpse was skilfully mummified can pass for a normal living person, unless subjected to close examination. If a Mummy's corpse was not well preserved, it will be obvious that it is undead, and it will be of the minor Madness Class. In all cases, Mummies are accompanied by a faint smell of the spices used in its mummification.

Mummies are resilient and regenerating creatures, so are hard to defeat in combat. They are vulnerable to fire, however. The mummification process means that fire-based attacks are slaying to a Mummy. (Attacks made against a Mummy with the ceremonial dagger used in its own mummification ritual are also slaying to that Mummy; but this is rare knowledge.) If killed, a Mummy will disintegrate into fine dust, which vanishes into the air in a sudden eldritch gust of wind. However, this is not the end of the Mummy. It will reconstitute in its tomb several hours later, unharmed. (This will be delayed in wet weather.) The only way to permanently slay a Mummy is to empty the dust from its ceremonial urn into a large body of water such that it disperses in the currents. This dust is the remnants of the Mummy's organs, which were placed in the urn during mummification. Finding the right urn is rarely easy – a Mummy's tomb will often contain dozens of a urns, though the right one will glow weakly when viewed with Detect Magic. The right urn will often be hidden in a secret room, and there will be traps and magical wards to pass first. There may also be other, lesser undead to contend with in the tomb.

A Mummy is bound to its tomb, and cannot travel more than SC kilometres distant; if it does, it will crumble to dust as if slain (and reconstitute in its tomb later). Thus, Mummies use minions to interact with the world beyond this radius. They have spells enabling them to control people, and use their senses, for this purpose.

Most Mummies can also cast Necromancy spells allowing them to:

- summon their minions to them;
- assume the form of a dust cloud, which inflicts Tomb Rot, a magical wasting disease, upon those it envelops;
- ward the entrances to their tomb to prevent trespassers.

2,2,121) NAGA, GREATER

NUMBER:	1 (1 to 2)	HABITAT:	Any land, favouring ruins and subterranean (Temperate, Hot, Desert)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	2.0, 8.0 (slither)
AC:	1 tail, 0 other	RATES:	
SENSES:	12 (Acute)	OUTLOOK:	Evil
INTELLIGENCE:	12 (High)	MADNESS:	Major
NIMBLENESS:	8 (Medium)	TREASURE:	5 (6)
MIGHT:	14 (Mighty)	WEIGHT:	500
SPELL-CASTING: 13; Lithomancy – all spells of expert rank and easier; <i>entrancing gaze</i> , <i>Wrongness</i> (-2 to HI within 6 metres)			

1ST ATTACK:	One-handed bladed weapon (adamant)	2ND ATTACK:	Grapple
DURATION:	5	DURATION:	5
ATTACK:	13	ATTACK:	12
STRENGTH:	13	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Grapple
3RD ATTACK:	Bite		
DURATION:	3		
ATTACK:	12		
STRENGTH:	4		
DAMAGE TYPE:	Puncture (poison)		

See the *Demons* category. Greater Naga are Class III demons.

Greater Naga are a bizarre fusion of giant snake and Human. The torso, arms and head appear Human (except for serpentine slit-iris eyes and sharp fangs), but the lower body, from the waist down, is a scaled snake's tail, often 7 metres in length. The Greater Naga is able to slither at speed on this tail, and can rear up on it to reach 3 metres in height.

Greater Naga are able to cast a significant number of spells. They also generally carry weapons, favouring adamant falchions. Additionally, they are able to bite using their poisonous fangs. A successful bite attack against flesh may also poison the victim. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 15. If the Resistance Roll is failed, the victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1), where SV is the amount by which the Resistance Roll was failed. If the victim remains conscious, pain worsens their HI by -4 for SV weeks.

The Naga will employ its entrancing gaze attack against a lone target. The target must pass a Resistance Roll (Double SD) versus a Difficulty of 10, or be entranced by the Naga's eyes, suffering a -3 penalty to its Hindrance. The Naga will then try to wrap a coil of its tail around the victim and grapple it, before biting.

Greater Naga will invariably be attended by Lesser Naga servants and guards.

2,2,122) NAGA, LESSER

NUMBER:	1 to 4	HABITAT:	Any land, favouring ruins and subterranean (Temperate, Hot, Desert)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	1 arms, 0 other		
SENSES:	8 (Medium)	OUTLOOK:	Evil
INTELLIGENCE:	10 (Medium)	MADNESS:	Minor
NIMBLENESS:	12 (Fast)	TREASURE:	3 (4)
MIGHT:	10 (Medium)	WEIGHT:	150
SPELL-CASTING: 10; Lithomancy – all spells of proficient rank and easier; <i>Wrongness</i> (-1 to HI within 4 metres)			

1ST ATTACK:	Bite
DURATION:	3
ATTACK:	12
STRENGTH:	4
DAMAGE TYPE:	Puncture (poison)

See the *Demons* category. Lesser Naga are Class II demons.

A Lesser Naga looks Human but has serpentine slit-iris eyes and, most strikingly, snakes for arms. Each arm ends with a snake's head instead of a hand. A Lesser Naga is able to manipulate items quite well with the mouths of these snakes, and can also use them to attack enemies. It can bite with both snake hands without Simultaneous Attack Penalty. Bites deliver venom with a Potency of 12, and victims which fail to resist have their HI worsened by -4 for SV days.

Very few people ever see a Lesser Naga's true appearance. When in the Natural Realm, they are cloaked with a powerful illusion which makes them look entirely Human. This illusion cannot be penetrated or dispelled with profane magic. But a Lesser Naga's true form is revealed in mirrors and other reflective surfaces. It also becomes visible on the Naga's death.

Lesser Naga have been slowly infiltrating the Natural Realm for centuries (bad fumbles of summoning spells occasionally allowing them to enter from the Demonic Realm). They are cunning rather than bloodthirsty, and inherently gifted at politics and the manipulation of others – allowing them to secretly progress within many Human institutions. They use their influence and networks to accumulate power – and to seek out Greater Naga that have entered the Natural Realm, to protect and serve them.

2,2,123) NEWT, GIANT

NUMBER:	1 to 2	HABITAT:	Fresh water margin (Cold, Temperate, Hot) including subterranean
SIZE:	Medium		
VULNERABILITY:	Standard and fast-regenerating	MOVEMENT RATES:	0.5, 3.0 (walk or swim)
AC:	0	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0 (3)
NIMBLENESS:	8 (Medium)	WEIGHT:	100
MIGHT:	8 (Medium)	1ST ATTACK:	Grapple
1ST ATTACK:	Grapple	2ND ATTACK:	Bite
DURATION:	5	DURATION:	3
ATTACK:	8	ATTACK:	8
STRENGTH:	6	STRENGTH:	6
DAMAGE TYPE:	Grapple (Poison)	DAMAGE TYPE:	Slash

The Giant Newt is a dangerous amphibian. While its smaller sized kin catch fish and aquatic insects, the Giant Newt favours far larger prey caught on the river bank.

About two metres long, its finned tail accounts for half of its length. This makes it an able swimmer. Its short legs make it slow and lumbering on land. However, these limbs are powerful and, combined with sets of stubby fingers on its paws, the Newt is able to scramble up the river bank and grapple potential prey with surprising speed. This done, it commences the second part of its attack. It exudes a potent toxin from its warty skin. If this makes contact with the victim's skin (or is otherwise absorbed into the victim's body), the victim must pass a Resistance Roll, versus a Potency of 12, or become paralysed (just able to breathe). Further rolls are required every second that contact is maintained, the Potency increasing by 1 per second. If the victim is immobilised by the poison, the Newt will then drag it down the bank and into the water. Submerged and unable to move, the victim quickly drowns. A few days later, once the corpse has softened, the Newt will be able to tear off chunks of flesh with its blunt teeth.

The effects of the Newt's poison last for a number of minutes equal to its final Potency. The paralysis can be cured by restoring an excess of the phlegmatic humour in the brain.

Another way of thwarting the Newt's attack would be to prise it off the grappled victim before its poison can work, or before the victim can be dragged into the river. However, this is difficult, as the Newt's grasp is unexpectedly strong. Its incredible regenerative powers also mean that it can often maintain its grip despite a rain of blows from the victim or its allies. This ability to regenerate injuries also makes the Newt willing to attack prey far bigger than itself, if it thinks it will be able to drag the body down into the water.

Albino varieties of the Giant Newt can be encountered living in underground waters. Their eyes have either wasted away over generations of living in darkness, whilst their senses of hearing, smell, taste and touch have augmented in compensation, or they have evolved the ability to see body heat.

2,2,124) OCTOPUS, GIANT

NUMBER:	1	HABITAT:	Salt water (Polar, Cold, Temperate, Hot)
SIZE:	Large	MOVEMENT RATES:	1.0, 5.0 (swim)
VULNERABILITY:	Standard	OUTLOOK:	Aggressive
AC:	0	MADNESS:	None
SENSES:	8 (Medium)	TREASURE:	0 (3)
INTELLIGENCE:	6 (Low)	WEIGHT:	500
NIMBLENESS:	12 (Fast)	SPELL-CASTING: 12; Void Ball (HY 12), Summon Current (HY 15)	
MIGHT:	10 (Strong)	1ST ATTACK:	Tentacle grapple
		2ND ATTACK:	Bite
		DURATION:	5
		ATTACK:	12
		ATTACK:	11
		STRENGTH:	9
		STRENGTH:	10
		DAMAGE TYPE:	Grapple
		DAMAGE TYPE:	Slash (poison)

The Giant Octopus is a cunning and highly agile opponent. It has a body approximately 1 metre in radius, and eight tentacles which are 3 metres in length. The octopus' bite attack is used once a victim has been grappled successfully, and it will deliver a poison. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 12. If the Resistance Roll is failed, the victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$,

the victim loses consciousness and dies after (2xCO)-SV hours (minimum of 1), where SV is the amount by which the Resistance Roll was failed. If the victim remains conscious, pain worsens their HI by -3 for SV days.

The Giant Octopus can eject a cloud of opaque ink around itself (filling a 5 metre radius volume of water), which it uses to confuse threats while it escapes. Most surprisingly of all, it is clever enough to make employ a few Hydromancy spells.

2,2,125) OWLMAN

NUMBER:	4 (20 to 50)	HABITAT:	Any, favouring mountains and woodland (Any)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	8.0, 16.0 (fly);
AC:	0	RATES:	0.5, 1.0 (walk)
SENSES:	14 (Acute)	OUTLOOK:	Ruthless
INTELLIGENCE:	7 (Medium)	MADNESS:	None
NIMBLENESS:	13 (Fast)	TREASURE:	0 (5)
MIGHT:	6 (Weak)	WEIGHT:	40
1ST ATTACK:	Net	2ND ATTACK:	Rock
DURATION:	4	DURATION:	3
ATTACK:	8	ATTACK:	6
STRENGTH:	8	STRENGTH:	10
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Crush
3RD ATTACK:	Claw with talons	4TH ATTACK:	Wing buffet
DURATION:	3	DURATION:	2
ATTACK:	10	ATTACK:	8
STRENGTH:	7	STRENGTH:	5
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Kick-Box
5TH ATTACK:	Short bow		
DURATION:	1 then 3		
ATTACK:	7		
STRENGTH:	3		
DAMAGE TYPE:	Puncture		

Owlmens look like large owls with a 4 metre wingspan. They stand a metre high and weigh 40 kilograms when fully grown. They differ from common birds in several ways.

They are highly intelligent, perhaps even as intelligent as the PC races. They have a complex language of whistles and hoots, and most speak a little of the Common tongue too. Despite their beaks, they are able to mimic sounds with ease, parrot-like.

They have two finger-like claws on the leading edge of each wing. These are opposable, allowing fairly dextrous manipulation of light objects. This morphology, combined with their speech and gregarious nature, has enabled them to develop a simple tool-using culture.

Owlmens are highly sociable creatures, living in extended family groups. They occasionally dwell in caves, but most often in clusters of nests in the tallest trees of the forest. These nests are sheltered from the rain by simple rooves constructed of branches and foliage. They remove lower branches which might be used by attackers to climb up to their nests.

Owlmens delight in tools and, like magpies, steal them from people if they can. The tools they make for themselves are simple – wooden or bone levers and stone-edged hammers and cutting implements. With these, they work wood and make cords, ropes and nets – the latter being vital for hunting. However, they have a deeply ingrained terror of fire, and this has limited the development of their technology and hence their culture; they remain fixed in the stone-age.

Owlmens hunt in foursomes and at night, ideally when the weather is dry and calm. With their excellent night vision, they see prey long before it sees them. They fly almost silently; there is little chance of hearing them until they attack. Their favoured prey is people – anyone out in the dark on their own or perhaps with a single companion. Typically, one of the Owlmens carries a large net in its talons, this cunningly weighted with small stones. The attack starts with the release of this net, which hopefully causes the person to stumble and become tangled. Other Owlmens carry rocks in their talons. These are thrown or dropped with accuracy at the entangled victim, hopefully to stun or kill. The Owlmens then swoop down and use their talons to slash, before retreating to the skies. They land again when bloodloss has finished off their victim. The Owlmens strip the corpse of anything heavy. One takes the head in its talons, the other the feet and, with effort, they haul the body into the air. The others carry off any portable treasure. The foursome fly back to the nest with their bounty, taking turns to carry the corpse.

Rarely, some bands of Owlmens are encountered with short bows. They are unable to fire these whilst flying, so perch in trees around a clearing or trail, waiting to ambush people on foot below. With signal hoots, they coordinate their arrows to strike the same target at the same time...

Owlmens are skittish, and avoid combat with prey that is not hobbled or wounded. Each knows that any significant damage to their wings will likely be the end of them, so they are quick to retreat to the skies if the fight is not going as intended. They buffet their attacker with their wings as they gain altitude. If wounded, an Owlman will try to negotiate – perhaps offering a ransom brought by its kin in exchange for freedom. These are lies – an Owlman will say whatever it must to remain alive a little longer, in the hope of making an escape. They always have as little compassion as any predator has for its prey.

2,2,126) PERYTON

NUMBER:	1 to 2	HABITAT:	All open air above ground, near woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	8.0, 20.0 (fly);
AC:	0	RATES:	1.5, 12.0 (walk)
SENSES:	12 (Acute)	OUTLOOK:	Hungry
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	14 (Very Fast)	TREASURE:	0 (3)
MIGHT:	10 (Strong)	WEIGHT:	300
1ST ATTACK:	Gore with antlers	2ND ATTACK:	Bite
DURATION:	4	DURATION:	5
ATTACK:	14	ATTACK:	12
STRENGTH:	12	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

This monster looks like a bizarre cross between a stag and an eagle. It seems clear that a powerful spell like Monstrous Fusion must have been used to create the first Perytons. And the magic must have worked well enough to create a species with sufficient fecundity to produce a breeding population – because, though thankfully still rare, they seem to be spreading across the wilderness.

The Peryton has the deer’s head, body and legs, all with brown fur, and the eagle’s beak, wings and tail, all with thick black feathers. Its four feet are hooved. Its beak is immensely sharp and strong enough to crack bone. Likewise its antlers, which point more to the forward than those of a normal stag.

The Peryton typically attacks by swooping down on a victim from the sky and bowling them over with its deadly antlers (see *Charging* in the *Combat* chapter). It will alight on the downed victim, and slash at its ribcage repeatedly with its beak, tearing flesh and cracking open the ribcage. Finally, it devours the victim’s heart.

Scholars believe that a Peryton must consume the heart of a person (of the flesh-and-bone PC races) in order to breed. Peryton stags and does (both of which have antlers) form lifelong pairs, and mating is sometimes witnessed shortly after a pair have devoured hearts. The doe lays a single egg, of a vivid crimson colour and 30 centimetres across. The nest will be a large bowl-shaped pile of branches and leaves, on the ground within a woodland clearing.

Despite their carnivorous nature, Perytons can be trained as reasonably faithful mounts if caught at a young age. They can fly with a light rider, of up to 60 kilograms. If a Peryton is kept well away from potential mates, it will normally lose its appetite for hearts, and will be satisfied with other fresh meat instead. They have a prodigious appetite, though, and must eat at least 3 kilograms of meat daily or they quickly become aggressive and uncontrollable.

2,2,127) PIRANHA

NUMBER:	1 to 2,000	HABITAT:	Fresh water (Hot)
SIZE:	Tiny		
VULNERABILITY:	Individual: standard; Shoal: super-resilient	MOVEMENT RATES:	1.0, 5.0 (swim)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Hungry
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	Individual: 8 (Medium); Pack: 4 (Slow)	TREASURE:	0
MIGHT:	2 (Puny)	WEIGHT:	<1
1ST ATTACK as individual:	Bite		
DURATION:	3	1ST ATTACK as shoal:	Special – see below
ATTACK:	5		
STRENGTH:	4		
DAMAGE TYPE:	Slash		

Piranhas are freshwater fish with razor sharp teeth and disproportionately powerful jaws. Even so, they are only likely to pose a direct threat to a large target like a member of a PC race if the Piranhas are amassed in a shoal, and then only if blood has been spilt in the water.

Should a lone Piranha's attack characteristics ever be necessary, use those in the left-hand "individual" cell above.

If a shoal of Piranhas is attacking a target, the GM should first choose the size of the shoal from the choices in the following table, or roll 1d100 to do this randomly:

1d100:	01 to 50	51 to 85	86 to 100
Shoal size band:	Medium	Large	Huge
Piranhas in shoal:	80	400	2,000
Maximum width of shoal:	3	6	9
Number of simultaneous attacks:	1	2	3
Duration:	3	2	1
Attack:	6	8	10
Strength:	4	7	10

Although the shoal consists of many individual Piranhas making individual attacks, the mechanics for combat become easier if the shoal is treated as a single coordinated entity.

A large or huge shoal can make multiple attacks at the same time, but never suffers a Simultaneous Attack Penalty. It may direct all of its attacks at a single target – in which case the target will need to divide its Defence between the shoal's attacks or leave some attacks undefended. Alternatively, a shoal can spread out such that it envelops and attacks multiple targets. The shoal may not spread out beyond a maximum width, in metres, listed in the table. If a shoal's targets spread out beyond this distance, then the part of the shoal attacking one of the peripheral targets retreats to join the rest of the shoal. When attacking multiple targets at the same time, the shoal's Attack is divided amongst the targets – thus it becomes less dangerous. The shoal may divide its Defence freely as if a fighter.

A shoal's first attack versus a particular target is always aimed at a first division body location. Its second attack is always aimed at a second division body location, and its third and all subsequent attacks are at third division body locations. Within these restrictions, the shoal preferentially attacks body locations with the lowest AC. Location Penalties are never applied to a shoal's attacks, and shields have no effect.

Whilst an individual Piranha is of the standard vulnerability, the shoal is super-resilient. Thus, a large-sized shoal is slain if the attacker rolls 1d100 and scores less than or equal to half of the Damage Score. If this occurs, the shoal ceases acting as a single coordinated entity, and its remaining members flee as individuals. Spells that can damage more than half of the Piranhas in the shoal at the same time, e.g. Void Ball, should be treated as slaying against the shoal.

2,2,128) PYTHON

NUMBER:	1	HABITAT:	Any land, favouring freshwater margin and plains (Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	0.5, 3.0 (walk); 0.5, 3.0 (swim)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Reclusive or Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (0)
MIGHT:	8 (Medium)	WEIGHT:	200
1ST ATTACK:	Grapple	2ND ATTACK:	Bite
DURATION:	3	DURATION:	3
ATTACK:	10	ATTACK:	8
STRENGTH:	8	STRENGTH:	8
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Slash

Use the same statistics for any similarly-sized constricting snake (e.g. anaconda, boa constrictor). They generally ambush prey. The bite attack is used after a grapple.

2,2,129) PYTHON, HORSE-EATING

NUMBER:	1	HABITAT:	Any land, favouring freshwater margin and plains (Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	0.5, 5.0 (walk or swim)
AC:	1		
SENSES:	8 (Medium)	OUTLOOK:	Reclusive or Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (1)
MIGHT:	13 (Strong)	WEIGHT:	1,000
1ST ATTACK:	Grapple	2ND ATTACK:	Bite
DURATION:	5	DURATION:	5
ATTACK:	12	ATTACK:	10
STRENGTH:	12	STRENGTH:	10
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Slash

The Horse-Eating Python is a 10 metre long constricting snake that may be 50 centimetres in breadth. As its name belies, it is large enough to eat a horse (or a Human). They generally ambush prey from long grass. The bite attack is used once a victim has been grappled successfully. They only swallow prey once it is still.

In the desert city of Settia, where they worship the Naga Queen, Merets'gr, all snakes are sacred. The temple is the lair of a number of Horse Eating Pythons, which have free reign to prey on the city's populace at random and without intervention.

2,2,130) RAT

NUMBER:	1 to 5,000	HABITAT:	Any land, favouring settlements and subterranean (Cold, Temperate, Hot)
SIZE:	Tiny		
VULNERABILITY:	Individual: standard; Pack: super-resilient	MOVEMENT RATES:	1.0, 5.0 (walk)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Timid
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	Individual: 12 (Fast); Pack: 6 (Medium)	TREASURE:	0
MIGHT:	2 (Puny)	WEIGHT:	<1
1ST ATTACK as individual:	Bite	1ST ATTACK as pack:	Special – see below
DURATION:	3		
ATTACK:	4		
STRENGTH:	1		
DAMAGE TYPE:	Slash		

The Rat is the only rodent likely to pose a direct threat and then only if encountered in large numbers. Even a pack of Rats (called a “mischief”) is likely to flee rather than attack a much larger aggressor but, if enraged by disease or fear of fire, for example, they may attack.

Should a lone Rat’s attack characteristics ever be necessary, use those in the left-hand “individual” cell above.

If a pack of Rats is attacking a target, the GM should first choose the size of the pack from the choices in the following table, or roll 1d100 to do this randomly:

1d100:	01 to 50	51 to 85	86 to 100
Pack size band:	Medium	Large	Huge
Rats in pack:	200	1,000	5,000
Maximum width of pack:	3	6	9
Number of simultaneous attacks:	1	2	3
Duration:	3	2	1
Attack:	4	5	6
Strength:	2	4	6

Although the pack consists of many individual Rats making individual attacks, the mechanics for combat become easier if the pack is treated as a single coordinated entity.

A large or huge pack can make multiple attacks at the same time, but never suffers a Simultaneous Attack Penalty. It may direct all of its attacks at a single target – in which case the target will need to divide its Defence between the pack’s attacks or leave some attacks undefended. Alternatively, a pack can spread out such that it envelops and attacks multiple targets. The pack may not spread out beyond a maximum width, in metres, listed in the table. If a pack’s targets spread out beyond this distance, then the part of the pack attacking one of the peripheral targets retreats to join the rest of the pack. When attacking multiple targets at

the same time, the pack's Attack is divided amongst the targets – thus it becomes less dangerous. The pack may divide its Defence freely as if a fighter.

A pack's first attack versus a particular target is always aimed at a first division body location. Its second attack is always aimed at a second division body location, and its third and all subsequent attacks are at third division body locations. Within these restrictions, the pack preferentially attacks body locations with the lowest AC. Location Penalties are never applied to a pack's attacks, and shields have no effect.

Whilst an individual Rat is of the standard vulnerability, the pack is super-resilient. Thus, a large-sized pack is slain if the attacker rolls 1d100 and scores less than or equal to half of the Damage Score. If this occurs, the pack ceases acting as a single coordinated entity, and its remaining members flee as individuals. Spells that can damage more than half of the Rats in the pack at the same time, e.g. balls and cones, should be treated as slaying against the pack.

2,2,131) RAT, GIANT

NUMBER:	2 to 20	HABITAT:	Any land, favouring settlements and subterranean (Cold, Temperate, Hot)
SIZE:	Small		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 10.0 (walk)
AC:	0	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0 (3)
NIMBLENESS:	12 (Fast)	WEIGHT:	20
MIGHT:	4 (Weak)		
1ST ATTACK:	Bite		
DURATION:	2		
ATTACK:	8		
STRENGTH:	6		
DAMAGE TYPE:	Slash (disease)		

The Giant Rat is a larger version of its normal, more numerous cousin. About the size of a small dog, Giant Rats are encountered in much smaller pack sizes than normal Rats, generally living in family units of up to twenty individuals. There is a 20% chance that any Giant Rat bite causing an injury will expose the target to the Plague.

2,2,132) RAVEN

NUMBER:	1 (1 or 2)	HABITAT:	All open air above ground, favouring plains, woodland (Cold, Temperate, Hot, Desert)
SIZE:	Small		
VULNERABILITY:	Standard	MOVEMENT RATES:	10.0, 18.0 (fly); 0.5, 1.0 (walk)
AC:	0	OUTLOOK:	Reclusive
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	7 (Medium)	TREASURE:	0 (1)
NIMBLENESS:	12 (Fast)	WEIGHT:	5
MIGHT:	4 (Weak)		

SPELL-CASTING: 7; Speak Language (MI 10), Detect Magic (WI 8), Read Text (WI 10), Summon Coin (WI 10)			
1ST ATTACK:	Claw with talons	2ND ATTACK:	Bite
DURATION:	3	DURATION:	3
ATTACK:	7	ATTACK:	5
STRENGTH:	5	STRENGTH:	3
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

Ravens are curious and intelligent birds, five times the size of common Crows. They are believed to have acquired their intellect and spell-casting abilities through a long association with magicians, often as familiars. They make excellent messengers for each uses the Common tongue (and one other standard PC race language chosen by the GM) to student grade.

2,2,133) RAVEN, GREAT

NUMBER:	1 (1 or 2)	HABITAT:	All open air above ground, favouring mountains and woodland (Any)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT	10.0, 25.0 (fly);
AC:	0	RATES:	0.5, 1.0 (walk)
SENSES:	16 (Very Acute)	OUTLOOK:	Reclusive
INTELLIGENCE:	6 (Low)	MADNESS:	None
NIMBLENESS:	15 (Very Fast)	TREASURE:	0 (4)
MIGHT:	10 (Strong)	WEIGHT:	60
1ST ATTACK:	Claw with talons	2ND ATTACK:	Bite
DURATION:	3	DURATION:	3
ATTACK:	14	ATTACK:	13
STRENGTH:	12	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

The Great Raven looks like its much smaller common cousin, but is 1.5 metres high whilst standing and has a 5 metre wingspan. Its beak is as long as a short sword, and as sharp. Although too small to act as a proper steed, a Great Raven can carry up to 100 kilograms in its talons whilst flying short distances. They have some intelligence and can speak the Common tongue (to tourist grade).

Great Ravens commonly swoop on prey. Their great speed makes the target relatively stationary. Treat this as a charge and increase the Damage Score accordingly (see *Charging* in the *Combat* chapter).

2,2,134) RHINOCEROS

NUMBER:	1 to 2	HABITAT:	Any land, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT	1.0, 10.0 (walk)
AC:	1	RATES:	
SENSES:	4 (Weak)	OUTLOOK:	Timid or aggressive
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	8 (Medium)	TREASURE:	0
MIGHT:	14 (Mighty)	WEIGHT:	2,500
1ST ATTACK:	Gore with horns	2ND ATTACK:	Trample
DURATION:	5	DURATION:	6
ATTACK:	14	ATTACK:	12
STRENGTH:	15	STRENGTH:	15
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Crush

Use the same statistics for any rhino-sized grazing mammal (e.g. woolly rhino). Rhinoceroses like to charge at opponents (see *Charging* in the *Combat* chapter).

The Northern Tribes of Orcs sometimes use Woolly Rhinoceros as mounts. They can bear 400 kilograms, so typically wear plate barding and carry a knight and an archer. The rhinos are as brave as a Heavy War Horse when faced with battle or fearsome monsters.

2,2,135) ROC

NUMBER:	1	HABITAT:	All open air above ground, favouring mountains and plains (Any)
SIZE:	Huge		
VULNERABILITY:	Resilient	MOVEMENT	15.0, 30.0 (fly); 1.0, 5.0 (walk)
AC:	0	RATES:	
SENSES:	12 (Acute)	OUTLOOK:	Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	Major
NIMBLENESS:	8 (Medium)	TREASURE:	0 (4)
MIGHT:	18 (Stupendous)	WEIGHT:	2,500
1ST ATTACK:	Claw with talons	2ND ATTACK:	Bite
DURATION:	6	DURATION:	7
ATTACK:	18	ATTACK:	16
STRENGTH:	14	STRENGTH:	13
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Crush

Rocs are enormous hawks with a wingspan of some 15 metres. They are occasionally tamed and used as steeds. They can fly whilst carrying up to 500 kilograms. They are as brave as a Heavy War Horse when faced with battle or fearsome monsters.

Rocs commonly swoop on prey. Their great speed makes the target relatively stationary. Treat this as a charge and increase the Damage Score accordingly (see *Charging* in the *Combat* chapter).

2,2,136) SALAMANDER

NUMBER:	1	HABITAT:	Any land near fire (Any)
SIZE:	Tiny	MOVEMENT RATES:	0.5, 1.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Varies
AC:	0	MADNESS:	None
SENSES:	8 (Medium)	TREASURE:	0
INTELLIGENCE:	12 (High)	WEIGHT:	<1
NIMBLENESS:	8 (Medium)	SPELL-CASTING: 7; Fire Bolt (PY 10); <i>special powers</i>	
MIGHT:	2 (Puny)		
1ST ATTACK: Bite			
DURATION: 2			
ATTACK: 7			
STRENGTH: 1			
DAMAGE TYPE: Puncture			

See the *Fey* category.

Salamanders are lizard-like creatures that live within flames. Each is glittering red, about 10 centimetres long and has the following abilities:

- Immune to fire and heat-based attacks, e.g. Fire Bolts, Fire Balls. This immunity is also gained by anyone touching the Salamander – he will remain pleasantly cool even within a raging inferno. Cold- and ice-based attacks (e.g. Cold Ball) are slaying against Salamanders.
- Can spit Fire Bolts from its mouth (range of 50 metres, striking a chosen first division body location).
- Can ignite and sustain a fire, with only minimal fuel.
- Can teleport at will between fires (each fire must have flames big enough to engulf the salamander).
- Can cause any fire within sight to be immediately extinguished, or to erupt as a Fire Ball instead (radius of 10 metres).
- Can cause the images that it sees to appear in any fire. Those peering into the fire will see within the flickering flames the images transmitted from the salamander's eyes. (Pyromancers often use this ability to send visual images to each other, across great distances.)

A Salamander will crumble to ash if slain.

2,2,137) SCARAB, DISARMER

NUMBER:	10,000	HABITAT:	Any land, favouring settlements and subterranean (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	1.0 (walk)
AC:	5	OUTLOOK:	Hungry
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	3 (Instinctive High)	TREASURE:	0
NIMBLENESS:	12 (Fast)	WEIGHT:	100
MIGHT:	1 (Puny)		
ATTACK (individual):			
DURATION:	Special		
ATTACK:			
STRENGTH:			
DAMAGE TYPE:			

Disarmer Scarabs are tiny beetles, 0.5 centimetres long and seemingly made from silvery metal. They are invariably encountered in swarms of thousands of individuals. A queen scarab, twice the size of the others and golden in colour, controls each swarm with surprising intelligence. Each swarm acts as a single, cohesive entity, whose aims are solely to devour metal and reproduce. A swarm will sweep across the ground like a shining metallic carpet and climb up a person, enveloping them. The seething mass of scarabs then crawl into every pocket, nook and crevice seeking metal of any sort, which they consume – so rapidly that it almost appears that they are able to suck the metal into their tiny bodies. The scarabs have no interest in other foodstuffs so, although the experience of being smothered by the crawling swarm might be uncomfortable in the extreme to a person, they will befall no physical harm in the process – other than finding, a few seconds later, that their sword, helmet, belt buckle, coinage, gold tooth, etc. are all missing.

The GM should treat the swarm as a medium-sized super-resilient creature with AC 5. Any deadly attack inflicted on the swarm indicates that the queen scarab has been crushed. This leaves the swarm paralysed – all scarabs falling still, making them easy to brush away. Electrical attacks are especially effective as they are slaying versus scarabs. The swarm is an excellent conductor of electricity, so the GM should assume that anyone in contact with the swarm as it is struck by a Lightning Bolt, for example, will suffer similar damage. An alternative tactic is to try to split the swarm apart. Scarabs cease movement if they are removed from physical contact with the queen via other scarabs. If a successful Action Roll (Observation+AG) is made versus a suitable Difficulty, the queen scarab could be identified and snatched from the swarm – this rendering all of the other scarabs motionless. Note that a swarm of scarabs without a queen will not remain inactive for ever. Eventually, one of the scarabs will spontaneously transform into a new queen, reactivating the swarm. Thus, one should be careful to destroy all inactive scarabs quickly. The most effective method is to sweep them all up and drop them in deep water – they are unable to swim and seem to drown quickly.

Disarmer Scarabs multiply by consuming metal. A typical swarm weighs 100 kilograms, contains 10,000 scarabs (each weighs 10 grams), and covers an area of 2 square metres (i.e.

enough to envelop a typical human and his gear, at 5 scarabs per square centimetre). Such a swarm can devour 1 kilogram of metal each second and, in the next second, can spawn 100 new scarabs. Once a swarm reaches 200 kilograms in weight, one of the silver scarabs transforms into a new queen, and the swarm splits in two. In this way, swarms of Disarmer Scarabs multiply.

The percentage chance each hour that a swarm without a queen develops a new queen equals 1% per kilogram of the swarm's weight. Thus, a swarm of 500 scarabs (5 kilograms) has a 5% chance every 2 hours that one of their number turns into a new queen.

Magical items made of metal cannot be eaten and are ignored by Disarmer Scarabs.

2,2,138) SCARAB, FLESH

NUMBER:	1 to 10,000	HABITAT:	Ruins and subterranean (Any)
SIZE:	Tiny	MOVEMENT RATES:	2.0 (fly); 1.0 (walk)
VULNERABILITY:	Individual: standard; Swarm: super-resilient	OUTLOOK:	Hungry
AC:	2	MADNESS:	None
SENSES:	8 (Medium)	TREASURE:	0
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	<1
NIMBLENESS:	Individual: 8 (medium); Swarm: 6 (Medium)	1ST ATTACK as swarm:	Special – see below
MIGHT:	1 (Puny)		
1ST ATTACK as individual:	Bite		
DURATION:	4		
ATTACK:	4		
STRENGTH:	2		
DAMAGE TYPE:	Slash		

Flesh Scarabs are large beetles, 5 centimetres long with a black carapace – though this has a green pearlescent sheen in the right light. They are invariably encountered in swarms of hundreds of individuals. Each swarm acts as a single, cohesive entity, that wishes solely to devour flesh. Their normal diet is carrion, but they will attack any creature stupid enough to fail to evade them. A swarm will sweep across the ground, or fly like a small chattering cloud, and envelop a person if it can. The seething mass of Scarabs then seeks out exposed skin and begins to bite with sharp mandibles. Once prey is still, the Scarabs burrow inside the corpse and eat... They can leave a skeleton after just a few minutes.

Should a lone Flesh Scarab's attack characteristics ever be necessary, use those in the left-hand "individual" cell above.

If a swarm of Scarabs is attacking a target, the GM should first choose the size of the swarm from the choices in the following table, or roll 1d100 to do this randomly:

1d100:	01 to 50	51 to 85	86 to 100
Swarm size band:	Medium	Large	Huge
Scarabs in swarm:	1,000	5,000	10,000
Maximum width of swarm:	2	4	8
Number of simultaneous attacks:	1	3	5
Duration:	3	2	1
Attack:	6	8	10
Strength:	4	7	10

Although the swarm consists of many individual Scarabs making individual attacks, the mechanics for combat become easier if the swarm is treated as a single coordinated entity.

A large or huge swarm can make multiple attacks at the same time, but never suffers a Simultaneous Attack Penalty. It may direct all of its attacks at a single target – in which case the target will need to divide its Defence between the swarm’s attacks or leave some attacks undefended. Alternatively, a swarm can spread out such that it envelops and attacks multiple targets. The swarm may not spread out beyond a maximum width, in metres, listed in the table. If a swarm’s targets spread out beyond this distance, then the part of the swarm attacking one of the peripheral targets retreats to join the rest of the swarm. When attacking multiple targets at the same time, the swarm’s Attack is divided amongst the targets – thus it becomes less dangerous. The swarm may divide its Defence freely as if a fighter.

A swarm’s first attack versus a particular target is always aimed at a first division body location. Its second attack is always aimed at a second division body location, and its third and all subsequent attacks are at third division body locations. Within these restrictions, the swarm preferentially attacks body locations with the lowest AC. Location Penalties are never applied to a swarm’s attacks, and shields have no effect.

Whilst an individual Scarab is of the standard vulnerability, the swarm is super-resilient. Thus, a large-sized swarm is slain if the attacker rolls 1d100 and scores less than or equal to half of the Damage Score. If this occurs, the swarm ceases acting as a single coordinated entity, and its remaining members flee as individuals. Spells that can damage more than half of the Scarabs in the swarm at the same time, e.g. balls and cones, should be treated as slaying against the swarm.

2,2,139) SCORPION, GIANT

NUMBER:	1	HABITAT:	Any land, favouring desert and plains (Temperate, Hot, Desert)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 8.0 (walk)
AC:	2	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	Minor
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0 (3)
NIMBLENESS:	8 (Medium)	WEIGHT:	750
MIGHT:	14 (Mighty)		

1ST ATTACK:	Pincer	2ND ATTACK:	Sting with tail
DURATION:	5	DURATION:	5
ATTACK:	14	ATTACK:	15
STRENGTH:	12	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Puncture (poison)

Giant Scorpions are daytime hunters, approximately 3 metres in body length with a 5 metre tail and 2 metre pincer-ended forearms. The scorpion can attack with both pincers without Simultaneous Attack Penalty, though both attacks must be directed at the same target. If the sting attack causes an injury, a poison is delivered. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 12. If the Resistance Roll is failed, the victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1), where SV is the amount by which the Resistance Roll was failed. If the victim remains conscious, pain worsens their HI by -2 for SV weeks.

2,2,140) SERPENT, CLOUD

NUMBER:	1	HABITAT:	All open air above ground, favouring mountains and plains (Any)
SIZE:	Huge	MOVEMENT RATES:	5.0, 10.0 (fly)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Aloof
AC:	0	MADNESS:	Major
SENSES:	16 (Very Acute)	TREASURE:	0
INTELLIGENCE:	20 (Genius)	WEIGHT:	10,000
NIMBLENESS:	12 (Fast)	SPELL-CASTING: 20; Wizardry – all spells; <i>breath weapon (bubble cone), flight</i>	
MIGHT:	16 (Mighty)	1ST ATTACK:	Bite
		2ND ATTACK:	Tail bash
		DURATION:	6
		DURATION:	7
		ATTACK:	18
		ATTACK:	16
		STRENGTH:	18
		STRENGTH:	16
		DAMAGE TYPE:	Slash
		DAMAGE TYPE:	Crush

The Cloud Serpent is a highly magical creature. It has a long serpentine body, perhaps 50 metres in length, with blood-red scales and no legs. Its large head has quite leonine features, with a mane of crimson fur forming a beard around a snout with flaring nostrils and dagger-like teeth. Its eyes look somehow human.

Despite having no wings, the Cloud Serpent is able to fly magically, kept alight by localised blasts of wind. In fact, it never appears to alight on the earth, dwelling instead in thick clouds and only descending when it wishes to engage with those at ground level. The wild gusts swirling around the Cloud Serpent deflect 50% of arrows and similar missiles fired at it, rendering them harmless.

The Cloud Serpent is able to breathe out a blast of iridescent bubbles. This instantly fills a cone-shaped volume 10 metres in length with a 5 metre diameter front. The bubbles last for a single second before bursting. Any creature fully or partially within the affected volume

must pass a Resistance Roll (Double SD) versus a Difficulty of 18 or suffer a magic injury. Apply 1d100+18 to the Magic Damage Table to determine the effect.

2,2,141) SERPENT, SEA

NUMBER:	1	HABITAT:	Salt water (Polar, Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 20.0 (swim)
AC:	1	OUTLOOK:	Hungry
SENSES:	10 (Acute)	MADNESS:	None
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0 (0)
NIMBLENESS:	12 (Fast)	WEIGHT:	3,000
MIGHT:	13 (Strong)		
1ST ATTACK:	Bite		
DURATION:	4		
ATTACK:	14		
STRENGTH:	10		
DAMAGE TYPE:	Puncture		

The Sea Serpent is a large fish with an immensely long and thin ribbon-shaped body. Sometimes reaching 20 metres in length, they rarely exceed 75 centimetres in thickness – nevertheless, a Serpent of this size will happily swallow one or two sailors for its meal, if it can. It will usually attack by swimming at great speed towards a fishing boat, and then leap from the water to either knock sailors off the boat, or to crash down upon the boat and split the hull, if the vessel is small enough. Stories of Sea Serpents coiling themselves around boats to crush them are almost certainly far-fetched, and likely involve far larger creatures like Kraken or Dragons.

2,2,142) SHARK

NUMBER:	1 to 5	HABITAT:	Salt water (Polar, Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 12.0 (swim)
AC:	1	OUTLOOK:	Hungry
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	2 (Instinctive Low)	TREASURE:	0
NIMBLENESS:	8 (Medium)	WEIGHT:	2,500
MIGHT:	12 (Strong)		
1ST ATTACK:	Bite		
DURATION:	5		
ATTACK:	13		
STRENGTH:	11		
DAMAGE TYPE:	Slash		

Use the same statistics for any similarly-sized fish (e.g. killer whale). Sharks like to charge at opponents (see *Charging* in the *Combat* chapter).

2,2,143) SHRIKE, BRASS

NUMBER:	1 to 10 (1 to 2)	HABITAT:	All open air above ground, near intersections (Any)
SIZE:	Medium	MOVEMENT RATES:	5.0, 12.0 (fly); 0.5, 1.0 (walk)
VULNERABILITY:	Super-resilient	OUTLOOK:	Acquisitive
AC:	5	MADNESS:	None
SENSES:	8 (Medium)	TREASURE:	0 (5)
INTELLIGENCE:	4 (Instinctive High)	WEIGHT:	150
NIMBLENESS:	10 (Fast)	1ST ATTACK:	Feather dagger
MIGHT:	5 (Weak)	2ND ATTACK:	Bite with beak
DURATION:	2	DURATION:	4
ATTACK:	8	ATTACK:	10
STRENGTH:	5	STRENGTH:	7
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Slash

The Brass Shrike is a bird constructed entirely of golden metal, from feathers to legs to beak. Shaped like a giant passerine, each stands a metre high and has a wingspan twice as long. They are clearly animated by magic, and magic must play a role in their reproduction also. They collect shiny metal objects which they hoard in their nests – short burrows dug into the earth. These are only ever found close to intersections – weird places where wild magical energy abounds – although Shrikes will fly much further afield in search of metal. When a pair of Shrikes has amassed enough scrap in their nest, they seem able to transmute it somehow into a brass egg. (It is not clear that anyone has ever observed this process.) They guard their egg for many months, after which time a new, adult-sized Shrike hatches. (People have stolen eggs but they never hatch outside the nest, remaining inanimate.)

In combat, a Brass Shrike will strive to remain in the air and fire feathers from a distance at its opponent. These feathers shoot from its wing tips and strike like thrown daggers. A Shrike can launch up to six of these projectiles each day. As a last resort, it will land and engage with its sharp beak. Its carcass would be worth about 15 ⚔^G from the value of the brass alone.

2,2,144) SKELETON, GREATER

NUMBER:	1	HABITAT:	Ruins and subterranean (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 9.0 (walk)
VULNERABILITY:	Resilient and slow-regenerating	OUTLOOK:	Evil
AC:	2	MADNESS:	Major
SENSES:	4 (Weak)	TREASURE:	4 (4)
INTELLIGENCE:	12 (High)	WEIGHT:	20
NIMBLENESS:	8 (Medium)	SPELL-CASTING: 10; Aeromancy – all cold-related spells of proficient rank and easier; <i>cold aura</i>	
MIGHT:	10 (Strong)	1ST ATTACK:	1-handed weapon
		2ND ATTACK:	Bash with fist
DURATION:	As weapon	DURATION:	3
ATTACK:	14	ATTACK:	12
STRENGTH:	As weapon (ST 5)	STRENGTH:	5
DAMAGE TYPE:	As weapon	DAMAGE TYPE:	Crush

See the *Undead* category.

A Greater Skeleton is a corporeal undead created when a Wight is bound to a corpse. Regardless of the state of the corpse's decay, being possessed by a Wight always causes the remaining putrefying flesh to fall off the corpse, leaving clean blanched bone. A dull yellow light ignites in each of the eye sockets. As with Ghosts and Zombies, the Wight is able to control the motion of the skeleton, effectively giving it a physical body (and, potentially, real weapons and armour) with which it can attack the living.

A Greater Skeleton is surrounded by an aura of life-sapping cold. Every 10 seconds, all within 10 metres must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 10. Each time this roll is failed, a cumulative -1 Weakness Penalty is gained as if from hypothermia. Weakness Penalties worsen HI and, depending on the victim's CO attribute, may lead to unconsciousness or death (see *Hypothermia* in the *Harms Beyond Combat* chapter). The Greater Skeleton itself is immune to cold-based attacks, e.g. Cold Ball spells.

If a Greater Skeleton suffers a fatal injury, it immediately collapses – truly dead – and the bound Wight dissipates, banished to the Spirit Realm.

2,2,145) SLOWROOT

NUMBER:	1	HABITAT:	Woodland (Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	0.5, 2.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Aggressive
AC:	2	MADNESS:	Minor
SENSES:	4 (Weak)	TREASURE:	2
INTELLIGENCE:	4 (Instinctive High)	WEIGHT:	20,000
NIMBLENESS:	4 (Slow)	1ST ATTACK:	Bash with branches
MIGHT:	18 (Stupendous)	2ND ATTACK:	Grapple with branches
DURATION:	8	DURATION:	6
ATTACK:	15	ATTACK:	12
STRENGTH:	13	STRENGTH:	14
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Grapple

A Slowroot is a sentient tree much like a Green Man. However, they are much slower, both mentally and physically. It is unknown whether this is because Slowroots are a different species to Green Men, or whether they are both the same but Slowroots are less “awake”.

Slowroots do not speak, although they will follow orders given in Leaf tongue. Generally, they simply try to tear, rend and crush any creature that they perceive as a threat, until it becomes bone-meal fertiliser. Unlike Green Men, they may only make up to three simultaneous attacks. Fire-based attacks are slaying against Slowroots.

2,2,146) SNAIL, HARPOON

NUMBER:	1 to 2	HABITAT:	Plains (Temperate)
SIZE:	Large	MOVEMENT RATES:	0.33 (crawl)
VULNERABILITY:	Standard	OUTLOOK:	Hungry
AC:	0 body; 6 shell	MADNESS:	None
SENSES:	4 (Weak)	TREASURE:	Special (0)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	2,000
NIMBLENESS:	2 (Creeping)		
MIGHT:	8 (Medium)		
1ST ATTACK:	Harpoon		
DURATION:	2		
ATTACK:	10		
STRENGTH:	8		
DAMAGE TYPE:	Puncture (poison)		

This giant land snail is carnivorous and generally feeds on carrion – especially bones ignored by other scavengers. These provide minerals that reinforce its tough shell. The snail is able to smell a carcass from a long distance. However, despite its slow speed, a Harpoon Snail is also a capable hunter, particularly of large herd-dwelling herbivores. The snail's tactic is to approach prey at an angle, on a spiralling path which takes it around its intended victim and gradually closer. The snail's slow pace and silent gait often does not disturb grazing animals until it is too late. Once the snail is within 10 metres of its prey, it fires a harpoon-like tongue. This appendage extrudes from the snail's mouth with great speed, stretching out and stabbing the target in just 1 second. The chitinous barb at the end of the tongue is highly venomous. A Resistance Roll is required, versus a poison with a Potency of 15. If the roll is failed, the victim dies in 1d10 minutes, pain inflicting a -3 HI penalty during that time.

Even if the poisoned animal bolts before the snail can retract and fire its harpoon tongue again, it may not get far. The trail of slime left by the snail is slick, and animals running through it must pass an Action Roll (Nimbleness) versus a Difficulty of 15, or slip over and be unable to regain their footing for at least 15 seconds. If the snail reaches an animal that either cannot free itself from the slime, or which is dying due to poison, it begins to feast. The snail extrudes a different, shorter tongue – a toothy radula with which it scrapes lumps of flesh and then bone into its mouth. The snail will devour the whole carcass, and even the blood-soaked soil beneath.

Harpoon Snails are prolific egg-layers. Each will deposit dozens of apple-sized eggs in the soft earth after any significant rainfall, and will do so throughout the year.

Adult Harpoon Snails' shells can be 3 metres across. Most are white, mottled with brown and grey patterning, but some are seen in other shades. They are tough enough to provide protection from the butting horns of most enraged ungulates, the teeth and claws of many predators, and also dry weather. The snail can retreat inside its shell within a few seconds. It exudes a thick mucus plug to seal the orifice and, if well fed, may not then emerge for several months.

2,2,147) SNAPPER, BLACK

NUMBER:	1	HABITAT:	Tar pits (or salt pans) only
SIZE:	Large	MOVEMENT RATES:	2.0, 9.0 (walk or swim)
VULNERABILITY:	Super-resilient	OUTLOOK:	Hungry
AC:	0	MADNESS:	Major
SENSES:	12 (Acute)	TREASURE:	0 (3)
INTELLIGENCE:	6 (Low)	WEIGHT:	400
NIMBLENESS:	10 (Medium)	1ST ATTACK:	Bite
MIGHT:	12 (Strong)	2ND ATTACK:	Swat with paw
DURATION:	3	DURATION:	2
ATTACK:	10	ATTACK:	8
STRENGTH:	12	STRENGTH:	8
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Kick-Box

The Black Snapper is a rare and malevolent spirit that only inhabits tar pits. It seems to be made of the tar or able to animate the tar somehow, rising from it as a large humanoid figure with gangly limbs and a long-jawed crocodilian head. It is able to move across and through the tar at speed, and is very hard to spot when submerged (Difficulty of 18 versus observation Action Rolls). Consequently, a Snapper will often ambush prey – leaping out at creatures on the edge of the tar pit. It rolls its head to one side and clamps its sticky jaws around its prey's head – blinding and choking them, acrid bitumen seeping into eyes, ears, nostrils and throat. If the victim is unable to break free of the Snapper's jaws within CO seconds, it asphyxiates. Very few have the wits or strength to escape. The Snapper then uses its long limbs to pull the victim's corpse into the tar.

A Black Snapper will chase prey that evades its lunging ambush for a short distance from the tar pit. But it cannot stray too far from its lair. Nor will it bite from behind, as it needs to close its jaws over the prey's face.

Fire-based attacks are slaying against a Black Snapper and, at the sight of fire, it will drop prey to flee back to its tar pit and dive deep below the surface.

The Black Snapper has a cousin – the White Snapper. This spirit inhabits salt pans. Its appearance and behaviour is identical to that of the Black Snapper, except that its body is somehow composed of flowing grains of salt rather than tar. Water-based attacks are slaying against a White Snapper, rather than fire – and they will not emerge from the salt unless the weather is dry.

2,2,148) SPIDER, GREATER GIANT

NUMBER:	1	HABITAT:	Subterranean and woodland (Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	2.0, 15.0 (walk)
VULNERABILITY:	Resilient	OUTLOOK:	Evil
AC:	2	MADNESS:	Ultimate
SENSES:	16 (Very Acute)	TREASURE:	0 (7)
INTELLIGENCE:	16 (Very High)	WEIGHT:	10,000
NIMBLENESS:	8 (Medium)		
MIGHT:	18 (Stupendous)		

SPELL-CASTING: 16; Mind – all spells; <i>web cone, magical fear effect</i>			
1ST ATTACK:	Web cone	2ND ATTACK:	Spear with leg
DURATION:	0	DURATION:	6
ATTACK:	20	ATTACK:	18
STRENGTH:	20	STRENGTH:	18
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Puncture
3RD ATTACK:	Bite		
DURATION:	7		
ATTACK:	17		
STRENGTH:	16		
DAMAGE TYPE:	Crush (poison)		

Greater Giant Spiders are close relatives of their lesser cousins but their size, magical nature and intelligence make them a completely different magnitude of threat.

A Greater Giant Spider may have a body some 5 metres in length and 3 in diameter, and legs 15 metres long or more. They are extremely cunning and evaluate their prey fully before revealing themselves. They often lurk in the darkness (through which they see as if it were bright daylight), suspended in a web high up in the roof of a cavern. Their usual tactic (though they are extremely adaptable) is to ambush. They either use spells to immobilise enemies on the cavern floor below, or eject a cone of sticky web strands to surprise and entangle them. The Greater Giant Spider then orders Lesser Giant Spider minions to attack. It will only engage opponents directly in melee as a last resort.

The Greater Giant Spider's web cone instantly fills a volume with a circular front face 5 metres in diameter and 20 metres from the apex at the end of the spider's abdomen (this can be swung down between the spider's legs to fire forwards). The GM should make an Attack Roll for anyone caught fully or partially within this volume. The web cone is not sustained; it is a momentary blast and cannot be swung around like a flamethrower.

A Greater Giant Spider can fire up to 10 web cones a day. Once targets are tangled and immobile, the spider will usually descend from its ceiling perch and try to impale them with its huge spear-like legs. A Greater Giant Spider can stab with two legs without Simultaneous Attack Penalty, and these can be directed at different targets. Finally, the spider will bite its prey. As usual, if a bite attack causes an injury, a poison is delivered also. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 15. If the victim's Resistance Roll is failed, he falls unconscious for SV weeks (where SV is the amount by which the Resistance Roll was failed).

Greater Giant Spiders lay an egg every month. Babies are believed to hatch after 6 months or so and require food very soon after they emerge from their eggs or they die. Consequently, the Greater Giant Spider will devote much of its time to surrounding its eggs with suitable food, stored in bonds of web. The hatchlings seem to prefer live food.

Greater Giant Spiders do not tolerate the presence of their direct kin, and hatchlings are escorted from lairs after their first meal, but they are frequently surrounded by (2d10) Lesser Giant Spiders. Lesser Giant Spiders are always totally obedient to their Greater master's hissing orders.

A reeking miasma fills the Greater Giant Spider's lair to at least 100 metres from where the spider rests. To a user of the Reveal Miasma spell, this miasma appears like a bubbling brown

mist. On entering this miasma, a character must make a Resistance Roll (i.e. a Double SD Attribute Roll) versus fear. The Difficulty is 10. If the Resistance Roll is:

- successful, the character is afraid but undaunted, and gets a +3 bonus to his later Resistance Roll versus fear when encountering the spider in the flesh;
- unsuccessful, the character is very afraid, and gets a -3 penalty to his later Resistance Roll versus fear when encountering the spider;
- fumbled, the character is terrified and must flee until out of the lair and the miasma – this is his only priority.

On finally seeing the Greater Giant Spider close at hand, where this miasma is thickest, a character must make a second Resistance Roll versus fear. The Difficulty is 12. If this Resistance Roll is:

- successful, the character is afraid but undaunted;
- failed by ≤ 4 , the character is terrified and must flee until out of the lair and the miasma – this is his only priority;
- failed by >4 , the character is paralysed by fear (for a number of seconds equal to the margin of failure) and will then flee until out of the lair and the miasma – this is his only priority;
- fumbled, the character dies immediately from fright.

If a Greater Giant Spider is encountered outside of its lair, its fear-inducing miasma will hang fairly close to it. The GM should skip the first Resistance Roll above and just require the roll for seeing the spider close at hand. Those fleeing run till out of sight (and smell) of the spider.

2,2,149) SPIDER, LESSER GIANT

NUMBER:	1 to 5	HABITAT:	Subterranean and woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 8.0 (walk)
AC:	2	OUTLOOK:	Malicious
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	8 (Medium)	TREASURE:	0 (4)
NIMBLENESS:	12 (Fast)	WEIGHT:	100
MIGHT:	8 (Medium)	SPELL-CASTING: 7; Blur (MI 8), Stun (MI 10)	
1ST ATTACK:	Bite		
DURATION:	3		
ATTACK:	12		
STRENGTH:	8		
DAMAGE TYPE:	Slash (poison)		

Lesser Giant Spiders, or Attercops, have bodies approximately the size of a barrel of beer attached to a water butt, and their eight legs span 3 metres. They are intelligent, and communicate with each other via unintelligible hissing noises. Their eight beady eyes can see effectively in the dark or even total darkness (to a range of 10 metres), allowing them to hunt at night in dark woods or in the caves in which they prefer to dwell. Their preferred technique is to herd victims towards their sticky webs. Every second that a character touches webs, the GM should refer a Damage Score of 1d10+10 to the Grapple Damage Table. If this 1d10 scores a 10, then add another 1d10 to the Damage Score, and so on. Once prey is tangled,

the spiders close in and bite. If a bite attack causes an injury, a poison is also delivered. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 12. If the victim's Resistance Roll is failed, he is paralysed for SV days (where SV is the amount by which the Resistance Roll was failed).

Lesser Giant Spider webs are extremely resistant to stretching or tearing, being able to support many kilograms of force. This, combined with their sticky nature, makes use of brute strength relatively ineffective for escaping their tangling grasp. However, they can be sliced through with any sharp blade and they burn extremely easily, dissolving instantly to dust in the flame (the heat is channelled efficiently along the web's strands so anything tangled within the web will rarely suffer burns).

2,2,150) SQUID, DIRIGIBLE

NUMBER:	1 to 10	HABITAT:	Any outdoor with clouds (Any)
SIZE:	Huge	MOVEMENT RATES:	1.0, 15.0 (swim)
VULNERABILITY:	Resilient	OUTLOOK:	Timid
AC:	0 body; 6 shell	MADNESS:	Minor
SENSES:	8 (Medium)	TREASURE:	Special (0)
INTELLIGENCE:	6 (Low)	WEIGHT:	5,000
NIMBLENESS:	8 (Medium)	SPELL-CASTING: 12; Lightning Bolt (AE 10), Control Winds (AE 15)	
MIGHT:	16 (Mighty)	1ST ATTACK:	Tentacle sickle
		2ND ATTACK:	Tentacle grapple
		DURATION:	5
		DURATION:	6
		ATTACK:	11
		ATTACK:	16
		STRENGTH:	13
		STRENGTH:	14
		DAMAGE TYPE:	Slash
		DAMAGE TYPE:	Grapple

Dirigible Squid look like giant ammonites or nautili that fly in the air. Their spiral shells are perhaps 10 metres across, bulbous and, most interestingly, are made of diamond. These glitter in the sunlight in a spectacular fashion and, combined with the squids' graceful glide through the sky, make this species beautiful to behold... from a distance. If Dirigible Squid pass close by, their fearsome size and power becomes apparent. Their muscular tentacles are 15 metres long, as thick as a man's thigh, and some end with sickle-shaped hooks of chitin. Fortunately, these are used to rip foliage from trees; these squid are herbivorous. They live in small herds which graze forests or the scrub growing on plains. The dominant male and female will defend the herd if it is threatened, but they are generally skittish – finding it easy to retreat to the shelter of the clouds above. Here they rest when not grazing, the clouds providing moisture and cover from predators like Rocs and Dragons (which are thankfully rare).

If a Dirigible Squid is attacked, it will fight with its tentacles. It can slash with two sickles without Simultaneous Attack Penalty, directed at the same target. Additionally, adult squid seem able to discharge lightning bolts at enemies. They never retreat into their shells as a snail might.

It is commonly held that Dirigible Squid fly by magic. And perhaps they do. But carcasses show that most of the chambers of their shells are empty, and scholars speculate that the shells of living squid are filled with a buoyant gas, enabling them to float in the same manner as a sky lantern. This theory is reinforced by the fluting sound made by the squid when they

descend – perhaps they emit the gas from their shells to reduce their buoyancy. They also use these sounds to communicate with each other – and their loudest calls can be heard for many kilometres.

Dirigible Squid shells can be worth a small fortune to collectors (e.g. 5,000 gold suns for an intact adult shell). But their bulk (e.g. 2 tonnes) means that recovery poses significant logistical challenges. And carcasses are exceedingly rare.

Dirigible Squid do not appear to be of this world, and conceivably they are not. Indeed, there is a well-known tale of dozens of them suddenly appearing in the skies above Jashk, City of Lamps, on the summer solstice, fifty-odd years ago. Their appearance caused great panic and even rioting – but the squid ignored the violence beneath them and floated serenely towards the plains surrounding the city to graze. The city’s records contain no references to this species in the region earlier than that date. Perhaps coincidentally, Jashk’s imperial palace is renowned for being built over an intersection of ley lines, long thought extinct.

Recently, a sub-species has been witnessed over the Sea of Fogs. This seems to have feathery structures on its tentacles, which are deployed like a net to catch fish swimming near the surface. This carnivorous type is more aggressive than its herbivorous kin. Several times now, ships docking in nearby ports have reported that squid have snatched sailors from the rigging...

2,2,151) SQUID, GIANT

NUMBER:	1	HABITAT:	Deep salt water (Polar, Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	2.0, 10.0 (fly)
VULNERABILITY:	Resilient	OUTLOOK:	Aggressive
AC:	0 body; 2 shell	MADNESS:	Minor
SENSES:	8 (Medium)	TREASURE:	0
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	3,000
NIMBLENESS:	8 (Medium)	1ST ATTACK:	Tentacle grapple
MIGHT:	14 (Mighty)	2ND ATTACK:	Bite
DURATION:	6	DURATION:	7
ATTACK:	16	ATTACK:	12
STRENGTH:	13	STRENGTH:	12
DAMAGE TYPE:	Grapple	DAMAGE TYPE:	Slash

The Giant Squid has a cone-shaped body about 5 metres in length, with a huge lidless eye on each flank. Protruding from the front are 10 metre long tentacles, covered in suckers. These tentacles can attack up to three different opponents within reach, without Simultaneous Attack Penalty. The tentacles encircle a huge beaked mouth, with which it bites prey that has been grappled. The squid can eject a cloud of opaque ink before itself (filling a 10 metre radius volume of water), which it uses to confuse threats while it escapes.

2,2,152) SYLPH

NUMBER:	1	HABITAT:	All open air above ground (Any)
SIZE:	Huge	MOVEMENT RATES:	5.0, 1000.0 (fly)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Varies
AC:	0	MADNESS:	None
SENSES:	16 (Very Acute)	TREASURE:	0
INTELLIGENCE:	12 (High)	WEIGHT:	0
NIMBLENESS:	20 (Blindingly Fast)	SPELL-CASTING: 7; Lightning Bolt (AE 10); <i>special powers</i>	
MIGHT:	8 (Medium)		
1ST ATTACK: Lift into air & drop			
DURATION: 1			
ATTACK: 13			
STRENGTH: n/a			
DAMAGE TYPE: As for falling			

See the *Fey* category.

Sylphs are invisible creatures seemingly made from the air itself. They live in the sky, flying through it at great speeds. Each has the following abilities:

- Invisibility. This and great agility make the Sylph very hard to attack. Blind Fighting skill might help an enemy to land blows; or a Detect Magic spell could be used to reveal the Sylph, which appears as a great swirling cloud.
- Immune to lightning- and electricity-based attacks, e.g. Lightning Bolts. However, earth-based attacks (e.g. Earth Bolt) are slaying against Sylphs.
- Can shoot Lightning Bolts (range of 50 metres, striking a chosen first division body location).
- Can cause arrows and other similar projectiles aimed at a specific ally to be deflected by surging gusts of wind, such that 50% are deflected and rendered harmless.
- Can stretch itself such that it can carry sound to and fro between any two locations within one kilometre of each other (and between which air can flow). The Sylph may not use the previous two powers whilst doing this. (Aeromancers often use this ability to talk with distant allies.)
- Can perfectly reproduce any voice it has heard within the last 24 hours.

If a Sylph must engage in combat, it attacks by lifting an enemy rapidly up into the air for one second and then dropping him. (If the Sylph's Attack Roll fails, its target has managed to dodge its gusty grasp.) In one second, 100 kilograms can be lifted 10 metres up in the air, or 200 kilograms lifted 5 metres up, or 50 kilograms lifted 20 metres, etc. (i.e. weight times height equals 1,000). If slain, a Sylph vanishes into the wind.

2,2,153) TAIL OF APEP

A Tail of Apep is a tentacle-like thing which emerges from a tear in reality. Whilst its fat base often hangs in mid-air, somehow tethered, its length thrashes around, trying to find a living creature to swipe at and crush. Tails seem to be blind and deaf – relying on touch and some mysterious sense for the presence of the living. When there is no living creature nearby, a Tail’s groping movement will slow and almost stop. But when a creature wanders close, it will commence its writhing and reaching again.

Tails of Apep come in many different sizes, and their size determines their Demonic Class. The GM should roll 1d100 on the following table to determine the size of Tail that is encountered (unless a particular Class is required, e.g. by a summoning spell). She uses the 1d100 result, referred to as “X” in the table’s righthand column, to determine the length of the tentacle in metres. Its thickness always averages twice the length, but in centimetres. E.g. a 45 metre long Tail would be 90 centimetres thick.

ROLL 1d100 FOR SIZE (X)	TYPE	CLASS	LENGTH (metres)
01 to 40	Lesser	I	5
41 to 70	Greater	II	X/5
71 to 90	Huge	III	X/3
91 to 100	Gargantuan	IV	X/2

The GM can decide whether PCs see a Tail of Apep break into the Natural Realm, or whether they encounter one already present here. In the former case, the rending of the membrane between Realms is always accompanied by a strange crackling noise, originating where the tear is about to open. This sound lasts for just a few seconds (equal to the EN attribute of the nearest character). Then the tear opens and the tentacle pushes through...

A Tail of Apep’s blows deliver damage of the Mental damage type in addition to the default (see the Injury Enhancement spell in the Alchemy discipline for guidance on attacks with two damage types). If a Tail’s attacks render a (medium-sized or larger) creature unconscious or dead, the tentacle grapples their body and withdraws with it through the rent. The tear seals behind it with a popping sound. Warlocks speculate as to the fate of such unfortunates; no-one has ever returned to tell their tale. Regardless, in these circumstances, a new tear invariably opens nearby from which a new Tail emerges. The GM rolls 1d100 on the previous table to determine its size. This process repeats, with a Tail overpowering prey and withdrawing with it, then reappearing, perhaps as a smaller or larger tentacle, until the 1d100 produces an even number. An even result means that no further Tail emerges (perhaps the demon is satiated, or perhaps it is now unable to break through into the Natural Realm). If the 1d100 result is a double (e.g. 00, 11, 22, etc.), then two Tails of the relevant size emerge from two separate (but nearby) tears in reality.

If a Tail of Apep is slain before it can withdraw with a victim, it withdraws and does not return (perhaps leaving behind parts which dissolve into a noisome ichor).

Heal Injury spells cast within a certain distance from a Tail of Apep (its Class multiplied by 100 metres) never heal but instead inflict a medium injury upon their target. The exception is if Heal Injury is cast upon the Tail itself. In this case, the Tail may be repelled, withdrawing through the tear which seals behind it. A Heal Injury spell must be successfully cast with a Difficulty of:

- 12 to repel a Lesser Tail;
- 15 to repel a Greater Tail;

- 18 to repel a Huge Tail;
- 21 to repel a Gargantuan Tail.

The GM should note that a Tail of Apep's perversion of the effects of Heal Injury spells is rare knowledge indeed. She may require an Action Roll (Demon Lore+RE) versus a Difficulty of 18 to know this.

In the Tundra City of Karnek-Uk, there is a Tail of Apep which has been present for so long that an arena-like temple has been built around it. Its worshippers call it Cthulhu's Tongue, and believe that, if it is provided with enough sacrificial victims, their god will break through in its majestic entirety and cleanse the world...

2,2,154) TAIL OF APEP, GARGANTUAN

NUMBER:	1	HABITAT:	Any (Any)
SIZE:	Huge	MOVEMENT RATES:	0
VULNERABILITY:	Super-resilient	OUTLOOK:	Belligerent
AC:	0	MADNESS:	Ultimate
SENSES:	3 (Weak)	TREASURE:	0 (5)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	Length x100
NIMBLENESS:	4 (Slow)	SPELL-CASTING: <i>Wrongness (-2 to HI within 8 metres)</i>	
MIGHT:	16 (Mighty)	1ST ATTACK: Bash	
DURATION: 6		DURATION: 6	
ATTACK: 6		ATTACK: 6	
STRENGTH: 17		STRENGTH: 17	
DAMAGE TYPE: Crush & Mental		DAMAGE TYPE: Crush & Mental	

See the *Demons* category. Gargantuan Tails of Apep are Class IV demons.

2,2,155) TAIL OF APEP, GREATER

NUMBER:	1	HABITAT:	Any (Any)
SIZE:	Large	MOVEMENT RATES:	0
VULNERABILITY:	Super-resilient	OUTLOOK:	Belligerent
AC:	0	MADNESS:	Minor
SENSES:	3 (Weak)	TREASURE:	0 (3)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	Length x100
NIMBLENESS:	6 (Medium)	SPELL-CASTING: <i>Wrongness (-1 to HI within 4 metres)</i>	
MIGHT:	12 (Strong)	1ST ATTACK: Bash	
DURATION: 4		DURATION: 4	
ATTACK: 6		ATTACK: 6	
STRENGTH: 13		STRENGTH: 13	
DAMAGE TYPE: Kick-Box & Mental		DAMAGE TYPE: Kick-Box & Mental	

See the *Demons* category. Greater Tails of Apep are Class II demons.

2,2,156) TAIL OF APEP, HUGE

NUMBER:	1	HABITAT:	Any (Any)
SIZE:	Huge	MOVEMENT RATES:	0
VULNERABILITY:	Super-resilient	OUTLOOK:	Belligerent
AC:	0	MADNESS:	Major
SENSES:	3 (Weak)	TREASURE:	0 (4)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	Length x100
NIMBLENESS:	5 (Slow)	SPELL-CASTING: <i>Wrongness (-2 to HI within 6 metres)</i>	
MIGHT:	14 (Strong)	1ST ATTACK: Bash	
DURATION: 5		ATTACK: 6	
STRENGTH: 15		DAMAGE TYPE: Crush & Mental	

See the *Demons* category. Huge Tails of Apep are Class III demons.

2,2,157) TAIL OF APEP, LESSER

NUMBER:	1	HABITAT:	Any (Any)
SIZE:	Medium	MOVEMENT RATES:	0
VULNERABILITY:	Super-resilient	OUTLOOK:	Belligerent
AC:	0	MADNESS:	Minor
SENSES:	3 (Weak)	TREASURE:	0 (2)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	50
NIMBLENESS:	8 (Medium)	SPELL-CASTING: <i>Wrongness (-1 to HI within 2 metres)</i>	
MIGHT:	8 (Medium)	1ST ATTACK: Bash	
DURATION: 3		ATTACK: 6	
STRENGTH: 11		DAMAGE TYPE: Kick-Box & Mental	

See the *Demons* category. Lesser Tails of Apep are Class I demons.

2,2,158) TANGLEWEED

NUMBER:	1	HABITAT:	Any land above ground, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Varies	MOVEMENT RATES:	0
VULNERABILITY:	Super-Resilient	OUTLOOK:	n/a
AC:	0	MADNESS:	None
SENSES:	8 (Medium)	TREASURE:	3
INTELLIGENCE:	0 (None)	WEIGHT:	20 kg/m ²
NIMBLENESS:	0 (None)		
MIGHT:	8 (Medium)		

1ST ATTACK:	Grapple with fronds
DURATION:	4
ATTACK:	10
STRENGTH:	8
DAMAGE TYPE:	Grapple & Slash

Tangleweed is a plant which grows in many different climates, and even underwater. All varieties attack in the same way, by grappling targets with their mobile, prehensile fronds. Once a target is tangled, the fronds tighten their grasp and their razor sharp edges slice into its flesh. The Tangleweed absorbs any spilt blood through pores in its bark.

The Tangleweed will attempt to grapple any creature that steps within reach of its 2 metre long fronds (the weed apparently senses vibrations transmitted from footfalls through the ground). Its attacks deliver damage of the Grapple and Slash damage types (see the Injury Enhancement spell in the Alchemy discipline for guidance on attacks with two damage types). A single Tangleweed can attack up to X/2 targets without Simultaneous Attack Penalty, where X is the area of ground that it covers in square metres.

Fire-based attacks are slaying against Tangleweed.

2,2,159) TARANTULA

NUMBER:	1 to 20	HABITAT:	Woodland (Hot, Desert)
SIZE:	Tiny	MOVEMENT RATES:	0.5, 2.0 (walk)
VULNERABILITY:	Standard	OUTLOOK:	Aggressive
AC:	0	MADNESS:	None
SENSES:	4 (Weak)	TREASURE:	0 (0)
INTELLIGENCE:	2 (Instinctive Low)	WEIGHT:	<0.1
NIMBLENESS:	8 (Medium)		
MIGHT:	2 (Puny)		
1ST ATTACK:	Bite		
DURATION:	2		
ATTACK:	5		
STRENGTH:	1		
DAMAGE TYPE:	Puncture (poison)		

Use the same statistics for any similarly-sized poisonous insect, e.g. scorpion, bullet ant, etc. In all cases, a successful bite attack against flesh delivers a poison. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 10. If the Resistance Roll is failed, the victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1), where SV is the amount by which the Resistance Roll was failed. If the victim remains conscious, pain worsens their HI by -2 for SV minutes.

2,2,160) TERRORBIRD

NUMBER:	1 (2)	HABITAT:	Plain (Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	1.0, 16.0 (walk)
AC:	0		
SENSES:	12 (Acute)	OUTLOOK:	Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	14 (Very Fast)	TREASURE:	0 (3)
MIGHT:	10 (Strong)	WEIGHT:	350
1ST ATTACK:	Kick	2ND ATTACK:	Bite
DURATION:	3	DURATION:	4
ATTACK:	12	ATTACK:	11
STRENGTH:	10	STRENGTH:	11
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Slash

The Terrorbird is a giant, flightless bird of prey. It stands 3 or more metres high, and can run as fast as a horse. It is a carnivore – typically using a kick with a taloned foot to stagger prey, and then slashing with its hooked beak.

2,2,161) TOAD, GIANT

NUMBER:	1 or 2 (1 or 2)	HABITAT:	Fresh water margin (Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard and slow-regenerating	MOVEMENT RATES:	0.5, 15.0 (jump); 1.0, 5.0 (swim)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Hungry
INTELLIGENCE:	3 (Instinctive High)	MADNESS:	None
NIMBLENESS:	11 (Fast)	TREASURE:	0 (3)
MIGHT:	12 (Strong)	WEIGHT:	600
1ST ATTACK:	Acid spit	2ND ATTACK:	Crushing leap
DURATION:	3	DURATION:	6
ATTACK:	15	ATTACK:	12
STRENGTH:	15	STRENGTH:	12
DAMAGE TYPE:	Burns (Acid)	DAMAGE TYPE:	Crush
3RD ATTACK:	Bite		
DURATION:	5		
ATTACK:	10		
STRENGTH:	10		
DAMAGE TYPE:	Kick-Box		

The Giant Toad is a fearsome opponent. As long as a horse and almost as broad, it is able to move at great speed by bounding along the ground in huge jumps of up to 15 metres. The Giant Toad usually spits acid at an opponent. Treat the attack like an arrow fired from a short bow (maximum range of 15 metres) that does Burns (Acid) damage, not Puncture. Giant Toads also try to injure prey by leaping upon them and crushing them under their bulbous, weighty bodies.

2,2,162) TOMBHERD

NUMBER:	1	HABITAT:	Tombs (Any)
SIZE:	Large	MOVEMENT RATES:	1.0, 5.0 (fly)
VULNERABILITY:	Super-Resilient	AC:	0
SENSES:	12 (Acute)	OUTLOOK:	Varies
INTELLIGENCE:	12 (High)	MADNESS:	Major
NIMBLENESS:	12 (Fast)	TREASURE:	0
MIGHT:	8 (Medium)	WEIGHT:	0
SPELL-CASTING: 10; Cold Wall (AE 10), Lightning Bolt (AE 10), Silence (AE 10), Summon Fog (AE 12); <i>Wrongness</i> (-2 to HI within 6 metres)			
1ST ATTACK:	Caress with tendril		
DURATION:	2		
ATTACK:	10		
STRENGTH:	10		
DAMAGE TYPE:	Mental (special vs undead)		

See the *Demons* category. Tombherds are Class III demons.

The Tombherd is an amorphous demon reminiscent of a giant jellyfish that floats in the air. Its cloudlike body is seemingly made from freezing fog and is broader than a man is tall. From it hang scores of fine tendrils. These are always writhing, their tips flicking the ground and nearby things.

The demon's very presence is hard to bear. Beyond the terrible alienness of its form, it is accompanied by a biting cold. Coils of mist form in the air around it and are propelled outwards by the churning of its tendrils – making lights dim and flicker.

The Tombherd can lash with its tendrils to attack. Their touch deadens the mind of living creatures. But the living are not the Tombherd's prey, and it will ignore people that leave it alone. Instead, this demon hunts undead. Sadly, most people that encounter a Tombherd are ignorant of this and, already nervous from being in a tomb or other place prowled by undead, see the Tombherd as a threat to fight when it could be an ally. The Tombherd will attack to defend itself (or to protect its statuette, as explained shortly).

If the Tombherd's tendrils strike a corporeal undead creature, and it fails to resist (Double SD), then the magical energy that animates the undead is disrupted. This has two effects. Most noticeably, the undead immediately collapses to the ground, inanimate. More subtly, the undead's soul is trapped within its corpse. (This prevents a Lich from abandoning its skeletal body and retreating to its phylactery. A wise Lich will retreat in the face of a Tombherd, or use the Path of Ether spell to evade its attacks.) Both of these effects continue whilst the Tombherd's tendrils maintain contact with the corpse. (Note that, unusually, this demon's *Wrongness* Field affects the undead as well as the living – so this will penalise the undead's Resistance Roll.)

Once the Tombherd has subdued an undead creature in this way, it gathers up the corpse or skeleton in its tendrils and retreats with it through a magical portal close by – presumably to devour the undead soul in safety.

Whilst certain spells might summon a Tombherd to the Natural Realm, these demons most often appear from magical portals generated by statuettes which have been enchanted especially for this purpose. These statuettes are always made of black stone carved in the shape of a raven wearing a crown of real silver. (The observant might notice that the raven's talons curl weirdly, more like tentacles than claws.) These statuettes detect the presence of undead and respond by causing a portal to open to the Tombherds' realm. The portal appears first as two curved black shapes which fan out like wings from the statuette, until they join to make a large oval of utter darkness. This hangs in the air above the statuette like a gaping mouth to another world – and so it is. Soon afterwards, a Tombherd emerges from the portal to hunt. And it is through this portal that the demon will carry off its prey, the portal closing behind it unless more undead are nearby. No rumour has ever come back of what lies beyond such a portal. (Should a PC touch the black oval, they will be sucked through it and vanish. This is the end of them.)

One can prevent a statuette from working by breaking its silver crown. Doing so will also force an open portal to close. A Tombherd will intervene to prevent this if it can. Closing the portal through which the Tombherd came not only blocks its route home, but also weakens the demon too. It will shrink to perhaps a tenth of its normal size, becoming a small-sized creature rather than large, and thus far more easily destroyed. If the Tombherd is slain, its body loses cohesiveness and sinks to the ground in a rippling splash of fog that swiftly dissolves into the air and vanishes.

In the Kingdom of Morndim, where the dead were always restless, it was traditional to place a Raven King statuette in the tomb of a wealthy person. Consequently, many of these statuettes were made, and the custom was adopted in some nearby countries also. However, that was centuries ago and the statuettes are now rare things. Many have been destroyed since those days, and the ritual required to enchant them is thought lost.

Those few clerics that have heard of Tombherds have an ambivalent attitude to them. Clerics may cheer the destruction of undead, but they want all souls to pass to the Spirit Realm for judgement – and fear that this does not happen when undead are taken by Tombherds.

2,2,163) TROLL, GREAT

NUMBER:	1 to 4	HABITAT:	Any land near to a cave, favouring mountains and plains (Any)
SIZE:	Huge		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	2.0, 7.0 (walk)
AC:	6	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	Major
INTELLIGENCE:	5 (Low)	TREASURE:	1 (4)
NIMBLENESS:	4 (Slow)	WEIGHT:	8,000
MIGHT:	18 (Stupendous)	1ST ATTACK:	Giant club
1ST ATTACK:	Giant club	2ND ATTACK:	Chain whip
DURATION:	7	DURATION:	7
ATTACK:	15	ATTACK:	12
STRENGTH:	14	STRENGTH:	12
DAMAGE TYPE:	Crush	DAMAGE TYPE:	Crush

3RD ATTACK:	Bash with fist
DURATION:	7
ATTACK:	10
STRENGTH:	10
DAMAGE TYPE:	Crush

Great Trolls are very similar to their brethren, the Common Troll (the optional PC race), but their race was bred – presumably with arcane magic – so as to increase their stature dramatically. Great Trolls stand up to 5 metres in height and are much stronger than Common Trolls. However, this gain in physical power came at a cost. Great Trolls are even less intelligent than Common Trolls (and sometimes little brighter than a clever dog) and all are extremely aggressive. Great Trolls seem to delight only in crushing smaller fleshy creatures. They generally wield an enormous club (a length of tree trunk) in one hand, and a long length of heavy gauge chain in the other. This chain is used like a 10 metre long whip, effectively crushing that which it crashes against. If a Great Troll is encountered without weaponry, it will bludgeon opponents with its fists.

Great Trolls only travel outside during the hours of darkness, as the very thought of the sun terrifies them. While a Common Troll, forced asleep by the rays of the sun, might wake at the following dusk, a Great Troll always enters a “Long Sleep” from which there is no waking.

2,2,164) UNDEAD (CATEGORY)

The undead are not alive; they should be dead but are not. They come in two types. Corporeal undead like zombies and skeletons have physical bodies – corpses – and so can interact with the physical world, commonly by attacking the living with claws or weapons. Adepts of necromancy seeking power and immortality assume the forms of more potent corporeal undead – ghouls, mummies, vampires and liches. The second type are the non-corporeal undead, like ghosts and wights. These are ethereal spirits which, lacking a physical body, can pass through walls and other objects. Nevertheless, they are somehow trapped in the Natural Realm when they should be at rest in the Spirit Realm.

Unlike the truly dead, magic keeps undead creatures conscious, sentient and animate. They can sense the world around them and move within it. Undead creatures’ senses are different to those of the living, and this affects their capabilities. They can see in complete darkness as a human would on a moonlit night, but their vision does not improve as the illumination increases. Their hearing is relatively poor. Corporeal undead have a keen sense of smell for blood (but naught else; and ethereal undead have no sense of smell at all). This draws many corporeal undead to places where blood was spilled. But they can also smell the blood within living creatures. They are able to follow the scent trails left by the living, unless wind or rain disperses them or they lead to a crowded area overwhelmed by scents.

As one might expect of a dead creature, the undead do not need to eat or drink (except Vampires and Ghouls) or even breathe. They do not need sleep, and do not become exhausted by combat. Nor do they feel the effects of poisons or disease. They remain able to speak, though most undead are either too belligerent or peculiar in their natures to engage in conversation.

All undead are notoriously hard to slay. Ethereal undead are super-resilient creatures. Most corporeal undead are resilient and regenerating. When inventing the description of an injury

to a corporeal undead, the GM should remember that only bone damage – fractures, shatters, etc. – is likely to harm the creature; damage to soft tissues will not.

The ambient temperature always drops markedly in the presence of undead of any sort. It is not known why. Some types of undead are surrounded by an aura of cold that is so intense that it saps the energy of the living. (The effects of overlapping cold auras are not cumulative – the GM should apply the most potent aura and ignore the others.)

Corporeal undead are vulnerable to quicksilver (described in the *Apothecary* section of the *Goods and Services* chapter).

2,2,165) UNDERMINER

NUMBER:	1	HABITAT:	Dwarven dungeons (Any)
SIZE:	Medium		
VULNERABILITY:	Super-Resilient	MOVEMENT RATES:	0.5, 5.0 (walk)
AC:	5	OUTLOOK:	Varies
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	8 (Medium)	TREASURE:	0(4)
NIMBLENESS:	8 (Medium)	WEIGHT:	350
MIGHT:	8 (Medium)		
SPELL-CASTING: 12; Excavate (LI 15)			
1ST ATTACK:	Spear	2ND ATTACK:	Hammer
DURATION:	5	DURATION:	5
ATTACK:	10	ATTACK:	7
STRENGTH:	10	STRENGTH:	10
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	Crush
3RD ATTACK:	Light crossbow	4TH ATTACK:	
DURATION:	1 (5)	DURATION:	
ATTACK:	10	ATTACK:	Poison gas
STRENGTH:	6	STRENGTH:	
DAMAGE TYPE:	Puncture	DAMAGE TYPE:	

Seven-hundred years ago, the richest Dwarven stronghold there has ever been, Zhibulzdin on the Plateau of Glass, made a breakthrough in their studies of alchemical magic and golemcraft. They had learnt how a soul kept in a gemstone phylactery might animate a golem. And they had uncovered (legends say they grew) a diamond of prodigious size. When their heirless king died, they used this artifice to transfer his soul to the giant diamond. Then they carefully constructed an extraordinary golem of mithril, which the king's soul could animate, enabling him to rule in perpetuity. Unfortunately, the Dwarves pushed this scheme too far. They repeated the process with dozens of their chief alchemists, craftsmen and knights. In a gruesome ritual, they died in order that their souls would be held in the same diamond as their king, and so they might animate their own immortal golem bodies. But this merging of many souls in a single gem led to a catastrophic schism. It created a single, blended intelligence – of genius intellect, but one whose Dwarven values of duty and worth became fractured and damaged. The golems soon began to behave in strange ways, their orders increasingly alien to their living subjects. Before long, there was civil war – the golems and those Dwarves loyal to the king fighting the remaining population of the stronghold. The civil war ended when almost the entire stronghold was flooded with poisonous gas – every breathing creature therein choking and dying, including those Dwarves who had supported their king until the bitter end. It seems likely that this was a deliberate act by the golems.

This is the cautionary tale told to a select few by the masters of the Dwarven Guild of Alchemy. They have mounted several expeditions to Zhibulzdin in the centuries since, for it had rich seams of mithril, but none of these have been successful. Returning survivors report that, in much of Zhibulzdin, the very air you breathe is a poisonous fume. They saw new tunnels and constructions, and also strange mechanisms which attacked them. Could these be some new kind of automata, remotely controlled by the golems? The Guild would love to capture one for study...

An Underminer is a metal construct designed for tunnelling and other engineering work. It has a icosahedron-shaped body, perhaps 1 metre across, with twenty triangular faces. In the centre of each is an orifice. From these can be extruded (and retracted) articulated limbs. These end in hammers, spikes, claw-like grabs, shovels, nozzles, devices that launch crossbow bolts, and wand-like attachments that produce magic to annihilate earth and stone. An Underminer's claws and spikes are dextrous enough to manipulate objects, and even to carry out basic repairs to machinery (e.g. the great lift mechanisms for which Zhibulzdin was famed). An Underminer can also walk on these limbs, using them like legs. But to move at speed, it will retract its limbs and roll like a ball. Both modes of locomotion are noisy as metal faces or spikes clatter on the ground beneath.

An Underminer's senses are very different to usual. They are utterly blind creatures. Instead of seeing, they detect sound and vibrations transmitted through the air or ground. They can remain perfectly still, enabling them to sense the gentlest footfalls on the ground and the faintest whispers in the air, and pinpoint their location many metres distant (this could be hundreds of metres in the case of powerful impacts or loud noises). Consequently, it is almost impossible to sneak up on a stationary Underminer, as it will have felt your footsteps minutes before you came within sight. This vibration sense is weakened whilst an Underminer is moving, however. It is because of this that an Underminer's usual gait is broken and hesitant – they halt every few seconds to feel for vibrations before moving on.

Underminers combine this powerful vibration-sense with an inbuilt map of their surroundings. They know the layout of their tunnels and excavations in fine detail. If necessary, they avoid unmapped obstacles by walking on their legs and holding a few of their other limbs out before them, as a blind man would hold out his stick.

Apart from attacking with their limbs and firing crossbow bolts at opponents (these with uncanny accuracy – the target's trajectory calculated from its footfalls), an Underminer is also able to discharge large volumes of gas. This is emitted from nozzle-like limbs as a freezing white mist – but the gas quickly warms enough to become colourless. It has no odour. It instantly fills a 5 metre radius around the Underminer, and dissipates within 5 minutes (or more quickly if it can flow away downhill). The gas extinguishes any flames that it smothers, and likewise asphyxiates breathing creatures. (The GM should consult the *Lindworm* for more on the gas' action.)

If an Underminer is destroyed, there is a percentage chance equal to the deadly blow's Damage Score (or 20, whichever is higher) that the Underminer's body explodes. Metal debris is blown violently in all directions. A roll on the Slash and Cold Damage Tables is made for any creature within 20 metres of the exploding automaton. The Damage Score equals 1d10 plus 20, minus the creature's distance in metres from the epicentre. The blast is chill and extinguishes any flames in its radius. Witnesses and survivors may notice that the

wreckage from the interior of the Underminer is coated in an icy rime (though it quickly warms to ambient temperature).

Underminers are limited in their range. They will not intentionally travel more than 7 kilometres from the heart of Zhibulzdin. Any attempt to capture one and move it beyond this distance will find that the Underminer becomes inanimate and lifeless.

2,2,166) UNDINE

NUMBER:	1	HABITAT:	Any water (Any)
SIZE:	Medium	MOVEMENT	1.0, 4.0 (walk);
VULNERABILITY:	Super-Resilient	RATES:	1.0, 10.0 (swim)
AC:	0	OUTLOOK:	Varies
SENSES:	12 (Acute)	MADNESS:	None
INTELLIGENCE:	12 (High)	TREASURE:	0
NIMBLENESS:	12 (Fast)	WEIGHT:	65
MIGHT:	8 (Medium)	SPELL-CASTING: 7; Water Bolt (HY 8), Ice Bolt (HY 10); <i>special powers</i>	
1ST ATTACK:	Bash with fist		
DURATION:	3		
ATTACK:	11		
STRENGTH:	4		
DAMAGE TYPE:	Kick-Box		

See the *Fey* category.

Undines are humanoids made from water. They are not transparent, though. Each can make itself appear like a beautiful member of a chosen race, e.g. a Human or Wood Elf. Only the occasional ripple across the surface of the Undine betrays this illusion.

Each Undine is bound to a particular natural body of water – whether a stream or pool, a stretch of a river or a bay on a lake, or a particular part of an ocean. They normally live within this water body, but can leave it to walk on dry land so long as they remain within 20 metres of it. Perhaps because many rivers and coastal waters are vital trade routes, Undines take markedly more interest in the affairs of men than do the other types of Fey. Each will see and overhear much that goes on. E.g. an Undine of the sea will know the names of the boats that it sees regularly and, perhaps, the names of their captains, the cargoes that they commonly carry, their home ports and normal routes, etc. A river Undine will know the names of all of the settlements along its water body, the buildings close to the water, something of their inhabitants, perhaps even local gossip. All Undines know of treasure lost in their waters' depths.

Each Undine has the following abilities:

- Can pass unhindered through water and ice.
- Immune to water- and ice-based attacks, e.g. Water Bolts, Ice and Void Balls. However, heat- and fire-based attacks (e.g. Fire Bolt) are slaying against Undines.
- Can shoot Water and Ice Bolts from its fingers (range of 50 metres, striking a chosen first division body location).
- Persons of the same race but opposite gender to that assumed by the Undine, and who hear the Undine's voice, may become enchanted – having to obey its commands as if via a Master spell. A successful Double SD Attribute Roll versus the Undine's

Intelligence, made on first hearing its voice, allows one to resist this enchantment until the next day.

- Can enchant beasts of the water to do its bidding. Thus, an Undine might fill part of a river with such numbers of piranha, eels and crocodiles that the water seethes and becomes deadly to ford. Or the Undine could clear a stretch of river of such creatures, allowing a safe crossing.
- If the Undine wishes, it can bestow the ability to breathe underwater upon someone whilst they hold the Undine's hand (they also become unharmed by changes in pressure and temperature associated with swimming at depth).

If an Undine wishes to hide, it simply steps into water and vanishes within it. If slain, an Undine collapses in a splash of lifeless water.

2,2,167) VAMPIRE

NUMBER:	1	HABITAT:	Any land, favouring settlements (Any)
SIZE:	Medium		
VULNERABILITY:	Resilient and fast-regenerating	MOVEMENT RATES:	1.0, 10.0 (walk)
AC:	0		
SENSES:	9 (Medium)	OUTLOOK:	Varies
INTELLIGENCE:	16 (Very High)	MADNESS:	Minor
NIMBLENESS:	12 (Fast)	TREASURE:	5 (6)
MIGHT:	8 (Medium)	WEIGHT:	75
SPELL-CASTING: 13; Necromancy – all spells of expert rank and easier (except Paths other than Blood); <i>and special powers</i>			
1ST ATTACK:	1-handed weapon	2ND ATTACK:	Punch with fist
DURATION:	As weapon	DURATION:	3
ATTACK:	12	ATTACK:	12
STRENGTH:	As weapon (ST 4)	STRENGTH:	4
DAMAGE TYPE:	As weapon	DAMAGE TYPE:	Kick-Box
3RD ATTACK:	Bite		
DURATION:	3		
ATTACK:	15		
STRENGTH:	n/a		
DAMAGE TYPE:	Special		

See the *Undead* category.

Some necromancers are willing to turn themselves into undead creatures. A Vampire is one such – a corporeal undead more fully described by the Path of Blood spells in the Necromancy discipline.

People who have not encountered Vampires widely believe them to be afraid of garlic, unable to cross running water, to need permission to cross a threshold, etc. Anyone who has actually met a Vampire knows these to be old wives' tales.

Like Ghouls, Vampires can appear completely normal. While a necromancer who becomes a Lich must relinquish society unless he has spells to conceal his skeletal appearance, one that becomes a Vampire can more easily remain amongst his kinfolk. Becoming a Vampire barely changes one's appearance; only the extremely observant would notice the absence of

sweat or blushes or the other subtle signs of a living body. However, unlike normal people, Vampires are strictly nocturnal. Sunlight burns them – every second that they are exposed to it, their Hindrance worsens by -3 and there is a chance of destruction through spontaneous combustion (varies between 1% for a novice and 50% for an older Vampire).

Vampires love to drink the blood of the living, for this bestows upon them the power to regenerate damage. A Vampire that has gone without blood quickly gains bloodshot eyes and a ravenous thirst, and will also lose its ability to regenerate (becoming of the standard vulnerability class). To satiate this thirst, Vampires can extend their canine teeth to better bite. Necks are generally chosen as they yield rich veins. Unless the victim makes a successful Double SD Attribute Roll versus the Vampire's SC (13), he will be paralysed from the moment he is bitten to the moment the Vampire stops drinking. This done, the Vampire invariably licks his bite – chemicals in his saliva then heal the wound and the victim immediately forgets that he was bitten at all.

The maximum volume of blood that a Vampire can drink typically equals 4 litres. Every 0.25 litres of blood that are lost worsens a victim's HI by -1 and, depending on his CO attribute, unconsciousness or even death may quickly result. The *Exsanguination* section of the *Harms Beyond Combat* chapter should be consulted. Blood must be drunk from living members of the flesh-and-bone PC races to benefit the Vampire.

All corporeal undead can smell blood but Vampires have particularly strong noses for this scent; they are the bloodhounds of the undead. A Vampire can detect traits in the scent of blood left by the living revealing gender, race and approximate age, and use these to distinguish the trails of different individuals through a crowd.

Some Vampires can also cast Necromancy spells allowing them to:

- beguile people with whom they have made eye-to-eye contact into feeling intense loyalty towards the Vampire (and, if of compatible race but opposite sexual persuasion, sexual lust);
- turn bitten victims into vampiric slaves;
- transform into Giant Vampire Bats, gaining the power of flight;
- transform into pools of blood, enabling them to flow through tiny cracks and porous materials, e.g. into a closed coffin through cracks under its lid, or down into loose earth to avoid exposure to daylight.

Many Vampires encountered by PCs will be slaves, created by a master Vampire's use of Necromantic magic. Slave Vampires may be unable to cast any Necromancy spells at all, and will only have the default Vampire powers. They are also slow not fast-regenerating creatures.

2,2,168) WALRUS

NUMBER:	1 to 50	HABITAT:	Salt water (Polar, Cold)
SIZE:	Large	MOVEMENT	1.0, 8.0 (swim);
VULNERABILITY:	Standard	RATES:	0.5, 2.0 (walk)
AC:	1	OUTLOOK:	Aggressive
SENSES:	8 (Medium)	MADNESS:	None
INTELLIGENCE:	4 (Instinctive High)	TREASURE:	0 (1)
NIMBLENESS:	5 (Slow on land); 9 (Medium in water)	WEIGHT:	2,000
MIGHT:	15 (Mighty)		

1ST ATTACK:	Gore with tusks
DURATION:	5
ATTACK:	12
STRENGTH:	15
DAMAGE TYPE:	Puncture

This huge marine mammal is lumbering on land but an agile swimmer, able to stay submerged for up to 30 minutes. When swimming, it appears ghostly white because its skin blood vessels constrict in cold water; on the beach its hide is mottled brown and pink. It is able to see well in dark waters, and uses its stiff whiskers to feel its way through murk. The Walrus attacks with its one metre long tusks, and is protected by 15 centimetres of blubber.

2,2,169) WARG

NUMBER:	1 to 3	HABITAT:	Any land, favouring plains and woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard	MOVEMENT RATES:	2.0, 13.0 (walk)
AC:	0		
SENSES:	12 (Acute)	OUTLOOK:	Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	Minor
NIMBLENESS:	8 (Medium)	TREASURE:	0 (3)
MIGHT:	12 (Strong)	WEIGHT:	500
1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	5	DURATION:	5
ATTACK:	14	ATTACK:	12
STRENGTH:	12	STRENGTH:	10
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

A Warg appears like a cross between a wolf and a hyena, but is the size of a pony when fully grown. They gather in much smaller packs than wolves – generally just a family unit of parents with a single cub.

Orcs have managed to train some Wargs to act as steeds. They can bear 100 kilograms, and are as brave as a Heavy War Horse when faced with battle or fearsome monsters.

2,2,170) WASP, GIANT

NUMBER:	1 (1 to 2)	HABITAT:	Any land, favouring plains and woodland (Temperate, Hot, Desert)
SIZE:	Small		
VULNERABILITY:	Standard	MOVEMENT RATES:	5.0, 10.0 (fly)
AC:	2		
SENSES:	8 (Medium)	OUTLOOK:	Aggressive
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (1)
MIGHT:	4 (Weak)	WEIGHT:	20

1ST ATTACK:	Sting with tail	2ND ATTACK:	Bite
DURATION:	2	DURATION:	3
ATTACK:	8	ATTACK:	10
STRENGTH:	6	STRENGTH:	10
DAMAGE TYPE:	Puncture (poison)	DAMAGE TYPE:	Slash

Giant Wasps are daytime hunters, approximately 1 metre in length, which swoop down on their prey to sting it. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 12. If the Resistance Roll is failed, the victim is immediately paralysed for 2xSV minutes, during which time it cannot move its body. The Wasp then feeds, or carries the prey off to its nest if small enough.

66% of Giant Wasps are female. Females prefer to sting victims in the torso, and inject a tiny egg along with their venom. Within 24 hours the implanted egg hatches into a larva. The larva excretes chemicals into the bloodstream that cause localised numbness – and increasing madness. 80% of hosts develop a phobia whilst 20% develop a philia. The Severity of these madneses increases by 1 point each day. Phobic hosts become increasingly afraid of company and reclusive. Hosts with a philia become increasingly attracted to insects, especially Giant Wasps – seeking them out regardless of risk.

Spells and herbs which affect the humours only ameliorate these symptoms temporarily, rather than curing the madness outright. E.g. taking a dose of tonic of Black Bilewort – a usual herbal cure for phobia – just halves the host's SV for 24 hours. Their SV then returns to its previous level, plus 1 because another 24 hours have elapsed.

A Wrest spell is required to remove the egg or larva. Alternatively, surgery could be performed (treat as a mortal fast injury for the purpose of healing the wound). Of course, these interventions would only be carried out following an accurate diagnosis, which would have to follow a successful Zoology skill roll.

Once SV=10, the larva has pupated into a Giant Wasp which bites its way out of the host's abdomen. Determine the damage to the host by rolling 2d10+10 on the Slash Damage Table. If this die scores a 10, roll another 1d10 and add the result, and so on. Apply Armour Class 0 to reflect internal injuries; hosts invariably tear off clothing and armour to try to ease the agony. Death often results from massive haemorrhaging.

The emergent Giant Wasp is only about one-third of adult size (the GM can modify the standard Giant Wasp characteristics if she needs). It will grow to full adult size in another month. Its first meal is usually its dying host's entrails.

2,2,171) WERE-BAT

NUMBER:	1	HABITAT:	Any land, favouring villages and woodland (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard and fast-regenerating	MOVEMENT RATES:	2.0, 10.0 (walk or fly)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Berserk
INTELLIGENCE:	8 (Medium)	MADNESS:	Major
NIMBLENESS:	8 (Medium)	TREASURE:	1 (5)
MIGHT:	8 (Medium)	WEIGHT:	75
SPELL-CASTING: <i>transformation</i>			
1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	2	DURATION:	3
ATTACK:	15	ATTACK:	12
STRENGTH:	8	STRENGTH:	8
DAMAGE TYPE:	Puncture (disease)	DAMAGE TYPE:	Slash

See the *Lycanthropes* category.

The Were-Bat looks like a hideous cross between a Giant Vampire Bat and a mammalian PC race, and is generally three-quarters of the height of the latter.

2,2,172) WERE-BEAR

NUMBER:	1	HABITAT:	Any land, favouring villages and woodland (Polar, Cold, Temperate)
SIZE:	Large		
VULNERABILITY:	Standard and medium-regenerating	MOVEMENT RATES:	1.5, 8.0 (walk)
AC:	0		
SENSES:	12 (Acute)	OUTLOOK:	Berserk
INTELLIGENCE:	8 (Medium)	MADNESS:	Major
NIMBLENESS:	8 (Medium)	TREASURE:	1 (5)
MIGHT:	14 (Mighty)	WEIGHT:	500
SPELL-CASTING: <i>transformation</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Grapple
DURATION:	5	DURATION:	5
ATTACK:	15	ATTACK:	13
STRENGTH:	11	STRENGTH:	7
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Grapple
3RD ATTACK:	Bite		
DURATION:	5		
ATTACK:	13		
STRENGTH:	10		
DAMAGE TYPE:	Slash (disease)		

See the *Lycanthropes* category.

The Were-Bear looks like a hideous cross between a bear and a mammalian PC race, and is generally twice the height of the latter. The bite attack is used once a victim has been grappled successfully.

2,2,173) WERE-CAT

NUMBER:	1	HABITAT:	Any land, favouring villages and woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard and medium-regenerating	MOVEMENT RATES:	2.0, 12.0 (walk)
AC:	0		
SENSES:	12 (Acute)	OUTLOOK:	Berserk
INTELLIGENCE:	8 (Medium)	MADNESS:	Major
NIMBLENESS:	12 (Fast)	TREASURE:	1 (5)
MIGHT:	12 (Strong)	WEIGHT:	300
SPELL-CASTING: <i>transformation</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Bite
DURATION:	4	DURATION:	5
ATTACK:	15	ATTACK:	15
STRENGTH:	10	STRENGTH:	8
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash (disease)

See the *Lycanthropes* category.

The Were-Cat looks like a hideous cross between a tiger, lion or other big cat and a mammalian PC race, and is generally one and a half times the height of the latter.

2,2,174) WERE-RAT

NUMBER:	1	HABITAT:	Any land, favouring settlements (Cold, Temperate, Hot)
SIZE:	Medium		
VULNERABILITY:	Standard and fast-regenerating	MOVEMENT RATES:	2.0, 10.0 (walk)
AC:	0		
SENSES:	8 (Medium)	OUTLOOK:	Berserk
INTELLIGENCE:	8 (Medium)	MADNESS:	Major
NIMBLENESS:	16 (Very Fast)	TREASURE:	1 (5)
MIGHT:	8 (Medium)	WEIGHT:	75
SPELL-CASTING: <i>transformation</i>			
1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	2	DURATION:	3
ATTACK:	15	ATTACK:	12
STRENGTH:	7	STRENGTH:	8
DAMAGE TYPE:	Slash (disease)	DAMAGE TYPE:	Slash

See the *Lycanthropes* category.

The Were-Rat looks like a hideous cross between a Giant Rat and a mammalian PC race, and is generally three-quarters of the height of the latter.

2,2,175) WERE-WALRUS

NUMBER:	1	HABITAT:	Any coastal (Polar, Cold)
SIZE:	Large		
VULNERABILITY:	Resilient and medium-regenerating	MOVEMENT RATES:	1.0, 8.0 (walk); 1.0, 5.0 (swim)
AC:	1		
SENSES:	10 (Medium)	OUTLOOK:	Berserk
INTELLIGENCE:	8 (Medium)	MADNESS:	Major
NIMBLENESS:	6 (Slow on land); 8 (Medium in water)	TREASURE:	1 (5)
MIGHT:	16 (Mighty)	WEIGHT:	2,500
SPELL-CASTING: <i>transformation</i>			
1ST ATTACK:	Flipper bash	2ND ATTACK:	Gore with tusks
DURATION:	4	DURATION:	5
ATTACK:	12	ATTACK:	13
STRENGTH:	8	STRENGTH:	13
DAMAGE TYPE:	Kick-Box	DAMAGE TYPE:	Puncture (disease)

See the *Lycanthropes* category.

The Were-Walrus looks like a hideous cross between a walrus and a mammalian PC race, and is generally twice the height of the latter. Despite its height, it has a squat appearance with a huge belly and short arms and legs. Its hands and feet are broad and webbed like flippers. Unlike other were-creatures, it is of the resilient vulnerability, due to its thick blubber.

Note that, if a Were-Walrus cannot see, hear or smell the sea, the Difficulty of its Resistance Rolls versus transformation in moonlight is eased by -3. However, if it can sense the sea, the Difficulty is worsened by +3.

2,2,176) WERE-WOLF

NUMBER:	1	HABITAT:	Any land, favouring villages and woodland (Cold, Temperate, Hot)
SIZE:	Large		
VULNERABILITY:	Standard and medium-regenerating	MOVEMENT RATES:	2.0, 11.0 (walk)
AC:	0		
SENSES:	12 (Acute)	OUTLOOK:	Berserk
INTELLIGENCE:	8 (Medium)	MADNESS:	Major
NIMBLENESS:	12 (Fast)	TREASURE:	1 (5)
MIGHT:	12 (Strong)	WEIGHT:	350
SPELL-CASTING: <i>transformation</i>			

1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	5	DURATION:	5
ATTACK:	15	ATTACK:	15
STRENGTH:	9	STRENGTH:	6
DAMAGE TYPE:	Slash (disease)	DAMAGE TYPE:	Slash

See the *Lycanthropes* category.

The Were-Wolf looks like a hideous cross between a wolf and a mammalian PC race, and is generally one and a half times the height of the latter.

2,2,177) WHALE

NUMBER:	1 to 4	HABITAT:	Deep salt water (Polar, Cold, Temperate, Hot)
SIZE:	Huge	MOVEMENT RATES:	2.0, 15.0 (swim)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Reclusive
AC:	1	MADNESS:	Minor
SENSES:	8 (Medium)	TREASURE:	0
INTELLIGENCE:	4 (Instinctive High)	WEIGHT:	75,000
NIMBLENESS:	8 (Medium)	1ST ATTACK:	Bash with head
MIGHT:	20 (Stupendous)	DURATION:	7
2ND ATTACK:	Bite	ATTACK:	17
DURATION:	6	STRENGTH:	18
ATTACK:	15	DAMAGE TYPE:	Kick-Box
STRENGTH:	16	DAMAGE TYPE:	Crush

Use the same statistics for any similarly-sized fish (e.g. sperm whale). Their gaping mouths can swallow whole large-sized prey (and smaller), e.g. sailors.

2,2,178) WHITE LADY

NUMBER:	1	HABITAT:	Ruins and settlements (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 8.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Vengeful
AC:	0	MADNESS:	Minor
SENSES:	4 (Weak)	TREASURE:	0 (5, coins only)
INTELLIGENCE:	10 (Medium)	WEIGHT:	0
NIMBLENESS:	10 (Medium)	SPELL-CASTING: 10; Mind – all spells of proficient rank and easier; <i>mournful shriek</i> , <i>enhanced Defence</i>	
MIGHT:	4 (Weak)	1ST ATTACK:	Claw
		DURATION:	3
		ATTACK:	11
		STRENGTH:	7
		DAMAGE TYPE:	Burns (Cold)

See the *Undead* category.

The White Lady is a powerful type of Ghost, always taking the form of a ghostly woman dressed in a flowing white gown. Due to some great anguish or injustice, the spirit remains in the Natural Realm after death – until the injustice is righted or the spirit has made good, or taken vengeance. Unlike most Ghosts, a White Lady can seem lucid and will speak to people that might be able to help her. While most flee in terror, a brave and righteous person may listen to her lament and, pitying her, provide aid. A White Lady will sometimes reward those that genuinely help her. She will take them to a hidden cache of coins and offer them half. This is a test; she will punish those who take more than their share.

A White Lady is formidable in combat if driven to it, vanishing between attacks and suddenly reappearing to rake with ethereal claws. She can also unleash a mournful shriek, as frequently as once each minute. This should be treated like a Passion spell but affecting all persons within earshot. Those that fail to resist the spell suffer overwhelming feelings of hopelessness and despondency, strong enough to make them act irrationally (e.g. sinking to their knees to weep in the midst of combat, fleeing blindly in grief, and so on). Note that, like a Ghost, a White Lady's translucency raises its normal Defence by +3 to 13.

But a White Lady much prefers to use guile against those that have wronged her. She will vanish and bide her time, watching her opponent and setting a trap – employing a carefully laid illusion to put her intended victim in harm's way, e.g. tricking them into stepping off a cliff or onto thin ice, or into the path of galloping horses, etc.

The doctrine of Clerics of Death (normally staunch enemies of the undead) is such that they pity White Ladies and will try to assist them, so as to release them to the Spirit Realm. However, some White Ladies seem to remain in the Natural Realm even when the injustice that binds them here is put right. Radical clerics speculate that White Ladies find another injustice to settle, and may indeed be agents of the God of Death...

2,2,179) WIGHT

NUMBER:	1	HABITAT:	Ruins and settlements (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 10.0 (fly)
VULNERABILITY:	Super-Resilient	AC:	0
SENSES:	4 (Weak)	OUTLOOK:	Evil
INTELLIGENCE:	12 (High)	MADNESS:	Minor
NIMBLENESS:	12 (Fast)	TREASURE:	0
MIGHT:	4 (Weak)	WEIGHT:	0
SPELL-CASTING: 10; Cold Wall (AE 10), Cold Ball (AE 12); <i>surprise attack due to invisibility, enhanced Defence, telekinesis (weak), possession, cold aura</i>			
1ST ATTACK:	1-handed weapon	2ND ATTACK:	Claw
DURATION:	As weapon	DURATION:	3
ATTACK:	13	ATTACK:	13
STRENGTH:	As weapon (ST 2)	STRENGTH:	7
DAMAGE TYPE:	Burns (Cold), memory drain	DAMAGE TYPE:	Burns (Cold), memory drain

See the *Undead* category.

Wights are Ghosts with the following additional powers. Each Wight:

- can cast the Cold Wall and Cold Ball spells;
- is not bound to the ground but can fly – often ambushing the living by bursting up through the floor or down through the ceiling;
- has claws that, should they inflict an injury of major severity or worse, drain some of the target’s memories. The victim loses 1 point from his highest skill value – such reductions are permanent and can only be regained through the normal methods of skill development. A Wight cannot drain more than 3 skill points from a specific individual (until a year has passed);
- is surrounded by an aura of life-sapping cold. Every 10 seconds, all within 10 metres must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 10. Each time this roll is failed, a cumulative -1 Weakness Penalty is gained as if from hypothermia. Weakness Penalties worsen HI and, depending on the victim’s CO attribute, may lead to unconsciousness or death (see *Hypothermia* in the *Harms Beyond Combat* chapter).

Note that, like a Ghost, a Wight’s translucency raises its normal Defence by +3 to 15. A Wight can also possess corpses and the living like a Ghost. The Difficulty of resisting possession is 10.

2,2,180) WOLF

NUMBER:	4 to 20	HABITAT:	Any
SIZE:	Medium		(Any non-polar)
VULNERABILITY:	Standard	MOVEMENT	2.0, 11.0 (walk)
AC:	0	RATES:	
SENSES:	12 (Acute)	OUTLOOK:	Varies
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	None
NIMBLENESS:	12 (Fast)	TREASURE:	0 (2)
MIGHT:	8 (Medium)	WEIGHT:	50
1ST ATTACK:	Bite	2ND ATTACK:	Claw
DURATION:	3	DURATION:	3
ATTACK:	10	ATTACK:	8
STRENGTH:	9	STRENGTH:	7
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

Use the same statistics for any wild canine.

2,2,181) WORM, GIANT SAND

NUMBER:	1	HABITAT:	Deep sand
SIZE:	Huge		(Desert)
VULNERABILITY:	Super-Resilient	MOVEMENT	3.0, 12.0
AC:	4	RATES:	(slither or burrow)
SENSES:	12 (Acute)	OUTLOOK:	Hungry
INTELLIGENCE:	2 (Instinctive Low)	MADNESS:	Major
NIMBLENESS:	4 (Slow)	TREASURE:	0 (4)
MIGHT:	20 (Stupendous)	WEIGHT:	300,000

1ST ATTACK:	Swallow
DURATION:	7
ATTACK:	20
STRENGTH:	20
DAMAGE TYPE:	Puncture

The Giant Sand Worm is an enormous worm found only in deserts with very deep sands. Often reaching 40 metres in length and 5 in diameter, they are covered in thick ring-like chitinous plates which protect them from the abrasion of the sands in which they burrow. They are able to tunnel through and move across sand at great speeds; it is thought that they power their locomotion by generating an undulating motion in the thousands of short, stiff horns that protrude from their hide.

It is believed that Sand Worms locate their prey by feeling regular vibrations, such as those produced by the footfalls of people and animals walking on the desert's surface, which are transmitted through the sands into their horns and bodies. Sand Worms always make a surprise attack, erupting from the sands mouth agape and engulfing their prey whole. One must pass an Action Roll (Observation+RE) versus a Difficulty of 12 to avoid being ambushed in this way. Note that, while the worm's mouth cannot snap shut quickly, it is so wide and bristling with spear-like teeth that most prey (large-sized or smaller) will be fatally impaled or swallowed whole before it can escape.

Sand Worms are capable of carrying treasures within their stomachs. These are invariably extremely clean magical items – everything else swallowed being sand-blasted into obliteration.

Water-based attacks (e.g. Water Bolt) are slaying against Sand Worms.

2,2,182) WORMS-THAT-WALK

NUMBER:	1	HABITAT:	Any land, favouring ruins and settlements (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 4.0 (walk)
VULNERABILITY:	Super-Resilient	OUTLOOK:	Varies
AC:	0	MADNESS:	Minor
SENSES:	7 (Medium)	TREASURE:	2 (3)
INTELLIGENCE:	8 (Medium)	WEIGHT:	45
NIMBLENESS:	4 (Slow)	SPELL-CASTING: 15; Necromancy – all spells of expert rank and easier (except Paths other than Flesh); <i>and special powers</i>	
MIGHT:	2 (Puny)	1ST ATTACK:	1-handed weapon
		2ND ATTACK:	Punch with fist
		DURATION:	3
		ATTACK:	10
		STRENGTH:	1
		DAMAGE TYPE:	Kick-Box
		DAMAGE TYPE:	Kick-Box

See the *Undead* category.

Some necromancers discover a dark ritual to transform a Ghoul's undead body into a walking mass of maggots, grubs and other carrion-eating invertebrates. Very few would be tempted to perform the ritual – but some are and do so. They become creatures known as Worms-That-Walk – a corporeal undead more fully described by the Path of Worms spell in the Necromancy discipline.

A Worms-That-Walk is a being comprised of a seething mass of maggots, grubs, worms, beetles, etc. Magic holds these tiny creatures together in a cohesive, humanoid-shaped mass. A Worms-That-Walk will wear long hooded robes, gloves and boots and a mask in order to conceal its nature if it must speak with the living. However, if threatened, it can collapse into an almost fluid mass. Abandoning its garments, this swarm can flow through tiny gaps or even into and through the soil to escape danger.

A Worms-That-Walk is very hard to slay. It is a super-resilient creature. Additionally, if it is subjected to a killing blow, but the GM judges that even just one of the invertebrates comprising its body survived and was able to burrow into the soil, then the Worms-That-Walk will survive also. A number of hours later, the Worms-That-Walk will arise again, rejuvenated. Thus, to be truly fatal, attacks must kill every single invertebrate that comprises the Worms-That-Walk's body. Attacks that are fire- or heat-based are best as they are slaying towards a Worms-That-Walk. A spell like Fire Ball or some other inferno which envelopes it entirely and which delivers a deadly attack can be assumed to have truly killed the creature.

Despite this fortitude, a Worms-That-Walk is a weak opponent in combat. It has little strength for wielding weapons. Instead, it will rely on its spells, e.g. using Raise Corpse to summon Zombies and Skeletons to fight for it.

2,2,183) WYVERN

NUMBER:	1 (1 or 2)		All open air above ground, favouring mountains and woodland (Cold, Temperate, Hot, Desert)
SIZE:	Large	HABITAT:	
VULNERABILITY:	Standard	MOVEMENT	10.0, 20.0 (fly);
AC:	1	RATES:	0.5, 1.0 (walk)
SENSES:	12 (Acute)	OUTLOOK:	Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	Minor
NIMBLENESS:	12 (Fast)	TREASURE:	0 (3)
MIGHT:	14 (Mighty)	WEIGHT:	2,000
1ST ATTACK:	Claw with talons	2ND ATTACK:	Bite
DURATION:	5	DURATION:	5
ATTACK:	14	ATTACK:	14
STRENGTH:	15	STRENGTH:	14
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Slash

Wyverns are giant pterosaur-like bats. Their cry, a loud rattling croak, can be heard for many kilometres on a still day. They look similar to dragons, for their leathery grey bodies have long serpent-like necks and tails, bat wings and taloned feet, but they lack fore-legs and have beaks rather than reptilian snouts. Adult Wyverns may be up to 10 metres in length from tip

of snout to tail, with a similar wingspan – large enough to fly whilst carrying up to 150 kilograms. For this reason, they are occasionally tamed as steeds. They are as brave as a Heavy War Horse when faced with battle or fearsome monsters.

2,2,184) YETI

NUMBER:	2	HABITAT:	Deep snow (Polar, Cold)
SIZE:	Large	MOVEMENT RATES:	1.5, 8.0 (walk)
VULNERABILITY:	Standard	AC:	0
SENSES:	16 (Very Acute)	OUTLOOK:	Aggressive
INTELLIGENCE:	4 (Instinctive High)	MADNESS:	Minor
NIMBLENESS:	12 (Fast)	TREASURE:	0 (3)
MIGHT:	12 (Strong)	WEIGHT:	500
1ST ATTACK:	Bash with fist	2ND ATTACK:	Grapple with arm(s)
DURATION:	6	DURATION:	5
ATTACK:	15	ATTACK:	14
STRENGTH:	6	STRENGTH:	8
DAMAGE TYPE:	Kick-Box	DAMAGE TYPE:	Grapple
3RD ATTACK:	Bite		
DURATION:	5		
ATTACK:	13		
STRENGTH:	9		
DAMAGE TYPE:	Slash		

Yetis look like large, shaggy, white-haired gorillas with mouths full of long knife-like fangs. Living above the snowline, their broad feet maintain their pace even when crossing the softest snow. They are stealth hunters. Always working in teams of two, they crouch under snow and listen for the footfalls of approaching prey, before springing out in a synchronised frenzy of flailing fists and teeth. Prey must pass an Action Roll (Observation+RE), versus a Difficulty equal to the Yeti's Nimbleness, in order to spot the ambush. The bite attack is normally reserved for prey once it has been grappled.

2,2,185) YIDHRA, CHILD OF

NUMBER:	1	HABITAT:	Any (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 8.0 (walk)
VULNERABILITY:	Standard	AC:	0
SENSES:	7 (Medium)	OUTLOOK:	Alien
INTELLIGENCE:	13 (High)	MADNESS:	Minor
NIMBLENESS:	7 (Medium)	TREASURE:	0 (4)
MIGHT:	7 (Medium)	WEIGHT:	50
SPELL-CASTING: 9; Mind – all spells of proficient rank and easier; <i>Wrongness</i> (-2 to HI within 6 metres) and <i>special powers</i>			
1ST ATTACK:	Claw	2ND ATTACK:	Sting with plait
DURATION:	4	DURATION:	5
ATTACK:	11	ATTACK:	13
STRENGTH:	11	STRENGTH:	9
DAMAGE TYPE:	Slash	DAMAGE TYPE:	Puncture (poison)

See the *Demons* category. Children of Yidhra are Class III demons.

A Child of Yidhra appears as a slender woman, always dressed in loose red and black silks. These constantly flutter as though in a breeze, whether there is a breeze or no. Her face is hidden by a white porcelain mask, painted doll-like with black eyes and brows, pink cheeks and red lips. Her black hair is tied in a long plait, which hangs down to her ankles and seems to writhe unnaturally. (If a Child is slain, neither her silks nor mask can be removed – they seem to be part of the corpse.)

A Child never speaks. Instead, she is able to make her thoughts audible within the heads of those she can see. This muteness does not impede her spell-casting. She is able to cast the Enthral and Suggestion incantations from the Mind discipline as exclamations (i.e. in just 1 second) without penalty.

Her weaponry consists of long razor-sharp fingernails of adamant. Further, she can wield her plait like a prehensile tentacle, and stab with a barb hidden in its tip. She may attack with one hand and the barb without any Simultaneous Attack Penalty, striking different targets if she wishes. If the barb causes an injury, a poison is delivered. The victim's player should make a Resistance Roll versus the poison, which has a Potency of 12. If the Resistance Roll is failed, the victim falls asleep immediately and cannot be woken by non-magical means for 1 day per point of failure. In addition, if the victim is a PC, they lose any development ticks that they had accrued (see *Incidental Skill Development* in the *Actions* chapter).

Children of Yidhra generally seek to acquire positions of authority. Some Children wield power overtly, e.g. directing cultists that worship them as avatars of a demonic god. Others exert their influence from behind the scenes – frequently as the secret concubine of a lord. What they use this power for is a mystery. There are reports from independent witnesses of sightings of heavily pregnant Children of Yidhra. There are no accounts of their progeny, however.

2,2,186) ZOMBIE

NUMBER:	1	HABITAT:	Ruins and subterranean (Any)
SIZE:	Medium	MOVEMENT RATES:	1.0, 8.0 (walk)
VULNERABILITY:	Resilient and slow-regenerating	OUTLOOK:	Berserk
AC:	0	MADNESS:	Minor
SENSES:	4 (Weak)	TREASURE:	2 (3)
INTELLIGENCE:	5 (Low)	WEIGHT:	75
NIMBLENESS:	4 (Slow)	SPELL-CASTING: <i>miasma of Wound Rot</i>	
MIGHT:	8 (Medium)	1ST ATTACK:	1-handed weapon
		2ND ATTACK:	Bash with fist
		DURATION:	3
		ATTACK:	8
		STRENGTH:	4
		DAMAGE TYPE:	Kick-Box or Crush

See the *Undead* category.

The *Zombie* is perhaps the commonest form of corporeal undead. They are usually created using necromantic spells, but some ghosts will choose to possess and animate a dead body and use it like a puppet. Either way, the result is the same – the archetypal walking corpse. Unless controlled using magic, they seek to destroy the living.

All *Zombies* emit a miasma carrying *Wound Rot*. The miasma is fairly localised; usually one needs to have engaged in melee combat with the *Zombie* to be exposed. However, the miasma may build up in enclosed areas frequented by the *Zombie*.

If a *Zombie* suffers a fatal injury, it collapses – truly dead – and its soul (i.e. the possessing *Ghost*) is banished to the *Spirit Realm*.

If a *Zombie's* corpse has decayed so much that only the skeleton remains, it is known as a *Lesser Skeleton*. The GM should then use *Crush* for the damage type of its bash attacks, rather than *Kick-Box*. *Lesser Skeletons* do not emit miasma, and are AC 2.

Another variety of *Zombie* is the formidable *Headless Zombie*. Unlike common *Zombies*, they appear to have been beheaded (this does not impede them in any way), their top speed is 10 metres per second, and they are resilient and fast-regenerating.

3) NON-PLAYER CHARACTERS

Now examples of Non-Player Characters are provided.

3,1) ARCHETYPE NPCS

Generic examples of NPCs follow. There are four archetypes, each shown at three different grades of power:

- Fighter – use for guards, soldiers, thugs, etc.;
- Magician – use for NPCs favouring spells, like pyromancers, healers, wizards, etc.;
- Ranger – use for hunters, brigands, etc. (i.e. rural jacks);
- Thief – use for thieves and assassins (i.e. urban jacks).

Only basic information is given about each archetype, mainly about offensive capabilities. Always assume attribute values equal 4, and that skills are not advantaged unless otherwise noted. For unlisted skills, assume a value:

- 2 points less than the value of key skills; or
- of zero, if the skill is one that this NPC would not have developed.

3,1,1) FIGHTER

POWER	WEAK	AVERAGE	POWERFUL
ARMOUR	Gambeson Hauberk and Leather Boots	Mail Jerkin over Gambeson Coat, with Leather Boots and Plate Pot Helm	Brigandine and Gambeson Hauberks, with Leather Boots and Hood, and Plate Full Helm
ARMOUR CLASS 1st division body locations	Head 0; Torso 2; Arms 2; Legs 2	Head 5; Torso 3; Arms 2; Legs 2	Head 5; Torso 4; Arms 4; Legs 4
ARMOUR CLASS 2nd division if worse than 1st	Hands 0; Lower Legs 1; Feet 1	Face 0; Neck 0; Hands 0; Lower Legs 1; Feet 1	Face 0; Hands 0; Lower Legs 1; Feet 1
SHIELD?	No	Yes	No
DEFENCE	8	9	11
1ST ATTACK	Halberd	1H Mace	Long Sword
DURATION	4	4	4
ATTACK	7	9 (advantage)	11 (str. advantage)
STRENGTH	14	9	14
DAMAGE TYPE	Slash	Crush	Slash
2ND ATTACK	Light Crossbow	Light Crossbow	Arming Sword
DURATION	1 (5)	1 (5)	3
ATTACK	7	9 (advantage)	11 (advantage)
STRENGTH	6	6	9
DAMAGE TYPE	Puncture	Puncture	Slash

POWER	WEAK	AVERAGE	POWERFUL
3RD ATTACK	Unarmed Strikes	Unarmed Strikes	Light Crossbow
DURATION	2	2	1 (5)
ATTACK	6	7	8 (advantage)
STRENGTH	4	4	6
DAMAGE TYPE	Kick-Box	Kick-Box	Puncture
KEY SKILLS	Brawn, Crossbows, Observation, Two-Handed Axes, Unarmed Strikes	As Weak plus One-Handed Club/Hammer/Mace and Resilience	As Average plus Disarm, Feint and One- and Two-Handed Swords
KEY SKIL BONUS	3	5	7
1ST MAGIC DISCIPLINE	n/a	1 Novice spell	1 spell from each rank up to and including Dabbler
E.g. Healing	n/a	Revive ^{N8}	Revive ^{N8} Ignore Pain ^{D10}
SPELL-CASTING	0	5	6

3,1,2) MAGICIAN

POWER	WEAK	AVERAGE	POWERFUL
ARMOUR	Leather Boots	Leather Jerkin and Boots	Leather Hauberk and Boots
ARMOUR CLASS 1st division body locations	Head 0; Torso 0; Arms 0; Legs 1	Head 0; Torso 1; Arms 0; Legs 1	Head 0; Torso 1; Arms 1; Legs 1
ARMOUR CLASS 2nd division if worse than 1st	Upper Legs 0	Upper Legs 0	Hands 0
SHIELD?	No	No	No
DEFENCE	8	8	8
1ST ATTACK	Quarterstaff	Quarterstaff	Quarterstaff
DURATION	4	4	4
ATTACK	5	7	9
STRENGTH	7	7	7
DAMAGE TYPE	Crush	Crush	Crush
KEY SKILLS	Magic Lore, Observation, Staffs, plus two Craft and two Lore skills	As Weak plus one more Craft and one more Lore	As Average plus one more Craft and one more Lore
KEY SKIL BONUS	3	5	7

POWER	WEAK	AVERAGE	POWERFUL
1ST MAGIC DISCIPLINE	2 spells from each rank up to and including Apprentice	2 spells from each rank up to and including Proficient	2 spells from each rank up to and including Expert
E.g. Pyromancer – Pyromancy	Heat Weapon ^{N8} Repel Fire ^{N8} Fire Bolt ^{D10} Fire Wall ^{D10} Fire Ball ^{A12} Fire Protection ^{A12}	Heat Weapon ^{N8} Repel Fire ^{N8} Fire Bolt ^{D10} Fire Wall ^{D10} Fire Ball ^{A12} Fire Protection ^{A12} Fire Cloak ^{P15} Fire Trap ^{P15}	Heat Weapon ^{N8} Repel Fire ^{N8} Fire Bolt ^{D10} Fire Wall ^{D10} Fire Ball ^{A12} Fire Protection ^{A12} Fire Cloak ^{P15} Fire Trap ^{P15} Fire Cone ^{E18} Summon Smoke ^{E18}
SPELL-CASTING	7 (advantage)	9 (advantage)	11 (str. advantage)
2ND MAGIC DISCIPLINE	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Apprentice	2 spells from each rank up to and including Proficient
E.g. Pyromancer – Wizardry	Detect Magic ^{N8} Scribe ^{N8} Dispel Magic ^{D10} Read Text ^{D10}	Detect Magic ^{N8} Scribe ^{N8} Dispel Magic ^{D10} Read Text ^{D10} Increase Range ^{A12} Increase Volume ^{A12}	Detect Magic ^{N8} Scribe ^{N8} Dispel Magic ^{D10} Read Text ^{D10} Increase Range ^{A12} Increase Volume ^{A12} Long Door ^{P15} Reflect Magic ^{P15}
SPELL-CASTING	5	7 (advantage)	9 (advantage)
3RD MAGIC DISCIPLINE	2 spells from Novice rank	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Apprentice
E.g. Pyromancer – Healing	Diagnosis ^{N8} Revive ^{N8}	Diagnosis ^{N8} Revive ^{N8} Ignore Exhaustn ^{D10} Ignore Pain ^{D10}	Diagnosis ^{N8} Revive ^{N8} Heal Injury ^{D10} Ignore Exhaustn ^{D10} Ignore Pain ^{D10} Balance Humour ^{A12}
SPELL-CASTING	3	5	7 (advantage)

3,1,3) RANGER

POWER	WEAK	AVERAGE	POWERFUL
ARMOUR	Leather Hauberk and Boots	Gambeson Hauberk and Leather Boots	Gambeson Hauberk, Plate Pot Helm, Leather Boots
ARMOUR CLASS 1st division body locations	Head 0; Torso 1; Arms 1; Legs 1	Head 0; Torso 2; Arms 2; Legs 2	Head 5; Torso 2; Arms 2; Legs 2
ARMOUR CLASS 2nd division if worse than 1st	Hands 0	Hands 0; Lower Legs 1; Feet 1	Face 0; Neck 0; Hands 0; Lower Legs 1; Feet 1
SHIELD?	No	No	No
DEFENCE	8	9	10
1ST ATTACK	Long Bow	Long Bow	Long Bow
DURATION	1 (3)	1 (3)	1 (3)
ATTACK	5	7 (advantage)	9 (advantage)
STRENGTH	8	8	8
DAMAGE TYPE	Puncture	Puncture	Puncture
2ND ATTACK	One-Handed Axe	One-Handed Axe	One-Handed Axe
DURATION	3	3	3 (advantage)
ATTACK	6	7	8
STRENGTH	9	9	9
DAMAGE TYPE	Slash	Slash	Slash
KEY SKILLS	Bows, Geography, Observation, 1-Hand Axes, Riding, Stealth, Unarmed Grapples	As Weak plus Trap Setting, Zoology	As Average plus Botany, Medicine
KEY SKIL BONUS	3	5	7
1ST MAGIC DISCIPLINE	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Apprentice
E.g. Healing	Diagnosis ^{N8} Revive ^{N8} Ignore Exhaustn ^{D10} Ignore Pain ^{D10}	Diagnosis ^{N8} Revive ^{N8} Ignore Exhaustn ^{D10} Ignore Pain ^{D10}	Diagnosis ^{N8} Revive ^{N8} Heal Injury ^{D10} Ignore Exhaustn ^{D10} Ignore Pain ^{D10} Balance Humour ^{A12}
SPELL-CASTING	5	7 (advantage)	9 (advantage)
2ND MAGIC DISCIPLINE	2 spells from Novice rank	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Dabbler
E.g. Nature	Bestial Guard ^{N8} Claw o.t. Leopard ^{N8}	Bestial Guard ^{N8} Claw o.t. Leopard ^{N8} Subjugate Beast ^{D10} Wild Cloak ^{D10}	Bestial Guard ^{N8} Claw o.t. Leopard ^{N8} Subjugate Beast ^{D10} Wild Cloak ^{D10}
SPELL-CASTING	3	5	7

3,1,4) THIEF

POWER	WEAK	AVERAGE	POWERFUL
ARMOUR	Leather Boots	Leather Jerkin and Boots	Leather Hauberk and Boots
ARMOUR CLASS 1st division body locations	Head 0; Torso 0; Arms 0; Legs 1	Head 0; Torso 1; Arms 0; Legs 1	Head 0; Torso 1; Arms 1; Legs 1
ARMOUR CLASS 2nd division if worse than 1st	Upper Legs 0	Upper Legs 0	Hands 0
SHIELD?	No	No	No
DEFENCE	8	9	10
1ST ATTACK	Dagger	Short Sword	Scimitar
DURATION	2	3	3
ATTACK	6	8 (advantage)	10 (advantage)
STRENGTH	7	8	9
DAMAGE TYPE	Puncture	Puncture	Slash
2ND ATTACK	Dagger Throw	Short Bow	Short Bow
DURATION	2	1 (3)	1 (3)
ATTACK	6	7	8 (advantage)
STRENGTH	7	4	4
DAMAGE TYPE	Puncture	Puncture	Puncture
KEY SKILLS	Bows, Daggers/ Knives, Gymnastics, Observation, Pick Lock, Stealth, Unarmed Trips/ Throws	As Weak plus Climbing, Influence, Trading	As Average plus Disarm, Legerdemain
KEY SKIL BONUS	3	5	7
1ST MAGIC DISCIPLINE	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Apprentice
E.g. Mind	Blur ^{N8} Passion ^{N8} Speak Language ^{D10} Stun ^{D10}	Blur ^{N8} Passion ^{N8} Speak Language ^{D10} Stun ^{D10}	Blur ^{N8} Passion ^{N8} Speak Language ^{D10} Stun ^{D10} Illusion ^{A12} Possess Senses ^{A12}
SPELL-CASTING	5	7 (advantage)	9 (advantage)
2ND MAGIC DISCIPLINE	2 spells from Novice rank	2 spells from each rank up to and including Dabbler	2 spells from each rank up to and including Dabbler
E.g. Healing	Diagnosis ^{N8} Revive ^{N8}	Diagnosis ^{N8} Revive ^{N8} Ignore Exhaustn ^{D10} Ignore Pain ^{D10}	Diagnosis ^{N8} Revive ^{N8} Ignore Exhaustn ^{D10} Ignore Pain ^{D10}
SPELL-CASTING	3	5	7

3,2) EXAMPLE NPCS

Here are some detailed examples of NPCs. They could all be useful allies or dangerous enemies to PCs. They have been designed to be competent – neither novices to their profession, nor masters. The GM can easily raise or reduce their skill or attribute values, or numbers of spells, etc. to produce more powerful or weaker variants, if necessary.

3,2,1) BONE ELF BOUNTY-HUNTER

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Bonnie</i>	AGility	<i>5</i>
Race:	<i>Bone Elf</i>	BEauty	<i>4</i>
Calling:	<i>Jack</i>	CHarisma	<i>5</i>
Gender:	<i>Female</i>	COstitution	<i>2</i>
Age:	<i>62</i>	EMpathy	<i>3</i>
Height:	<i>195 cm</i>	ENchantment	<i>6</i>
Weight:	<i>70 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>6</i>
Sleep Requirement:	<i>9 hours</i>	Self-Discipline	<i>2</i>
Social Status:	<i>Labourer (2)</i>	STrength	<i>2</i>
PERSONALITY			
Goal: <i>advancement within the priesthood</i>			
Plan: <i>identify key priests to influence, and ways of manipulating them</i>			
Boundaries: <i>none – whatever it takes</i>			
Idiosyncrasies: <i>indecisive; playing the flute</i>			
Role: <i>leader</i>			
Traits	+2	+1	0
Creative			<i>X</i>
Impulsive			<i>X</i>
Extrovert		<i>X</i>	
Kind			<i>X</i>
Stable			<i>X</i>
Traits			
Conservative			
Careful			
Introvert			
Callous			
Highly-Strung			
Notes:			
<ul style="list-style-type: none"> <i>silver hair in plait to waist;</i> <i>tattoo of black butterfly on throat;</i> 		<ul style="list-style-type: none"> <i>night vision;</i> <i>resistant to non-magical disease;</i> <i>Harbinger gift – immune to fear.</i> 	
Devoted to God of:	<i>Darkness</i>	Fervour (FV):	<i>10</i>
		LURPs:	<i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:	<i>-2</i>	Walk:	<i>1.5</i>
Exhaustion Penalty:		Jog:	<i>2.5</i>
Injury Penalties:		Sprint:	<i>7.5</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:	<i>-2</i>		

	SKILL	ADVANT	VALUE	MODS	DEV
Adrenal	Frenzy	-	0		
	Might	<i>Disadv</i>	3		
	Quickening	-	1		
	Reflex	<i>Adv</i>	3		
	Resilience	-	3		
	Stabilisation	-	2		
<i>ALL ADVANCED COMBAT</i>		<i>Disadv</i>	0		
Art	Blind Fighting	<i>Str Dis</i>	0		
	Devotion	-	5		
	Expression	-	3		
	Influence	-	6		
	Music	-	7		
	Observation	-	4		
	<i>OTHER ART</i>	-	0		
Combat	Axes 2-Hand	<i>Disadv</i>	0		
	Club/Hammer/Mace 2H	<i>Disadv</i>	0		
	Crossbows	<i>Adv</i>	3		
	Nets/Whips	<i>Adv</i>	5		
	Swords 1-Hand	<i>Adv</i>	6		
	Swords 2-Hand	<i>Disadv</i>	0		
	<i>OTHER COMBAT</i>	-	0		
Craft	Bow Making	-	3		
	Leather Working	-	4		
	Medicine	-	3		
	<i>OTHER CRAFT</i>	-	0		
Lore	Geography – Osk	-	5		
	History – Bone Elf	-	4		
	Magic Lore	-	1		
	Mining	-	1		
	Theology	-	5		
	Trading	-	4		
	Undead Lore	-	4		
	<i>OTHER LORE</i>	-	0		
Magic	Force	<i>Disadv</i>	4		
	Healing	<i>Disadv</i>	3		
	Mind	<i>Adv</i>	6		
	Nature	<i>Disadv</i>	0		
	Necromancy	<i>Adv</i>	1		
	Wizardry	<i>Adv</i>	1		
	<i>OTHER MAGIC</i>	-	0		
Manoeuvre	Brawn	<i>Disadv</i>	0		
	Gymnastics	-	6		
	Legerdemain	-	0		
	Riding	-	4		
	Running	<i>Adv</i>	4		
	Stealth	-	5		
	Swimming	-	4		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Student</i>	<i>Wood Elvish</i>	<i>Student</i>				
<i>Bone Elvish</i>	<i>Native</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Augment Attack</i>	FO 8	<i>Blur</i>	MI 8				
<i>Deflect</i>	FO 10	<i>Passion</i>	MI 8				
<i>Leaping</i>	FO 10	<i>Find Soul</i>	MI 10				
<i>Augment Damage</i>	FO 12	<i>Stun</i>	MI 10				
<i>Augment Pace</i>	FO 12	<i>Sleep</i>	MI 12				
<i>Diagnosis</i>	HE 8	<i>Master</i>	MI 15				
<i>Ignore Pain</i>	HE 10	<i>Summon Ancestor</i>	NE 8				
<i>Heal Injury</i>	HE 10	<i>Detect Magic</i>	WI 8				
ENCUMBRANCE	KGs	Injuries:					
Weapons	6						
Armour	6.25						
Shield	0						
Equipment	12						
Total	24.25						
Max weight before Enc Penalty	22						
Magic Armour Bonus:	0						
Encumbrance Penalty:	-2						
Defence (= 2xAG): 10							
Shield:							
WEAPON	ATTACK (Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Arming sword: gifted (+1 magical); embedded Lightning Weapon spell (once per day, command word "Kass").</i>	6+5+1=12	<i>Adv</i>	7	<i>S(P)</i>	3	0	2
<i>Gladiator's Net</i>	5+5=10	<i>Adv</i>	5	<i>G</i>	3	4	1.5
<i>Light Crossbow</i>	3+5=8	<i>Adv</i>	6	<i>P</i>	1(5)	100	2.5

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Leather hauberk</i>	4	<i>Leather shoes</i>	0.25		
<i>Gambeson hood</i>	1	<i>Plate pot helm</i>	1		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	1	1st div: Arm – Right	1		
2nd div: Arm – Left Upper	1	2nd div: Arm – Right Upper	1		
2nd div: Arm – Left Lower	1	2nd div: Arm – Right Lower	1		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	0	1st div: Leg – Right	0		
2nd div: Leg – Left Upper	1	2nd div: Leg – Right Upper	1		
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	5	1st div: Torso	1		
2nd div: Head – Face	0	2nd div: Torso – Front	1		
2nd div: Head – Crown	5	2nd div: Torso – Back	1		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	1		
Notes:		2nd div: Torso – Right Side	1		
		2nd div: Torso – Groin	1		
		2nd div: Torso – Bottom	1		
Equipment: <i>Jerkin, black wool; skirt, brown linen; plain gold ring (value 8 ☼^G); lead moth pendant (priest symbol); belt; purse. Backpack, canvas; water skin, leather; knife. Silk cord, 10 metres. Iron manacles, 2 pairs, with keys. Quiver; crossbow bolts, 25. Tinderbox, flint and steel. Iron rations, 1 week. Flute, bone. Glass phial containing 1 dose of Giant Scorpion venom.</i>					
☼ ^G	☼ ^G	○ ^S	☆ ^S	☰ ^B	☪ ^B
	18	26	5	13	

Bonnie works as a bounty hunter, capturing slaves that have absconded from the Bone Elf citadel of Osk. Some are valuable enough to yield considerable bounties on return to their owners. In her spare time, she enjoys playing the flute to entertain guests in the husk den owned by her father on the Fifth Level.

Bonnie is also a Divine Moth of Darkness, in charge of three acolytes in a secret shrine to the Dark Lord in the bowels of the citadel. Her worship of the Dark God has rewarded her, and she is now utterly fearless.

3,2,2) BONE ELF LORE-MASTER

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Barry</i>	AGility	<i>5</i>
Race:	<i>Bone Elf</i>	BEauty	<i>4</i>
Calling:	<i>Magician</i>	CHarisma	<i>5</i>
Gender:	<i>Male</i>	COntitution	<i>2</i>
Age:	<i>93</i>	EMpathy	<i>3</i>
Height:	<i>210 cm</i>	ENchantment	<i>6</i>
Weight:	<i>74 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Left</i>	REasoning	<i>6</i>
Sleep Requirement:	<i>9 hours</i>	Self-Discipline	<i>2</i>
Social Status:	<i>Academic (4)</i>	STrength	<i>3</i>
PERSONALITY			
Goal: <i>mastery of Mind magic</i>			
Plan: <i>acquiring spells</i>			
Boundaries: <i>the rule of law</i>			
Idiosyncrasies: <i>gets lost in books</i>			
Role: <i>spell-slinger</i>			
Traits	+2	+1	0
Creative		X	
Impulsive			X
Extrovert			X
Kind		X	
Stable			X
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
• <i>silver hair in Mohican;</i>		• <i>night vision;</i>	
		• <i>resistant to non-magical disease.</i>	
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	<i>1.0</i>
Exhaustion Penalty:		Jog:	<i>2.5</i>
Injury Penalties:		Sprint:	<i>5.0</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI: <i>0</i>			
SKILL	ADVANT	VALUE	MODS
AdrnI	Reflex	<i>Disadv</i>	<i>1</i>
	Resilience	<i>Disadv</i>	<i>1</i>
	<i>OTHER ADRENAL</i>	<i>Disadv</i>	<i>0</i>
<i>ALL ADVANCED COMBAT</i>		<i>Str Dis</i>	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Str Dis</i>	0		
	Expression	-	3		
	Influence	<i>Adv</i>	7		
	Music	-	3		
	Observation	-	6		
	<i>OTHER ART</i>	-	0		
Combat	Club/Hammer/Mace 1-Hand	<i>Str Dis</i>	0		
	Club/Hammer/Mace 2-Hand	<i>Str Dis</i>	0		
	Crossbows	-	3		
	Swords 1-Hand	-	4		
	Unarmed Grapples	<i>Disadv</i>	2		
	<i>OTHER COMBAT</i>	<i>Disadv</i>	0		
Craft	Calligraphy	-	4		
	Cookery	-	2		
	Embalming	-	3		
	Jewellery	-	1		
	Mechanics	-	2		
	Medicine	-	4		
	Mining	-	2		
	<i>OTHER CRAFT</i>	-	0		
Lore	Botany	<i>Adv</i>	1		
	Geography - Osk	<i>Adv</i>	6		
	History – Bone Elf	<i>Adv</i>	7		
	Theology	<i>Adv</i>	1		
	Trading	<i>Adv</i>	4		
	Undead Lore	<i>Str Adv</i>	7		
	Zoology	<i>Adv</i>	4		
	<i>OTHER LORE</i>	<i>Adv</i>	0		
Magic	Aeromancy	-	0		
	Alchemy	<i>Adv</i>	1		
	Curses	<i>Adv</i>	0		
	Force	-	0		
	Healing	<i>Adv</i>	4		
	Hydromancy	<i>Adv</i>	0		
	Lithomancy	<i>Adv</i>	1		
	Mind	<i>Str Adv</i>	8		
	Nature	-	0		
	Necromancy	<i>Str Adv</i>	3		
	Pyromancy	<i>Adv</i>	0		
	Wizardry	<i>Str Adv</i>	6		
Manoeuvre	Brawn	<i>Disadv</i>	0		
	Gymnastics	<i>Disadv</i>	2		
	Legerdemain	<i>Disadv</i>	2		
	Riding	<i>Disadv</i>	3		
	Running	<i>Disadv</i>	2		
	Stealth	<i>Disadv</i>	3		
	Swimming	<i>Disadv</i>	2		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Student</i>	<i>Wood Elvish</i>	<i>Native</i>				
<i>Bone Elvish</i>	<i>Native</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Alchemist's Key</i>	<i>AL 8</i>	<i>Invisibility</i>	<i>MI 18</i>				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Spectre Light</i>	<i>NE 8</i>				
<i>Ignore Pain</i>	<i>HE 10</i>	<i>Summon Ancestor</i>	<i>NE 8</i>				
<i>Heal Injury</i>	<i>HE 10</i>	<i>Invisibility to Undead</i>	<i>NE 10</i>				
<i>Balance Humour</i>	<i>HE 12</i>	<i>Master Undead</i>	<i>NE 12</i>				
<i>Blur</i>	<i>MI 8</i>	<i>Raise Corpse</i>	<i>NE 12</i>				
<i>Passion</i>	<i>MI 8</i>	<i>Earth Bolt</i>	<i>LJ 10</i>				
<i>Speak Language</i>	<i>MI 10</i>	<i>Detect Magic</i>	<i>WI 8</i>				
<i>Stun</i>	<i>MI 10</i>	<i>Scribe</i>	<i>WI 8</i>				
<i>Illusion</i>	<i>MI 12</i>	<i>Dispel Magic</i>	<i>WI 10</i>				
<i>Master</i>	<i>MI 15</i>	<i>Read Text</i>	<i>WI 10</i>				
<i>Scrying</i>	<i>MI 15</i>	<i>Wild Spells</i>	<i>WI 12</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	4.5						
Armour	0.25						
Shield	0						
Equipment	7						
Total	12						
Max weight before Enc Penalty	24						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 10							
Shield:							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Arming sword: very gifted (+2 magical).</i>	4+5+2=11	-	8	<i>S(P)</i>	3	0	2
<i>Light Crossbow</i>	3+5=8	-	6	<i>P</i>	1(5)	100	2.5

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Leather shoes</i>	0.25				
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	0	1st div: Arm – Right	0		
2nd div: Arm – Left Upper	0	2nd div: Arm – Right Upper	0		
2nd div: Arm – Left Lower	0	2nd div: Arm – Right Lower	0		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	0	1st div: Leg – Right	0		
2nd div: Leg – Left Upper	0	2nd div: Leg – Right Upper	0		
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	0	1st div: Torso	0		
2nd div: Head – Face	0	2nd div: Torso – Front	0		
2nd div: Head – Crown	0	2nd div: Torso – Back	0		
2nd div: Head – Neck	0	2nd div: Torso – Left Side	0		
Notes:		2nd div: Torso – Right Side	0		
		2nd div: Torso – Groin	0		
		2nd div: Torso – Bottom	0		
Equipment:					
<i>Cloak, black wool with gold lining, hooded; shirt, white cotton; trousers, black linen; shoes, cloth; gold ring with blue sapphire (value 30 ⚔^G); belt; purse. Satchel, leather; water skin, leather; knife. Quiver; crossbow bolts, 15. Private journal; ink flask; quills. Key to private residence.</i>					
⚔ ^G	☀ ^G	○ ^S	★ ^S	👑 ^B	🍷 ^B
	38	16	5	8	

As might be expected of a Bone Elf magician, Barry has a basic knowledge of Necromancy, making use of the discipline's spells to provide himself with skeletal servants and guards. Indeed, when in Bone Elf society, he is often accompanied by his grandfather's wight, his guide and mentor. However, Barry's true love is the study of Mind magic. His gift with this art has allowed him to ascend through the political ranks, and he now works as an advisor to the masters of House Occidi, the ruling merchant guild in the Bone Elf citadel of Osk.

3,2,3) DRAGON-NEWT BARD

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Dave</i>	AGility	<i>4</i>
Race:	<i>2nd instar Lightning Dragon-Newt</i>	BEauty	<i>4</i>
Calling:	<i>Jack</i>	CHarisma	<i>4</i>
Gender:	<i>n/a</i>	COntitution	<i>4</i>
Age:	<i>38</i>	EMpathy	<i>4</i>
Height:	<i>151 cm</i>	ENchantment	<i>4</i>
Weight:	<i>85 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>7 hours</i>	Self-Discipline	<i>4</i>
Social Status:	<i>n/a (5)</i>	STrength	<i>4</i>
PERSONALITY			
Goal: <i>security – find a safe place</i>			
Plan: <i>keep exploring</i>			
Boundaries: <i>art and creativity</i>			
Idiosyncrasies: <i>poetry; scratching the scales under his tale</i>			
Role: <i>bard</i>			
Traits	+2	+1	0
Creative	X		
Impulsive		X	
Extrovert		X	
Kind	X		
Stable			X
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> <i>electric blue scales,</i> <i>magical vision,</i> <i>immune to lightning and electrical attacks;</i> <i>immune to non-magical disease;</i> 		<ul style="list-style-type: none"> <i>excellent sense of smell; +3 to olfactory Observation;</i> <i>AC 1 on all body locations;</i> <i>poisonous blood;</i> <i>scares horses.</i> 	
Devoted to God of: <i>Light</i>		Fervour (FV): <i>6</i>	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	<i>1.0</i>
Exhaustion Penalty:		Jog:	<i>3.0</i>
Injury Penalties:		Sprint:	<i>5.5</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI: <i>0</i>			
SKILL		ADVANT	VALUE
Adrenal	Reflex	-	<i>2</i>
	Resilience	-	<i>2</i>
	<i>OTHER ADRENAL</i>	-	<i>0</i>
<i>ALL ADVANCED COMBAT</i>		<i>Disadv</i>	<i>0</i>
Art	Blind Fighting	<i>Str Dis</i>	<i>0</i>
	Devotion	-	<i>2</i>
	Expression	<i>Adv</i>	<i>7</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Gem Physic	<i>Disadv</i>	0		
	Influence	-	4		
	Music	-	3		
	Observation	-	4		
	<i>OTHER ART</i>	-	0		
Combat	Flails 1-Hand	<i>Disadv</i>	0		
	Flails 2-Hand	<i>Disadv</i>	0		
	Staves	-	5		
	Unarmed Bites	<i>Adv</i>	6		
	Unarmed Strikes	<i>Adv</i>	6		
	<i>OTHER COMBAT</i>	-	0		
Craft	Fishing	<i>Disadv</i>	0		
	Medicine	-	3		
	Needlecraft	-	3		
	Pick Lock	<i>Adv</i>	5		
	Trap Setting	-	4		
	Wood Working	-	5		
	<i>OTHER CRAFT</i>	-	0		
Lore	Astronomy	-	2		
	Botany	-	3		
	Demon Lore	-	1		
	Dragon Lore	-	7		
	Fey Lore	-	0		
	Geography – High Parkin	-	5		
	History - Human	-	4		
	Magic Lore	-	1		
	Mathematics	-	0		
	Theology	-	3		
	Trading	-	5		
	Weather Lore	-	6		
Zoology	-	3			
Magic	Aeromancy	<i>Str Adv</i>	5		
	Healing	<i>Adv</i>	3		
	Hydromancy	<i>Str Dis</i>	0		
	Lithomancy	<i>n/a</i>	0		
	Nature	-	1		
	Necromancy	<i>Disadv</i>	0		
	Pyromancy	<i>Str Dis</i>	0		
	Wizardry	-	1		
	<i>OTHER MAGIC</i>	-	0		
Manoeuvre	Brawn	-	1		
	Climbing	-	4		
	Legerdemain	-	2		
	Riding	<i>Str Dis</i>	0		
	Running	-	3		
	Stealth	-	5		
	Swimming	<i>Str Dis</i>	0		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native</i>	<i>Hobbitish</i>	<i>Native</i>				
<i>Wood Elvish</i>	<i>Native</i>	<i>Darkspeech</i>	<i>Native</i>				
<i>Bone Elvish</i>	<i>Native</i>	<i>Trollish</i>	<i>Tourist</i>				
<i>Dwarvish</i>	<i>Native</i>	<i>Kalash</i>	<i>Tourist</i>				
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Illuminate</i>	<i>AE 8</i>	<i>Diagnosis</i>	<i>HE 8</i>				
<i>Lightning Weapon</i>	<i>AE 8</i>	<i>Clot</i>	<i>HE 10</i>				
<i>Lightning Bolt</i>	<i>AE 10</i>	<i>Heal Injury</i>	<i>HE 10</i>				
<i>Lightning Ball</i>	<i>AE 12</i>	<i>Bestial Guard</i>	<i>NA 8</i>				
<i>Summon Fog</i>	<i>AE 12</i>	<i>Wild Staff</i>	<i>NA 8</i>				
		<i>Detect Magic</i>	<i>WI 8</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	2						
Armour	0						
Shield	0						
Equipment	7						
Total	9						
Max weight before Enc Penalty	27						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 8							
Shield:							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Quarterstaff: Wild Staff spell (+1 magical).</i>	<i>5+4+1=10</i>	-	9	C	5	0	2
<i>Bite</i>	<i>6+4=10</i>	<i>Adv</i>	4	S	3	0	0
<i>Claw</i>	<i>6+4=10</i>	<i>Adv</i>	4	S	2	0	0
<i>Tail Bash</i>	<i>6+4=10</i>	<i>Adv</i>	4	KB	3	0	0

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	1	1st div: Arm – Right	1		
2nd div: Arm – Left Upper	1	2nd div: Arm – Right Upper	1		
2nd div: Arm – Left Lower	1	2nd div: Arm – Right Lower	1		
2nd div: Hand – Left	1	2nd div: Hand – Right	1		
1st div: Leg – Left	1	1st div: Leg – Right	1		
2nd div: Leg – Left Upper	1	2nd div: Leg – Right Upper	1		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	1	1st div: Torso	1		
2nd div: Head – Face	1	2nd div: Torso – Front	1		
2nd div: Head – Crown	1	2nd div: Torso – Back	1		
2nd div: Head – Neck	1	2nd div: Torso – Left Side	1		
Notes:		2nd div: Torso – Right Side	1		
		2nd div: Torso – Groin	1		
		2nd div: Torso – Bottom	1		
Equipment:					
<i>Skirt, grey wool; plain gold ring (value 8 ☼^G); belt; purse. Backpack, leather; knife, purse of gems (amethyst, lapis lazuli and sapphire). Tinderbox, flint and steel. Sack, small leather, containing haunch of rotting meat. Drum, calf-skin; drum sticks. Journal; ink flask; quills.</i>					
☼ ^G	☼ ^G	○ ^S	★ ^S	♁ ^B	☪ ^B
	12	13	17	7	9

Dave is a Lightning Dragon-Newt. When he hatched, he found himself in the study of an elderly magician called Randolph, the Commander of the Volitant's Order Hall at High Parkin. Randolph tried to raise him like a child. Dave found this endearing and humoured the old man for two decades, whilst learning as much as he could of combat and magic. On his twentieth birthday, Dave said goodbye and ventured outside the Hall's walls. Quickly realising that life beyond was cruel, especially for Newts, Dave found peace and resilience through worship of the Goddess of Light. His journal, previously for poetry, is now accumulating carefully drawn maps of his travels. Last month, Dave entered his second instar. Though pleased with his greater height and physical strength, he sees that more people react to him with even more fear and less curiosity. It has become harder for him to earn money by entertaining patrons in taverns and inns with his compositions.

3,2,4) DWARF SMITH

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Derek</i>	AGility	<i>3</i>
Race:	<i>Dwarf</i>	BEauty	<i>4</i>
Calling:	<i>Magician</i>	CHarisma	<i>3</i>
Gender:	<i>Male</i>	COntitution	<i>5</i>
Age:	<i>77</i>	EMpathy	<i>3</i>
Height:	<i>147 cm</i>	ENchantment	<i>4</i>
Weight:	<i>77 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>6 hours</i>	Self-Discipline	<i>6</i>
Social Status:	<i>Craftsman (3)</i>	STrength	<i>4</i>
PERSONALITY			
Goal: <i>wealth</i>			
Plan: <i>finding the big one – a large seam of gold</i>			
Boundaries: <i>theft – stealing is wrong</i>			
Idiosyncrasies: <i>greedy; no sense of humour</i>			
Role: <i>smith</i>			
Traits	+2	+1	0
Creative			X
Impulsive			X
Extrovert			X
Kind			X
Stable		X	
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
• <i>blond hair;</i>		• <i>night vision;</i>	
• <i>fat belly;</i>		• <i>resistant to natural heat/fire: +2 to Defence</i>	
• <i>long beard in two plaits, tucked into belt;</i>		• <i>versus heat and fire Attack Rolls.</i>	
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	<i>0.5</i>
Exhaustion Penalty:		Jog:	<i>3.5</i>
Injury Penalties:		Sprint:	<i>3.5</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:			<i>0</i>
SKILL		ADVANT	VALUE
Adrenal	Frenzy	<i>Disadv</i>	<i>1</i>
	Might	<i>Disadv</i>	<i>2</i>
	Resilience	<i>Disadv</i>	<i>3</i>
	OTHER ADRENAL	<i>Disadv</i>	<i>0</i>
ALL ADVANCED COMBAT		<i>Str Dis</i>	<i>0</i>
Art	Blind Fighting	<i>Str Dis</i>	<i>0</i>
	Expression	-	<i>2</i>
	Gem Physic	<i>Adv</i>	<i>6</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Influence	-	4		
	Observation	-	5		
	<i>OTHER ART</i>	-	0		
Combat	Ambush Weapon	<i>Str Dis</i>	0		
	Axes 1-Hand	-	2		
	Club/Hammer/Mace 1H	-	4		
	Crossbows	-	2		
	Spears	<i>Str Dis</i>	0		
	Swords 2-Hand	<i>Str Dis</i>	0		
	<i>OTHER COMBAT</i>	<i>Disadv</i>	0		
Craft	Embalming	<i>Disadv</i>	0		
	Fletching	-	1		
	Leather Working	-	1		
	Mechanics	-	2		
	Medicine	<i>Disadv</i>	1		
	Metal Working	<i>Str Adv</i>	6		
	Mining	-	4		
	Needlecraft	-	1		
	Pick Lock	-	1		
	Stone Working	-	1		
	Trap Setting	-	1		
	Watercraft	<i>Disadv</i>	0		
	Wood Working	<i>Adv</i>	5		
	<i>OTHER CRAFT</i>	-	0		
Lore	Botany	<i>Adv</i>	2		
	Dragon Lore	<i>Adv</i>	1		
	Geography – Iron Hills	<i>Adv</i>	6		
	History – Dwarf	<i>Adv</i>	5		
	Magic Lore	<i>Adv</i>	1		
	Trading	<i>Adv</i>	4		
	Undead Lore	<i>Adv</i>	2		
	Zoology	<i>Adv</i>	4		
	<i>OTHER LORE</i>	<i>Adv</i>	0		
Magic	Aeromancy	-	0		
	Alchemy	<i>Str Adv</i>	7		
	Curses	<i>Adv</i>	0		
	Force	<i>Adv</i>	1		
	Healing	<i>Adv</i>	3		
	Hydromancy	-	0		
	Lithomancy	<i>Str Adv</i>	7		
	Mind	<i>Adv</i>	0		
	Nature	-	0		
	Necromancy	<i>Adv</i>	0		
	Pyromancy	<i>Str Adv</i>	5		
	Wizardry	<i>Adv</i>	3		

SKILL		ADVANT	VALUE	MODS	DEV		
Manoeuvre	Brawn	-	2				
	Gymnastics	<i>Disadv</i>	0				
	Legerdemain	<i>Str Dis</i>	0				
	Riding	<i>Disadv</i>	2				
	Running	<i>Disadv</i>	2				
	Stealth	<i>Disadv</i>	2				
	Swimming	<i>Disadv</i>	0				
LANGUAGE		GRADE	LANGUAGE		GRADE		
<i>Common</i>		<i>Student</i>	<i>Dwarvish</i>		<i>Native</i>		
SPELL		DISC/DIFF	SPELL		DISC/DIFF		
<i>Alchemist's Key</i>		<i>AL 8</i>	<i>Fire Arrow</i>		<i>PY 12</i>		
<i>Work Material</i>		<i>AL 8</i>	<i>Fire Ball</i>		<i>PY 12</i>		
<i>Alchemist's Lock</i>		<i>AL 10</i>	<i>Crystal Light</i>		<i>LI 8</i>		
<i>Identify Power</i>		<i>AL 10</i>	<i>Earth Bolt</i>		<i>LI 10</i>		
<i>Range Enhancement</i>		<i>AL 12</i>	<i>Earth Wall</i>		<i>LI 10</i>		
<i>Skill Enhancement</i>		<i>AL 12</i>	<i>Summon Bridge</i>		<i>LI 10</i>		
<i>Spell Enhancement</i>		<i>AL 12</i>	<i>Summon Stair</i>		<i>LI 10</i>		
<i>Dimorphic Enhancement</i>		<i>AL 15</i>	<i>Summon Gnome</i>		<i>LI 12</i>		
<i>Augment Attack</i>		<i>FO 8</i>	<i>Excavate</i>		<i>LI 15</i>		
<i>Ignore Pain</i>		<i>HE 10</i>	<i>Statue Form</i>		<i>LI 15</i>		
<i>Heat Weapon</i>		<i>PY 8</i>	<i>Detect Magic</i>		<i>WI 8</i>		
<i>Stubborn Flame</i>		<i>PY 8</i>	<i>Dispel Magic</i>		<i>WI 10</i>		
<i>Fire Bolt</i>		<i>PY 10</i>	<i>Spell Rune</i>		<i>WI 10</i>		
ENCUMBRANCE		KGs	Injuries:				
Weapons		5.5					
Armour		21.25					
Shield		0					
Equipment		15					
Total		41.75					
Max weight before Enc Penalty		28					
Magic Armour Bonus:		+2					
Encumbrance Penalty:		0					
Defence (= 2xAG): 6							
Shield:							
WEAPON	ATTACK	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
	(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)						
<i>Light Crossbow: gifted (+1 magical); far-reaching.</i>	2+3+1=6	-	6	P	1(5)	150	2.5

WEAPON	ATTACK (Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>One-Handed Mace: gifted (+1 magical); dimorphic (Attack ST of a great mace); embedded Heat Weapon spell (once per day, command word "Ranni").</i>	4+3+1=8	-	12	C	4	15	3
PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs				
<i>Plate pot helm</i>	1	<i>Mail hauberk, very gifted (+2 bonus)</i>	15				
<i>Gambeson hood</i>	1	<i>Leather shoes</i>	0.25				
<i>Gambeson hauberk</i>	4						
BODY LOCATION	AC	BODY LOCATION	AC				
1st div: Arm – Left	3	1st div: Arm – Right	3				
2nd div: Arm – Left Upper	3	2nd div: Arm – Right Upper	3				
2nd div: Arm – Left Lower	3	2nd div: Arm – Right Lower	3				
2nd div: Hand – Left	0	2nd div: Hand – Right	0				
1st div: Leg – Left	3	1st div: Leg – Right	3				
2nd div: Leg – Left Upper	3	2nd div: Leg – Right Upper	3				
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0				
2nd div: Foot – Left	1	2nd div: Foot – Right	1				
1st div: Head	0	1st div: Torso	3				
2nd div: Head – Face	0	2nd div: Torso – Front	3				
2nd div: Head – Crown	5	2nd div: Torso – Back	3				
2nd div: Head – Neck	2	2nd div: Torso – Left Side	3				
Notes:		2nd div: Torso – Right Side	3				
		2nd div: Torso – Groin	3				
		2nd div: Torso – Bottom	3				
Equipment: <i>Cloak, grey hemp, hooded; jerkin, purple linen; trousers, brown linen; silver ring with fire opal (value 250 ⚙^G); belt; purse. Backpack, canvas; water skin, leather; knife; purse of gems (rose quartz, jasper, jet, peridot and topaz). Mining pick; mining shovel; crowbar; chalk. Quiver; crossbow bolts, 15. Lamp; oil skin; tinderbox, flint and steel. Ledger; ink flask; quills. Strongbox key. Loadstone on string. Dwarven Tunnel Biscuits, 1 week.</i>							
⚙ ^G	☀ ^G	○ ^S	★ ^S	👑 ^B	🍪 ^B		
	23	40		13	6		

Derek is a weapons smith and a magician skilled in the Alchemy and Lithomancy disciplines. He closes his shop in the Dwarven citadel of Avod-Rys for a few weeks each year to go prospecting in the Iron Hills. This hobby has paid off and he now has over 200 ⚙^G banked with the Smelter's Guild. In combat, Derek first summons a Gnome for aid.

3,2,5) DWARF SOLDIER

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Doris</i>	AGility	<i>3</i>
Race:	<i>Dwarf</i>	BEauty	<i>4</i>
Calling:	<i>Fighter</i>	CHarisma	<i>3</i>
Gender:	<i>Female</i>	COntitution	<i>5</i>
Age:	<i>30</i>	EMpathy	<i>3</i>
Height:	<i>135 cm</i>	ENchantment	<i>4</i>
Weight:	<i>60 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>6 hours</i>	Self-Discipline	<i>6</i>
Social Status:	<i>Labourer (2)</i>	STrength	<i>3</i>
PERSONALITY			
Goal: <i>adventure</i>			
Plan: <i>leave stifling Dwarven society; move to Solth</i>			
Boundaries: <i>fairness</i>			
Idiosyncrasies: <i>dancing</i>			
Role: <i>warrior</i>			
Traits	+2	+1	0
Creative			X
Impulsive		X	
Extrovert		X	
Kind	X		
Stable			X
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
• <i>ruddy cheeks;</i>		• <i>night vision;</i>	
• <i>plaited red hair;</i>		• <i>resistant to natural heat/fire: +2 to Defence versus heat and fire Attack Rolls.</i>	
• <i>broken nose;</i>			
Devoted to God of:	<i>Earth</i>	Fervour (FV):	<i>6</i>
		LURPs:	<i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:	<i>-2</i>	Walk:	<i>1.0</i>
Exhaustion Penalty:		Jog:	<i>3.0</i>
Injury Penalties:		Sprint:	<i>3.0</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:	<i>-2</i>		
	SKILL	ADVANT	VALUE
Adrenal	Frenzy	<i>Adv</i>	<i>3</i>
	Might	<i>Adv</i>	<i>4</i>
	Quickening	<i>Adv</i>	<i>2</i>
	Reflex	<i>Adv</i>	<i>3</i>
	Resilience	<i>Adv</i>	<i>6</i>
	Stabilisation	<i>Adv</i>	<i>3</i>
AC	Manoeuvre in Armour	<i>Adv</i>	<i>3</i>
	<i>OTHER ADV COMBAT</i>	<i>-</i>	<i>0</i>
Art	Blind Fighting	<i>Str Dis</i>	<i>0</i>
	Devotion	<i>-</i>	<i>1</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Expression	-	5		
	Influence	-	4		
	Music	-	1		
	Observation	-	5		
	<i>OTHER ART</i>	-	0		
Combat	Ambush Weapon	-	0		
	Axes 1-Hand	<i>Str Adv</i>	7		
	Axes 2-Hand	<i>Adv</i>	4		
	Club/Hammer/Mace 1-Hand	<i>Str Adv</i>	7		
	Crossbows	<i>Str Adv</i>	6		
	Nets/Whips	-	0		
	Spears	-	0		
	Swords 2-Hand	-	0		
	Unarmed Trips/Throws	<i>Str Adv</i>	4		
<i>OTHER COMBAT</i>	<i>Adv</i>	0			
Craft	Barbering	-	3		
	Cookery	-	4		
	Jewellery	-	3		
	Leather Working	-	2		
	Medicine	-	4		
	Metal Working	-	2		
	Mining	-	4		
	Needlecraft	-	3		
	Pick Lock	-	2		
	Watercraft	-	3		
	<i>OTHER CRAFT</i>	-	0		
Lore	Botany	<i>Disadv</i>	2		
	Dragon Lore	<i>Disadv</i>	1		
	Geography – Iron Hills	<i>Disadv</i>	6		
	History – Dwarf	<i>Disadv</i>	4		
	Theology	<i>Disadv</i>	3		
	Trading	<i>Disadv</i>	3		
	Undead Lore	<i>Disadv</i>	2		
	Weather Lore	<i>Disadv</i>	2		
	Zoology	<i>Disadv</i>	5		
	<i>OTHER LORE</i>	<i>Disadv</i>	0		
Magic	Aeromancy	<i>Str Dis</i>	0		
	Alchemy	-	0		
	Force	<i>Disadv</i>	1		
	Healing	<i>Disadv</i>	1		
	Hydromancy	<i>Str Dis</i>	0		
	Lithomancy	-	1		
	Nature	<i>Str Dis</i>	0		
	Pyromancy	-	0		
	<i>OTHER MAGIC</i>	<i>Disadv</i>	0		

SKILL		ADVANT	VALUE	MODS	DEV		
Manoeuvre	Brawn	<i>Adv</i>	3				
	Climbing	<i>Adv</i>	3				
	Gymnastics	<i>Adv</i>	3				
	Legerdemain	<i>Adv</i>	1				
	Riding	<i>Adv</i>	2				
	Running	<i>Str Adv</i>	4				
	Stealth	<i>Adv</i>	3				
	Swimming	-	0				
LANGUAGE		GRADE	LANGUAGE		GRADE		
<i>Common</i>		<i>Student</i>	<i>Dwarvish</i>		<i>Native</i>		
SPELL		DISC/DIFF	SPELL		DISC/DIFF		
<i>Augment Attack</i>		<i>FO 8</i>	<i>Summon Tremor</i>		<i>LI 8</i>		
<i>Diagnosis</i>		<i>HE 8</i>					
ENCUMBRANCE		KGs	Injuries:				
Weapons		5.5					
Armour		27.25					
Shield		6					
Equipment		9					
Total		48.75					
Max weight before Enc Penalty		27					
Magic Armour Bonus:		0					
Encumbrance Penalty:		-2					
Defence (= 2xAG): 6							
Shield: <i>Medium, metal-reinforced wood</i>							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Hand Axe: very gifted (+2 magical)</i>	7+3+2=12	<i>Str Adv</i>	8	<i>S(C)</i>	3	15	2.5
<i>Heavy Crossbow</i>	6+3=9	<i>Str Adv</i>	12	<i>P</i>	1(8)	150	4.5

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Plate pot helm</i>	1	<i>Mail hauberk</i>	15		
<i>Gambeson hood</i>	1	<i>Plate cuirass</i>	6		
<i>Gambeson hauberk</i>	4	<i>Leather shoes</i>	0.25		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	3	1st div: Arm – Right	3		
2nd div: Arm – Left Upper	3	2nd div: Arm – Right Upper	3		
2nd div: Arm – Left Lower	3	2nd div: Arm – Right Lower	3		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	3	1st div: Leg – Right	3		
2nd div: Leg – Left Upper	3	2nd div: Leg – Right Upper	3		
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	0	1st div: Torso	5		
2nd div: Head – Face	0	2nd div: Torso – Front	5		
2nd div: Head – Crown	5	2nd div: Torso – Back	5		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	5		
Notes:		2nd div: Torso – Right Side	5		
		2nd div: Torso – Groin	3		
		2nd div: Torso – Bottom	3		
Equipment: <i>Cloak, blue hemp, hooded; blouse, red linen; skirt, brown linen; two gold rings (value 16 ☼^G); thick iron ring (priest symbol); belt; purse. Backpack, canvas; water skin, leather; knife; copper cooking pot; iron fire tripod. Silk rope, 30 metres; grappling hook. Quiver; crossbow bolts, 30. Tinderbox, flint and steel. Iron rations, 1 week.</i>					
					
	3	14	17	9	

Doris works as a guard on the merchant barges that carry ore, arms and jewellery from the Dwarven citadel of Avod-Rys in the Iron Hills down the Sol River to the cosmopolitan sea port of Solth. Her father's axe, a valuable heir-loom, helps make her an effective warrior. After a lonely apprenticeship as a tunnel fighter, guarding the citadel's lowest levels against excursions by the Lich King's undead, Doris loves Solth's vibrant colour and noise. She has recently become an Acolyte of the Earth God.

3,2,6) GOBLIN ASSASSIN

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Gavin</i>	AGility	<i>6</i>
Race:	<i>Goblin</i>	BEauty	<i>4</i>
Calling:	<i>Jack</i>	CHarisma	<i>3</i>
Gender:	<i>Male</i>	CONstitution	<i>6</i>
Age:	<i>42</i>	EMpathy	<i>3</i>
Height:	<i>121 cm</i>	ENchantment	<i>4</i>
Weight:	<i>50 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Left</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>5 hours</i>	Self-Discipline	<i>3</i>
Social Status:	<i>Labourer (2)</i>	STrength	<i>3</i>
PERSONALITY			
Goal: <i>security, and a little respect</i>			
Plan: <i>accumulate wealth</i>			
Boundaries: <i>not being caught!</i>			
Idiosyncrasies: <i>nervous laughter; smoking pipeweed</i>			
Role: <i>thief</i>			
Traits	+2	+1	0
Creative			X
Impulsive		X	
Extrovert			X
Kind			X
Stable			
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> <i>bald head;</i> <i>silver nose ring;</i> <i>scar across right eye;</i> 		<ul style="list-style-type: none"> <i>night vision;</i> <i>spell tattoo – embedded Heal Injury spell (once per day, command word “Succour”, Healing SC of 12).</i> 	
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	<i>1.5</i>
Exhaustion Penalty:		Jog:	<i>2.5</i>
Injury Penalties:		Sprint:	<i>3.5</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:		<i>0</i>	
SKILL	ADVANT	VALUE	MODS
Adrenal	Frenzy	-	<i>3</i>
	Might	<i>Disadv</i>	<i>0</i>
	Quickening	-	<i>0</i>
	Reflex	<i>Adv</i>	<i>5</i>
	Resilience	-	<i>3</i>
	Stabilisation	-	<i>2</i>
<i>ALL ADV COMBAT</i>		<i>Disadv</i>	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Str Dis</i>	0		
	Expression	<i>Disadv</i>	0		
	Influence	-	3		
	Observation	<i>Adv</i>	5		
	<i>OTHER ART</i>	-	0		
Combat	Ambush Weapon	<i>Adv</i>	5		
	Axes 2-Hand	<i>Disadv</i>	0		
	Bows	<i>Adv</i>	6		
	Club/Hammer/Mace 2-Hand	<i>Disadv</i>	0		
	Daggers/Knives	-	2		
	Swords 1-Hand	<i>Adv</i>	5		
	Swords 2-Hand	<i>Disadv</i>	0		
	Unarmed Trips/Throws	-	4		
<i>OTHER COMBAT</i>	-	0			
Craft	Cookery	-	3		
	Fletching	-	4		
	Leather Working	-	5		
	Medicine	-	3		
	Mining	-	4		
	Needlecraft	-	2		
	Pick Lock	-	5		
	Trap Setting	-	2		
	<i>OTHER CRAFT</i>	-	0		
Lore	Demon Lore	-	1		
	Dragon Lore	-	1		
	Geography – Kharé	-	5		
	History – Goblin	-	4		
	Theology	-	1		
	Trading	-	3		
	Undead Lore	-	3		
	Zoology	-	4		
	<i>OTHER LORE</i>	-	0		
Magic	Alchemy	-	3		
	Curses	<i>Adv</i>	6		
	Force	<i>Adv</i>	4		
	Mind	<i>Disadv</i>	0		
	Nature	<i>Disadv</i>	0		
	Pyromancy	<i>Adv</i>	2		
	Wizardry	<i>Disadv</i>	1		
	<i>OTHER MAGIC</i>	-	0		
Manoeuvre	Brawn	-	5		
	Climbing	-	3		
	Gymnastics	-	6		
	Legerdemain	-	3		
	Running	-	4		
	Stealth	<i>Adv</i>	5		
	Swimming	<i>Disadv</i>	0		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Student*</i>	<i>Darkspeech</i>	<i>Native*</i>				
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Alchemist's Key</i>	<i>AL 8</i>	<i>Deflect</i>	<i>FO 10</i>				
<i>Identify Power</i>	<i>AL 10</i>	<i>Augment Range</i>	<i>FO 10</i>				
<i>Punish</i>	<i>CU 8</i>	<i>Leaping</i>	<i>FO 10</i>				
<i>Blind</i>	<i>CU 10</i>	<i>Landing</i>	<i>FO 12</i>				
<i>Absorb Poison</i>	<i>CU 12</i>	<i>Augment Pace</i>	<i>FO 12</i>				
<i>Putrefy</i>	<i>CU 12</i>	<i>Heat Weapon</i>	<i>PY 8</i>				
<i>Augment Attack</i>	<i>FO 8</i>	<i>Smoke Phantom</i>	<i>PY 8</i>				
<i>Light Step</i>	<i>FO 8</i>	<i>Detect Magic</i>	<i>WI 8</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	3.5						
Armour	4.5						
Shield	0						
Equipment	9						
Total	17						
Max weight before Enc Penalty	29						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 12							
Shield:							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Scimitar: gifted (+1 magical).</i>	<i>5+6+1=12</i>	<i>Adv</i>	<i>8</i>	<i>S(P)</i>	<i>3</i>	<i>0</i>	<i>2</i>
<i>Garrote</i>	<i>5+6=11</i>	<i>Adv</i>	<i>3</i>	<i>G</i>	<i>2</i>	<i>0</i>	<i>0.5</i>
<i>Short Bow</i>	<i>6+6=12</i>	<i>Adv</i>	<i>3</i>	<i>P</i>	<i>1(3)</i>	<i>60</i>	<i>1</i>

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Gambeson jerkin</i>	2	<i>Leather boots</i>	0.5		
<i>Gambeson hood</i>	1	<i>Plate pot helm</i>	1		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	0	1st div: Arm – Right	0		
2nd div: Arm – Left Upper	0	2nd div: Arm – Right Upper	0		
2nd div: Arm – Left Lower	0	2nd div: Arm – Right Lower	0		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	1	1st div: Leg – Right	1		
2nd div: Leg – Left Upper	0	2nd div: Leg – Right Upper	0		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	5	1st div: Torso	2		
2nd div: Head – Face	0	2nd div: Torso – Front	2		
2nd div: Head – Crown	5	2nd div: Torso – Back	2		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	2		
Notes:		2nd div: Torso – Right Side	2		
		2nd div: Torso – Groin	0		
		2nd div: Torso – Bottom	0		
Equipment: <i>Shirt, brown linen; hose, brown wool; silver nose ring (value 8 ○^S); belt; purse. Backpack, canvas; water skin, leather; knife. Silk rope, 30 metres; grappling hook. Quiver; arrows, 25. Tinderbox, flint and steel. Lock picks. Pipe, clay, x3; large pouch of Halfling tobacco. Three glass phials containing three doses of Death Orchid poison.</i>					
					
	1	3	8	11	6

Gavin is an assassin for hire in Kharé, Cityport of Traps. Every month, he pays the Thieves' Guild a commission to direct business to him. Potential customers are told to find him in the Black Lobster, down on the docks. There he sits most evenings at the bar, smoking nervously, hoping that a client will walk in through the doors for him.

Unfortunately, work has been scarce since the incident last month. Whilst hunting for a target in a warehouse on Water Street, he accidentally knocked over a lamp and burnt down the building. And three adjacent warehouses. Sucking hard on his pipe, he wonders if one of these belonged to the Guild, who are probably not pleased with him... The injuries that he sustained in his escape from the inferno made Gavin invest his savings in a spell tattoo of healing. Gnawing on his pipe's stem, he wonders when he will first need to use it...

3,2,7) GOBLIN SCOUT

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Gertie</i>	AGility	6
Race:	<i>Goblin</i>	BEauty	4
Calling:	<i>Fighter</i>	CHarisma	3
Gender:	<i>Female</i>	CONstitution	6
Age:	32	EMpathy	3
Height:	115 cm	ENchantment	4
Weight:	48 kg	LUck	4
Favoured Hand:	<i>Right</i>	REasoning	4
Sleep Requirement:	5 hours	Self-Discipline	3
Social Status:	<i>Slave (1)</i>	STrength	4
PERSONALITY			
Goal: <i>duty, protecting her homeland</i>			
Plan: <i>her god rewards bravery</i>			
Boundaries: <i>the tenets of her god</i>			
Idiosyncrasies: <i>practical jokes</i>			
Role: <i>ranger</i>			
Traits	+2	+1	0
Creative		X	
Impulsive		X	
Extrovert			X
Kind			X
Stable		X	
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> • long black hair tied in bun; • tattoo of wolf across shoulders; • night vision; 		<ul style="list-style-type: none"> • “Sign of Wolf” gift. Perceives scent trails ≤ 3 days old, and +3 bonus to smell perception Action Rolls; • “Hunter” gift. Long range attacks are not penalised. 	
Devoted to God of: <i>Beasts</i>		Fervour (FV): 10	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	1.0
Exhaustion Penalty:		Jog:	2.5
Injury Penalties:		Sprint:	4.5
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI: 0			
SKILL		ADVANT	VALUE
Adrenal	Frenzy	<i>Adv</i>	4
	Resilience	<i>Str Adv</i>	6
	Stabilisation	-	0
	OTHER ADRENAL	<i>Adv</i>	0
A. C.	Feint	<i>Adv</i>	3
	Smell Violence	<i>Adv</i>	5
	Thunderbolt	<i>Disadv</i>	0
	OTHER ADV COMBAT	-	0

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Str Dis</i>	0		
	Devotion	-	6		
	Expression	-	2		
	Influence	-	2		
	Music	-	3		
	Observation	-	5		
	<i>OTHER ART</i>	-	0		
Combat	Axes 1-Hand	<i>Str Adv</i>	7		
	Bows	<i>Str Adv</i>	6		
	Club/Hammer/Mace 2-Hand	-	0		
	Spears	-	0		
	Unarmed Trips/Throws	<i>Adv</i>	4		
	<i>OTHER COMBAT</i>	<i>Adv</i>	0		
Craft	Bow Making	-	3		
	Cookery	-	2		
	Farming	-	2		
	Fishing	-	1		
	Fletching	-	5		
	Leather Working	-	1		
	Medicine	-	4		
	Mining	-	4		
	Needlecraft	-	3		
	Paper Making	-	0		
	Pick Lock	-	1		
	Trap Setting	-	5		
	Wood Working	-	3		
	<i>OTHER CRAFT</i>	-	0		
Lore	Botany	<i>Disadv</i>	3		
	Geography – Urkl	<i>Disadv</i>	6		
	History – Goblin	<i>Disadv</i>	4		
	Theology	<i>Disadv</i>	4		
	Trading	<i>Disadv</i>	2		
	Weather Lore	<i>Disadv</i>	2		
	Zoology	<i>Disadv</i>	3		
	<i>OTHER LORE</i>	<i>Disadv</i>	0		
Magic	Curses	-	6		
	Force	-	2		
	Mind	<i>Str Dis</i>	0		
	Nature	<i>Str Dis</i>	0		
	Pyromancy	-	0		
	Wizardry	<i>Str Dis</i>	0		
	<i>OTHER MAGIC</i>	<i>Disadv</i>	0		

SKILL		ADVANT	VALUE	MODS	DEV		
Manoeuvre	Brawn	<i>Adv</i>	5				
	Climbing	<i>Adv</i>	3				
	Gymnastics	<i>Adv</i>	4				
	Legerdemain	-	0				
	Riding	<i>Adv</i>	5				
	Running	<i>Adv</i>	4				
	Stealth	<i>Str Adv</i>	5				
	Swimming	<i>Adv</i>	2				
LANGUAGE		GRADE	LANGUAGE		GRADE		
<i>Common</i>		<i>Student*</i>	<i>Darkspeech</i>		<i>Native*</i>		
SPELL		DISC/DIFF	SPELL		DISC/DIFF		
<i>Augment Attack</i>		<i>FO 8</i>	<i>Light Step</i>		<i>FO 8</i>		
ENCUMBRANCE		KGs	Injuries:				
Weapons		3.5					
Armour		17.5					
Shield		0					
Equipment		9					
Total		30					
Max weight before Enc Penalty		31					
Magic Armour Bonus:		0					
Encumbrance Penalty:		0					
Defence (= 2xAG): 12							
Shield:							
WEAPON	ATTACK	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
	(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)						
<i>Hand Axe: blessed (+2 magical for FV hours).</i>	7+6+2=15	<i>Str Adv</i>	9	<i>S(C)</i>	3	15	2.5
<i>Short Bow: gifted (+1 magical)</i>	6+6+1=13	<i>Str Adv</i>	4	<i>P</i>	1(3)	60	1

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Gambeson coat</i>	3	<i>Mail hood</i>	1		
<i>Gambeson hood</i>	1	<i>Leather boots</i>	0.5		
<i>Mail coat</i>	12				
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	3	1st div: Arm – Right	3		
2nd div: Arm – Left Upper	3	2nd div: Arm – Right Upper	3		
2nd div: Arm – Left Lower	3	2nd div: Arm – Right Lower	3		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	3	1st div: Leg – Right	3		
2nd div: Leg – Left Upper	3	2nd div: Leg – Right Upper	3		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
BODY LOCATION	AC	BODY LOCATION	AC		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	3	1st div: Torso	3		
2nd div: Head – Face	0	2nd div: Torso – Front	3		
2nd div: Head – Crown	3	2nd div: Torso – Back	3		
2nd div: Head – Neck	3	2nd div: Torso – Left Side	3		
Notes:		2nd div: Torso – Right Side	3		
		2nd div: Torso – Groin	3		
		2nd div: Torso – Bottom	3		
Equipment: <i>Blouse, white silk; skirt, brown cotton; silver wedding ring (value 8 O^S); belt; purse. Backpack, canvas; water skin, leather; knife. Quiver; arrows, 30. Tinderbox, flint and steel. Hunting snares. Pouch containing clay jars of Knight's Speedwell (3 doses) and Squire's Speedwell (2 doses) ointments.</i>					
					
	4	13	5	21	6

Gertie is a scout in the army of Chieftain Kevin of Urkl. Patrolling the southern borderlands, she spends long weeks in the wilderness with her men. This gives her every opportunity to indulge her passion for hunting game. She has worshipped the God of Beasts for a decade now. This devotion has been rewarded twice. She gained the sense of smell of a wolf three years ago. And on the last full moon – after a vivid nightmare in which she was stalked by a faceless archer through dense woodland – she awoke with insights into the use of her bow.

3,2,8) HALFLING FOOTPAD

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Harold</i>	AG ility	4
Race:	<i>Halfling</i>	BE auty	4
Calling:	<i>Jack</i>	CH arisma	3
Gender:	<i>Male</i>	CO nstitution	4
Age:	50	EM pathy	6
Height:	123 cm	EN chantment	4
Weight:	50 kg	LU ck	6
Favoured Hand:	<i>Left</i>	RE asoning	4
Sleep Requirement:	7 hours	Self-D iscipline	3
Social Status:	<i>Lower Gentry (4)</i>	ST rength	2
PERSONALITY			
Goal: <i>advancement within the Guild</i>			
Plan: <i>build network of contacts and favours</i>			
Boundaries: <i>violence only in self-defence</i>			
Idiosyncrasies: <i>Orcish theatre</i>			
Role: <i>thief</i>			
Traits	+2	+1	0
Creative			X
Impulsive			X
Extrovert			X
Kind			X
Stable	X		
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> 6 gold front teeth (value 6 ☼^G); item tattoo – strongbox key. 			
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	1.0
Exhaustion Penalty:		Jog:	2.5
Injury Penalties:		Sprint:	3.5
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:			0
SKILL		ADVANT	VALUE
<i>ALL ADRENAL</i>		-	0
AC	Knock Out	-	2
	Twinshot	<i>Str Dis</i>	0
	<i>OTHER ADV COMBAT</i>	<i>Dis</i>	0
Art	Blind Fighting	<i>Disadv</i>	0
	Influence	-	3
	Music	<i>Disadv</i>	0
	Observation	<i>Adv</i>	5
<i>OTHER ART</i>		-	0

	SKILL	ADVANT	VALUE	MODS	DEV
Combat	Ambush Weapon	<i>Adv</i>	5		
	Club/Hammer/Mace 2-Hand	<i>Disadv</i>	0		
	Daggers/Knives	-	6		
	Slings	-	3		
	Spears	-	0		
	Swords 1-Hand	-	3		
	Swords 2-Hand	-	0		
	Unarmed Strikes	-	3		
	<i>OTHER COMBAT</i>	-	0		
Craft	Barbering	-	5		
	Cookery	-	6		
	Farming	-	2		
	Medicine	-	2		
	Mining	-	2		
	Pick Lock	<i>Str Adv</i>	5		
	Pottery	<i>Disadv</i>	0		
	Watercraft	<i>Disadv</i>	0		
	<i>OTHER CRAFT</i>	-	0		
Lore	Fey Lore	-	1		
	Geography – Solth	-	5		
	History – Halfling	-	6		
	Magic Lore	-	1		
	Mathematics	-	0		
	Trading	-	3		
	Undead Lore	-	1		
	Weather Lore	-	1		
	Zoology	-	3		
<i>OTHER LORE</i>	-	0			
Magic	Alchemy	-	3		
	Curses	<i>Disadv</i>	0		
	Force	<i>Disadv</i>	0		
	Healing	<i>Adv</i>	6		
	Lithomancy	<i>Adv</i>	4		
	Nature	<i>Adv</i>	2		
	Necromancy	<i>Disadv</i>	0		
	<i>OTHER MAGIC</i>	-	0		
Manoeuvre	Brawn	-	2		
	Climbing	-	4		
	Gymnastics	-	4		
	Legerdemain	-	5		
	Riding	<i>Disadv</i>	1		
	Running	-	4		
	Stealth	<i>Adv</i>	5		
	Swimming	-	0		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native</i>	<i>Hobbitish</i>	<i>Master</i>				
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Alchemist's Key</i>	<i>AL 8</i>	<i>Item Tattoo</i>	<i>HE 15</i>				
<i>Work Material</i>	<i>AL 8</i>	<i>Ears of the Owl</i>	<i>NA 10</i>				
<i>Alchemist's Lock</i>	<i>AL 10</i>	<i>Wild Cloak</i>	<i>NA 10</i>				
<i>Identify Power</i>	<i>AL 10</i>	<i>Eyes of the Bat</i>	<i>NA 12</i>				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Bark Armour</i>	<i>NA 12</i>				
<i>Clot</i>	<i>HE 10</i>	<i>Summon Tremor</i>	<i>LI 8</i>				
<i>Heal Injury</i>	<i>HE 10</i>	<i>Earth Bolt</i>	<i>LI 10</i>				
<i>Ignore Pain</i>	<i>HE 10</i>	<i>Earth Wall</i>	<i>LI 10</i>				
<i>Balance Humour</i>	<i>HE 12</i>	<i>Earth Ball</i>	<i>LI 12</i>				
<i>Delay Injury</i>	<i>HE 15</i>						
ENCUMBRANCE	KGs	Injuries:					
Weapons	2						
Armour	0						
Shield	0						
Equipment	12						
Total	14						
Max weight before Enc Penalty	24						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 8							
Shield:							
WEAPON	ATTACK (Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Dagger: gifted (+1 magical).</i>	<i>6+4+1=11</i>	-	5	<i>P(S)</i>	2	8	0.5
<i>Blackjack</i>	<i>5+4=9</i>	<i>Adv</i>	1	<i>KB</i>	2	0	1.5

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	0	1st div: Arm – Right	0		
2nd div: Arm – Left Upper	0	2nd div: Arm – Right Upper	0		
2nd div: Arm – Left Lower	0	2nd div: Arm – Right Lower	0		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	0	1st div: Leg – Right	0		
2nd div: Leg – Left Upper	0	2nd div: Leg – Right Upper	0		
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0		
2nd div: Foot – Left	0	2nd div: Foot – Right	0		
1st div: Head	0	1st div: Torso	0		
2nd div: Head – Face	0	2nd div: Torso – Front	0		
2nd div: Head – Crown	0	2nd div: Torso – Back	0		
2nd div: Head – Neck	0	2nd div: Torso – Left Side	0		
Notes:		2nd div: Torso – Right Side	0		
		2nd div: Torso – Groin	0		
		2nd div: Torso – Bottom	0		
Equipment: <i>Jerkin, black wool; hose, dark grey wool; hooded cloak, black; belt; purse. Backpack, canvas; water skin, leather; knife. Tinderbox, flint and steel. Lock picks. Hammer, chisel, crowbar. Collection of keys. Pipe, clay, x3; large pouch of Halfling tobacco.</i>					
 ^G	 ^G	 ^S	 ^S	 ^B	 ^B
	2	5	16	22	3

Harold has been working as a thief in Solth since leaving his home village as a bored youth. He has now attained a relatively senior position in the city's Thieves' Guild. He has respect from his peers and earns a percentage of the takings made by his apprentices. This comfortable position has allowed him to squirrel away over 100 ^G in Solth's bank. He keeps the key to his strongbox in a magic tattoo over his heart.

When on a job, Harold employs Nature spells to enhance his senses and to improve his stealth. Recently, he has been trying a new tactic – using the Wild Cloak spell to conceal himself and then ambushing a passing guard with a blackjack. If forced into combat, he will always try to use Bark Armour before engaging.

3,2,9) HALFLING APOTHECARY

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Henrietta</i>	AGility	<i>4</i>
Race:	<i>Halfling</i>	BEauty	<i>4</i>
Calling:	<i>Magician</i>	CHarisma	<i>3</i>
Gender:	<i>Female</i>	COntitution	<i>6</i>
Age:	<i>60</i>	EMpathy	<i>4</i>
Height:	<i>115 cm</i>	ENchantment	<i>4</i>
Weight:	<i>60 kg</i>	LUck	<i>6</i>
Favoured Hand:	<i>Left</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>5 hours</i>	Self-Discipline	<i>3</i>
Social Status:	<i>Peasant (2)</i>	STrength	<i>1</i>
PERSONALITY			
Goal: <i>security</i>			
Plan: <i>avoid trouble</i>			
Boundaries: <i>the tenets of her god</i>			
Idiosyncrasies: <i>fly-fishing</i>			
Role: <i>healer</i>			
Traits	+2	+1	0
Creative			X
Impulsive			X
Extrovert			X
Kind		X	
Stable	X		
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> <i>grey hair in long plait to waist;</i> <i>very rotund figure;</i> 		<ul style="list-style-type: none"> <i>necklace of amber beads;</i> <i>“Green Fingers” and “Patterns in the Ivy” gifts.</i> 	
Devoted to God of:	<i>Plants</i>	Fervour (FV):	<i>13</i>
		LURPs:	<i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	<i>0.5</i>
Exhaustion Penalty:		Jog:	<i>2.0</i>
Injury Penalties:		Sprint:	<i>2.5</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:			<i>0</i>
SKILL	ADVANT	VALUE	MODS
<i>ALL ADRENAL</i>	<i>Disadv</i>	<i>0</i>	
<i>ALL ADVANCED COMBAT</i>	<i>Str Dis</i>	<i>0</i>	
Art	Blind Fighting	<i>Disadv</i>	<i>0</i>
	Devotion	-	<i>7</i>
	Expression	-	<i>1</i>
	Influence	<i>Disadv</i>	<i>1</i>
	Music	-	<i>3</i>
	Observation	<i>Adv</i>	<i>6</i>
	<i>OTHER ART</i>	-	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Combat	Daggers/Knives	<i>Disadv</i>	2		
	Flails 2-Hand	<i>Str Dis</i>	0		
	Slings	<i>Disadv</i>	2		
	Staffs	-	4		
	<i>OTHER COMBAT</i>	<i>Disadv</i>	0		
Craft	Boat Building	<i>Disadv</i>	0		
	Cookery	<i>Adv</i>	7		
	Farming	-	4		
	Fishing	-	3		
	Mechanics	<i>Disadv</i>	0		
	Medicine	<i>Adv</i>	6		
	Mining	-	1		
	Needlecraft	-	1		
	Trap Setting	-	4		
	<i>OTHER CRAFT</i>	-	0		
Lore	Astronomy	<i>Adv</i>	0		
	Botany	<i>Str Adv</i>	7		
	Demon Lore	-	0		
	Dragon Lore	<i>Adv</i>	1		
	Fey Lore	<i>Adv</i>	1		
	Geography – Solth	<i>Adv</i>	5		
	History – Halfling	<i>Adv</i>	6		
	Magic Lore	<i>Adv</i>	4		
	Mathematics	<i>Adv</i>	0		
	Theology	<i>Adv</i>	5		
	Trading	<i>Adv</i>	2		
	Undead Lore	<i>Adv</i>	3		
	Weather Lore	<i>Adv</i>	4		
Zoology	<i>Adv</i>	5			
Magic	Curses	-	0		
	Force	-	0		
	Healing	<i>Str Adv</i>	6		
	Lithomancy	<i>Str Adv</i>	6		
	Nature	<i>Str Adv</i>	1		
	Necromancy	-	0		
	<i>OTHER MAGIC</i>	<i>Adv</i>	0		
Manoeuvre	Brawn	<i>Disadv</i>	0		
	Gymnastics	<i>Disadv</i>	1		
	Legerdemain	<i>Disadv</i>	2		
	Riding	<i>Disadv</i>	2		
	Running	<i>Disadv</i>	3		
	Stealth	<i>Disadv</i>	5		
	Swimming	<i>Disadv</i>	2		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native</i>	<i>Hobbitish</i>	<i>Master</i>				
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Summon Tremor</i>	<i>LI 8</i>				
<i>Revive</i>	<i>HE 8</i>	<i>Earth Bolt</i>	<i>LI 10</i>				
<i>Clot</i>	<i>HE 10</i>	<i>Earth Wall</i>	<i>LI 10</i>				
<i>Heal Injury</i>	<i>HE 10</i>	<i>Summon Bridge</i>	<i>LI 10</i>				
<i>Ignore Pain</i>	<i>HE 10</i>	<i>Summon Stair</i>	<i>LI 10</i>				
<i>Balance Humour</i>	<i>HE 12</i>	<i>Earth Ball</i>	<i>LI 12</i>				
<i>Delay Injury</i>	<i>HE 15</i>	<i>Summon Gnome</i>	<i>LI 12</i>				
<i>Wild Staff</i>	<i>NA 8</i>	<i>Statue Form</i>	<i>LI 15</i>				
<i>Crystal Light</i>	<i>LI 8</i>						
ENCUMBRANCE	KGs	Injuries:					
Weapons	2						
Armour	4.25						
Shield	0						
Equipment	9						
Total	15.25						
Max weight before Enc Penalty	22						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 8							
Shield:							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Quarterstaff:</i> <i>+1 due to Wild Staff spell.</i>	4+4+1=9	-	6	C	5	0	2

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Gambeson hauberk</i>	4	<i>Leather shoes</i>	0.25		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	2	1st div: Arm – Right	2		
2nd div: Arm – Left Upper	2	2nd div: Arm – Right Upper	2		
2nd div: Arm – Left Lower	2	2nd div: Arm – Right Lower	2		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	2	1st div: Leg – Right	2		
2nd div: Leg – Left Upper	2	2nd div: Leg – Right Upper	2		
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	0	1st div: Torso	2		
2nd div: Head – Face	0	2nd div: Torso – Front	2		
2nd div: Head – Crown	0	2nd div: Torso – Back	2		
2nd div: Head – Neck	0	2nd div: Torso – Left Side	2		
Notes:		2nd div: Torso – Right Side	2		
		2nd div: Torso – Groin	2		
		2nd div: Torso – Bottom	2		
Equipment: <i>Blouse, red linen; skirt, brown hemp; hooded cloak, black wool; belt; purse. Backpack, canvas; water skin, leather; knife. Tinderbox, flint and steel. Drawstring pouches, leather, for herbs. Strongbox key. Pouch containing clay jars with Cankerwood tonic (2 doses), Bloodspurge tonic (1 dose); Knight's Speedwell tonic (3 doses).</i>					
 ^G	 ^G	 ^S	 ^S	 ^B	 ^B
	48	19	31	23	33

Henrietta runs a successful apothecary's shop on North Street in Solth. She specialises in healing salves and perfumes to sweeten the air. At weekends, she gathers the plants in the forest around the city and along the River Sol. Whilst she has a hammock slung across the preparation room in the rear of her little shop, she prefers to return to her hobbit hole to sleep whenever she can. This is only four kilometres from the city's northern gate but is well hidden in the midst of dense woodland. The Goddess of Plants has graced her with powers with which she has further protected her home from intruders. She knows that she is often followed home from the city, doubtless by thieves, but none have yet broken through the magical ward and found her burrow. Fortunate, as inside are her valuable stocks of prepared herbs and poisons, and her profits – over 750 ☼^G in a strongbox below a trapdoor in the floor covered by a fur rug.

3,2,10) HUMAN FOOT SOLDIER

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Hercules</i>	AGility	<i>4</i>
Race:	<i>Human</i>	BEauty	<i>4</i>
Calling:	<i>Fighter</i>	CHarisma	<i>4</i>
Gender:	<i>Male</i>	CONstitution	<i>4</i>
Age:	<i>25</i>	EMpathy	<i>4</i>
Height:	<i>175 cm</i>	ENchantment	<i>4</i>
Weight:	<i>70 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>7 hours</i>	Self-Discipline	<i>4</i>
Social Status:	<i>Villein (2)</i>	STrength	<i>4</i>
PERSONALITY			
Goal: <i>service – working for the City Guard</i>			
Plan: <i>paragon – to be the best gate ward in the city</i>			
Boundaries: <i>the rule of law</i>			
Idiosyncrasies: <i>nose-picking</i>			
Role: <i>warrior</i>			
Traits	+2	+1	0
Creative			X
Impulsive			X
Extrovert		X	
Kind			
Stable			X
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> <i>thick black hair, greased;</i> <i>neat moustache.</i> 			
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty: <i>0</i>		Walk:	<i>1.0</i>
Exhaustion Penalty:		Jog:	<i>3.5</i>
Injury Penalties:		Sprint:	<i>6.5</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI: <i>0</i>			
SKILL		ADVANT	VALUE
Adrenal	Frenzy	<i>Adv</i>	<i>0</i>
	Might	<i>Adv</i>	<i>3</i>
	Quickening	<i>Adv</i>	<i>1</i>
	Reflex	<i>Adv</i>	<i>3</i>
	Resilience	<i>Str Adv</i>	<i>5</i>
	Stabilisation	<i>-</i>	<i>2</i>
A. C.	Disarm	<i>Adv</i>	<i>1</i>
	Whipcraft	<i>Disadv</i>	<i>0</i>
	Prediction	<i>Adv</i>	<i>3</i>
	<i>OTHER ADV COMBAT</i>	<i>-</i>	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Disadv</i>	0		
	Expression	-	1		
	Influence	-	3		
	Music	-	2		
	Observation	-	4		
	<i>OTHER ART</i>	-	0		
Combat	Ambush Weapon	-	0		
	Axes 2-Hand	<i>Str Adv</i>	7		
	Bows	<i>Adv</i>	5		
	Club/Hammer/Mace 2H	-	0		
	Daggers/Knives	<i>Adv</i>	2		
	Swords 1-Hand	<i>Str Adv</i>	6		
	Unarmed Strikes	<i>Adv</i>	5		
	<i>OTHER COMBAT</i>	<i>Adv</i>	0		
Craft	Cookery	-	3		
	Farming	-	1		
	Fishing	-	2		
	Fletching	-	5		
	Leather Working	-	2		
	Medicine	-	4		
	Needlecraft	-	5		
	Trap Setting	-	4		
	<i>OTHER CRAFT</i>	-	0		
Lore	Botany	<i>Disadv</i>	3		
	Geography – Solth	<i>Disadv</i>	6		
	History – Human	<i>Disadv</i>	3		
	Trading	<i>Disadv</i>	3		
	Undead Lore	<i>Disadv</i>	2		
	Weather Lore	<i>Disadv</i>	4		
	Zoology	<i>Disadv</i>	4		
	<i>OTHER LORE</i>	<i>Disadv</i>	0		
Magic	Force	<i>Disadv</i>	1		
	Healing	<i>Disadv</i>	1		
	<i>OTHER MAGIC</i>	<i>Disadv</i>	0		
Manoeuvre	Brawn	<i>Str Adv</i>	5		
	Gymnastics	<i>Adv</i>	2		
	Legerdemain	-	0		
	Riding	<i>Adv</i>	5		
	Running	<i>Adv</i>	5		
	Stealth	<i>Adv</i>	5		
	Swimming	<i>Adv</i>	1		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native*</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Augment Attack</i>	<i>FO 8</i>	<i>Diagnosis</i>	<i>HE 8</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	<i>7</i>						
Armour	<i>6.5</i>						
Shield	<i>4</i>						
Equipment	<i>8</i>						
Total	<i>25.5</i>						
Max weight before Enc Penalty	<i>31</i>						
Magic Armour Bonus:	<i>0</i>						
Encumbrance Penalty:	<i>0</i>						
Defence (= 2xAG): <i>8</i>							
Shield: <i>Medium, wood</i>							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Halberd</i>	<i>7+4=11</i>	<i>Str Adv</i>	<i>14</i>	<i>S(P)</i>	<i>4</i>	<i>0</i>	<i>4.5</i>
<i>Short Sword</i>	<i>6+4=10</i>	<i>Str Adv</i>	<i>8</i>	<i>P(S)</i>	<i>3</i>	<i>0</i>	<i>1.5</i>
<i>Short Bow</i>	<i>5+4=9</i>	<i>Adv</i>	<i>4</i>	<i>P</i>	<i>1(3)</i>	<i>80</i>	<i>1</i>

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Plate pot helm</i>	1	<i>Gambeson hauberk</i>	4		
<i>Gambeson hood</i>	1	<i>Leather boots</i>	0.5		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	2	1st div: Arm – Right	2		
2nd div: Arm – Left Upper	2	2nd div: Arm – Right Upper	2		
2nd div: Arm – Left Lower	2	2nd div: Arm – Right Lower	2		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	2	1st div: Leg – Right	2		
2nd div: Leg – Left Upper	2	2nd div: Leg – Right Upper	2		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	5	1st div: Torso	2		
2nd div: Head – Face	0	2nd div: Torso – Front	2		
2nd div: Head – Crown	5	2nd div: Torso – Back	2		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	2		
Notes:		2nd div: Torso – Right Side	2		
		2nd div: Torso – Groin	2		
		2nd div: Torso – Bottom	2		
Equipment:					
<i>Tunic, brown hemp; hose, brown wool; belt; purse. Satchel, canvas; water skin, leather; knife; copper cooking pot; iron fire tripod. Quiver; arrows, 20. Tinderbox, flint and steel. Candles, x3.</i>					
 ^G	 ^G	 ^S	 ^S	 ^B	 ^B
			7	19	32

Hercules works in the Solth City Guard. He forms part of the company that mans the east gate. He has been in charge of tax collection from entrants to the city for only year now, but has already heard all the excuses under the sun from whining peasants trying to wheedle their way into the city without paying their dues. His blunt approach to such scroungers has earned him the favour of the sergeant.

3,2,11) HUMAN KNIGHT

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Hubert</i>	AGility	<i>4</i>
Race:	<i>Human</i>	BEauty	<i>4</i>
Calling:	<i>Fighter</i>	CHarisma	<i>4</i>
Gender:	<i>Male</i>	COntitution	<i>4</i>
Age:	<i>35</i>	EMpathy	<i>4</i>
Height:	<i>195 cm</i>	ENchantment	<i>4</i>
Weight:	<i>80 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>7 hours</i>	Self-Discipline	<i>4</i>
Social Status:	<i>Nobility (5)</i>	STrength	<i>4</i>
PERSONALITY			
Goal: <i>service – working for the City Guard</i>			
Plan: <i>survival</i>			
Boundaries: <i>duty to his father</i>			
Idiosyncrasies: <i>drinking wine</i>			
Role: <i>leader</i>			
Traits	+2	+1	0
Creative			X
Impulsive		X	
Extrovert		X	
Kind		X	
Stable			X
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
• <i>bald head;</i>		• <i>short grey beard;</i>	
• <i>piercing blue eyes;</i>		• <i>-2 penalty to Observation skill (not HI) due to visored helm.</i>	
Devoted to God of:	<i>Doom</i>	Fervour (FV):	<i>5</i>
		LURPs:	<i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:	<i>0</i>	Walk:	<i>1.5</i>
Exhaustion Penalty:		Jog:	<i>4.0</i>
Injury Penalties:		Sprint:	<i>7.0</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:	<i>0</i>		
SKILL	ADVANT	VALUE	MODS
Adrenal	Frenzy	<i>-</i>	<i>0</i>
	Might	<i>Adv</i>	<i>4</i>
	Quickening	<i>Adv</i>	<i>1</i>
	Reflex	<i>Adv</i>	<i>3</i>
	Resilience	<i>Str Adv</i>	<i>5</i>
	Stabilisation	<i>Adv</i>	<i>2</i>
A. C.	Disarm	<i>Adv</i>	<i>4</i>
	Feint	<i>Adv</i>	<i>4</i>
	Whipcraft	<i>Disadv</i>	<i>0</i>
	<i>OTHER ADV COMBAT</i>	<i>-</i>	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Disadv</i>	0		
	Devotion	-	1		
	Influence	-	4		
	Observation	-	5	-2	
	<i>OTHER ART</i>	-	0		
Combat	Ambush Weapon	-	0		
	Axes 1-Hand	<i>Adv</i>	1		
	Club/Hammer/Mace 1-Hand	<i>Adv</i>	1		
	Daggers/Knives	<i>Adv</i>	2		
	Flails 1-Hand	<i>Str Adv</i>	7		
	Slings	-	0		
	Spears	<i>Str Adv</i>	5		
	Swords 1-Hand	<i>Adv</i>	3		
	Swords 2-Hand	<i>Adv</i>	4		
	Unarmed Strikes	<i>Adv</i>	5		
<i>OTHER COMBAT</i>	<i>Adv</i>	0			
Craft	Calligraphy	-	3		
	Fletching	-	3		
	Medicine	-	3		
	Trap Setting	-	4		
	<i>OTHER CRAFT</i>	-	0		
Lore	Dragon Lore	<i>Disadv</i>	3		
	Geography – High Parkin	<i>Disadv</i>	6		
	History – Human	<i>Disadv</i>	5		
	Theology	<i>Disadv</i>	3		
	Trading	<i>Disadv</i>	2		
	Undead Lore	<i>Disadv</i>	3		
	Zoology	<i>Disadv</i>	5		
<i>OTHER LORE</i>	<i>Disadv</i>	0			
Magic	Force	<i>Disadv</i>	1		
	Healing	<i>Disadv</i>	1		
	Mind	<i>Disadv</i>	1		
	<i>OTHER MAGIC</i>	<i>Disadv</i>	0		
Manoeuvre	Brawn	<i>Adv</i>	6		
	Gymnastics	<i>Adv</i>	3		
	Legerdemain	-	0		
	Riding	<i>Str Adv</i>	7		
	Running	<i>Adv</i>	3		
	Stealth	<i>Adv</i>	3		
	Swimming	<i>Adv</i>	1		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Augment Attack</i>	<i>FO 8</i>	<i>Blur</i>	<i>MI 8</i>				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Passion</i>	<i>MI 8</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	<i>6.5</i>						
Armour	<i>29.5</i>						
Shield	<i>8</i>						
Equipment	<i>7</i>						
Total	<i>51</i>						
Max weight before Enc Penalty	<i>32</i>						
Magic Armour Bonus:	<i>+2</i>						
Encumbrance Penalty:	<i>0</i>						
Defence (= 2xAG): <i>8</i>							
Shield: <i>Plate metal, medium</i>							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Military Flail: gifted (+1 magical).</i>	<i>7+4+1=12</i>	<i>Str Adv</i>	<i>7</i>	<i>P(C)</i>	<i>3</i>	<i>0</i>	<i>2.5</i>
<i>Lance</i>	<i>5+4=9</i>	<i>Str Adv</i>	<i>8</i>	<i>P</i>	<i>@</i>	<i>0</i>	<i>4</i>

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Gambeson hood</i>	1	<i>Visored plate helm, very gifted (+2 magical), embedded Master spell (2/day, command word "Serve!")</i>	3		
<i>Gambeson hauberk</i>	4	<i>Plate cuirass</i>	6		
<i>Mail hauberk</i>	15	<i>Leather boots</i>	0.5		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	3	1st div: Arm – Right	3		
2nd div: Arm – Left Upper	3	2nd div: Arm – Right Upper	3		
2nd div: Arm – Left Lower	3	2nd div: Arm – Right Lower	3		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	3	1st div: Leg – Right	3		
2nd div: Leg – Left Upper	3	2nd div: Leg – Right Upper	3		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	5	1st div: Torso	5		
2nd div: Head – Face	5	2nd div: Torso – Front	5		
2nd div: Head – Crown	5	2nd div: Torso – Back	5		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	5		
Notes:		2nd div: Torso – Right Side	3		
		2nd div: Torso – Groin	3		
		2nd div: Torso – Bottom	3		
Equipment: <i>Hose, purple wool; cloak, red hemp; belt; purse; gold ring with family crest (value 8 ☼^G). Saddlebags, leather; water skin, leather; knife. Tinderbox, flint and steel. Lamp; oil flask, pewter.</i>					
 ^G	 ^G	 ^S	 ^S	 ^B	 ^B
	20	30	1	23	7

Hubert is the son of Homer, Baron of High Parkin. He is the chief of the town guard, with a force of sixty men at his disposal. Too few to satisfactorily secure three gates, three kilometres of dilapidated walls and the crumbling fort on Top Rock at the other end of the pass. He has asked his father for more troops but the old man seems paralysed by the conflicting demands of the guild masters. Fat merchants who will flee at the first sign of trouble, leaving the town to burn behind them...

Hubert wears the Honour Helm in battle, a magical heirloom passed down from his grandfather. His father's standard hangs from his lance, a white banner emblazoned with a black raven in flight with a gold key in its talons.

3,2,12) HUMAN ROGUE

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Hermione</i>	AGility	<i>4</i>
Race:	<i>Human</i>	BEauty	<i>4</i>
Calling:	<i>Jack</i>	CHarisma	<i>4</i>
Gender:	<i>Female</i>	CONstitution	<i>4</i>
Age:	<i>26</i>	EMpathy	<i>4</i>
Height:	<i>160 cm</i>	ENchantment	<i>4</i>
Weight:	<i>60 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>7 hours</i>	Self-Discipline	<i>4</i>
Social Status:	<i>Freeman (3)</i>	STrength	<i>3</i>
PERSONALITY			
Goal: <i>adventure</i>			
Plan: <i>glorious bravery</i>			
Boundaries: <i>duty to her captain and ship</i>			
Idiosyncrasies: <i>singing saucy songs</i>			
Role: <i>sailor</i>			
Traits	+2	+1	0
Creative	X		
Impulsive	X		
Extrovert		X	
Kind			X
Stable			X
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> <i>long blonde hair in plaits;</i> <i>squint.</i> 			
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty: <i>0</i>		Walk:	<i>1.0</i>
Exhaustion Penalty:		Jog:	<i>3.5</i>
Injury Penalties:		Sprint:	<i>5.0</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI: <i>0</i>			
SKILL		ADVANT	VALUE
Ad	Disarm	<i>Adv</i>	<i>3</i>
	<i>OTHER ADRENAL</i>	-	<i>0</i>
<i>ALL ADVANCED COMBAT</i>		<i>Disadv</i>	<i>0</i>
Art	Blind Fighting	<i>Disadv</i>	<i>0</i>
	Expression	<i>Disadv</i>	<i>0</i>
	Influence	<i>Adv</i>	<i>6</i>
	Music	-	<i>3</i>
	Observation	-	<i>4</i>
<i>OTHER ART</i>		-	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Combat	Bows	-	5		
	Club/Hammer/Mace 2-Hand	-	0		
	Daggers/Knives	-	3		
	Flails 2-Hand	<i>Disadv</i>	0		
	Swords 1-Hand	<i>Adv</i>	6		
	Unarmed Strikes	-	3		
	<i>OTHER COMBAT</i>	-	0		
Craft	Barbering	-	4		
	Boat Building	-	2		
	Cookery	-	4		
	Fishing	-	5		
	Fletching	-	2		
	Medicine	-	2		
	Needlecraft	-	3		
	Pick Lock	-	4		
	Stone Working	<i>Disadv</i>	0		
	Watercraft	<i>Adv</i>	6		
	<i>OTHER CRAFT</i>	-	0		
Lore	Astronomy	-	4		
	Botany	<i>Disadv</i>	0		
	Fey Lore	-	3		
	Geography – Sea of Woe	<i>Adv</i>	7		
	History – Human	-	3		
	Magic Lore	-	1		
	Trading	-	5		
	Weather Lore	-	6		
	Zoology	-	3		
	<i>OTHER LORE</i>	-	0		
Magic	Alchemy	-	2		
	Curses	-	4		
	Force	-	2		
	Healing	-	2		
	Hydromancy	-	4		
	<i>OTHER MAGIC</i>	-	0		
Manoeuvre	Brawn	-	2		
	Climbing	-	3		
	Gymnastics	<i>Adv</i>	5		
	Legerdemain	-	4		
	Riding	<i>Disadv</i>	0		
	Running	-	1		
	Stealth	-	3		
	Swimming	-	4		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native*</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Alchemist's Key</i>	<i>AL 8</i>	<i>Augment Range</i>	<i>FO 10</i>				
<i>Identify Power</i>	<i>AL 10</i>	<i>Leaping</i>	<i>FO 10</i>				
<i>Punish</i>	<i>CU 8</i>	<i>Diagnosis</i>	<i>HE 8</i>				
<i>Reveal Miasma</i>	<i>CU 8</i>	<i>Ignore Pain</i>	<i>HE 10</i>				
<i>Blind</i>	<i>CU 10</i>	<i>Repel Water</i>	<i>HY 8</i>				
<i>Deafen</i>	<i>CU 10</i>	<i>Summon Water</i>	<i>HY 8</i>				
<i>Absorb Poison</i>	<i>CU 12</i>	<i>Ice Bolt</i>	<i>HY 10</i>				
<i>Balance</i>	<i>FO 8</i>	<i>Ice Ball</i>	<i>HY 12</i>				
<i>Augment Attack</i>	<i>FO 8</i>	<i>Summon Undine</i>	<i>HY 12</i>				
<i>Deflect</i>	<i>FO 10</i>						
ENCUMBRANCE	KGs	Injuries:					
Weapons	3.5						
Armour	4.5						
Shield	0						
Equipment	9						
Total	17						
Max weight before Enc Penalty	26						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 8							
Shield:							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Scimitar</i>	<i>6+4=10</i>	<i>Adv</i>	<i>8</i>	<i>S(P)</i>	<i>3</i>	<i>0</i>	<i>2</i>
<i>Dagger</i>	<i>3+4=7</i>	<i>-</i>	<i>6</i>	<i>P(S)</i>	<i>2</i>	<i>16</i>	<i>0.5</i>
<i>Short Bow</i>	<i>5+4=9</i>	<i>-</i>	<i>4</i>	<i>P</i>	<i>1(3)</i>	<i>80</i>	<i>1</i>

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Leather hauberk</i>	4	<i>Leather boots</i>	0.5		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	1	1st div: Arm – Right	1		
2nd div: Arm – Left Upper	1	2nd div: Arm – Right Upper	1		
2nd div: Arm – Left Lower	1	2nd div: Arm – Right Lower	1		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	1	1st div: Leg – Right	1		
2nd div: Leg – Left Upper	1	2nd div: Leg – Right Upper	1		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	0	1st div: Torso	1		
2nd div: Head – Face	0	2nd div: Torso – Front	1		
2nd div: Head – Crown	0	2nd div: Torso – Back	1		
2nd div: Head – Neck	0	2nd div: Torso – Left Side	1		
Notes:		2nd div: Torso – Right Side	1		
		2nd div: Torso – Groin	1		
		2nd div: Torso – Bottom	1		
Equipment: <i>Blouse, white silk; skirt, red hemp; belt; purse. Plain gold ring, gifted (+1 magical), embedded Fire Ball spell (once per day, command word "Fogu!"). Backpack, leather; water skin, leather; knife. Quiver; arrows, 20. Tinderbox, flint and steel. Candles, x3. Fishing line; hooks x3</i>					
 G	 G	 S	 S	 B	 B
	4	7	7	29	2

Hermione spent her youth in the harem of the Sultan of Solth. Eventually she and Oswald, a big Orc eunuch, stole enough jewellery to bribe a guard. He allowed them to enter the ornamental water gardens, from which they made a daring escape over the ivy-strewn walls. They fled down to the dock and snuck aboard the “Persephone”, hiding amongst its cargo. Once at sea, they let themselves be found by the crew – which turned out to be twenty dishevelled seadogs led by the infamous Goblin pirate, Geezer One-Eye. But their luck continued as, in a moment of rarely-seen mercy, Geezer allowed them to trade their remaining jewels for a lifetime’s servitude in his crew.

Hermione has spent a thrilling decade since then, harrying merchant vessels along the shores of the Sea of Woe, and evading capture by Solthian frigates.

3,2,13) HUMAN WIZARD

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Helena</i>	AGility	<i>4</i>
Race:	<i>Human</i>	BEauty	<i>4</i>
Calling:	<i>Magician</i>	CHarisma	<i>4</i>
Gender:	<i>Female</i>	COntitution	<i>4</i>
Age:	<i>32</i>	EMpathy	<i>4</i>
Height:	<i>158 cm</i>	ENchantment	<i>4</i>
Weight:	<i>62 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>4</i>
Sleep Requirement:	<i>7 hours</i>	Self-Discipline	<i>4</i>
Social Status:	<i>Gentry (4)</i>	STrength	<i>3</i>
PERSONALITY			
Goal: <i>service to her guild</i>			
Plan: <i>survival</i>			
Boundaries: <i>fairness</i>			
Idiosyncrasies: <i>embroidery</i>			
Role: <i>magician</i>			
Traits	+2	+1	0
Creative		X	
Impulsive			X
Extrovert			X
Kind		X	
Stable	X		
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
• <i>black hair in bob;</i>		• <i>pock-marked cheeks.</i>	
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty: <i>0</i>		Walk: <i>1.0</i>	
Exhaustion Penalty:		Jog: <i>3.5</i>	
Injury Penalties:		Sprint: <i>5.0</i>	
Weakness Penalty:		Prohibited Movement Rates <i>None</i>	
Miscellaneous Penalties:			
Total HI: <i>0</i>			
SKILL		ADVANT	VALUE
Adr	Quickening	<i>Disadv</i>	<i>1</i>
	<i>OTHER ADRENAL</i>	<i>Disadv</i>	<i>0</i>
<i>ALL ADVANCED COMBAT</i>		<i>Str Dis</i>	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Disadv</i>	0		
	Expression	-	2		
	Influence	-	5		
	Music	-	0		
	Observation	-	6		
	<i>OTHER ART</i>	-	0		
Combat	Club/Hammer/Mace 2-Hand	<i>Str Dis</i>	0		
	Crossbows	<i>Disadv</i>	2		
	Staves	-	4		
	Unarmed Strikes	<i>Disadv</i>	1		
	<i>OTHER COMBAT</i>	<i>Disadv</i>	0		
Craft	Calligraphy	-	5		
	Fletching	-	3		
	Medicine	-	4		
	Pick Lock	-	1		
	<i>OTHER CRAFT</i>	-	0		
Lore	Botany	<i>Adv</i>	1		
	Demon Lore	<i>Adv</i>	2		
	Dragon Lore	<i>Adv</i>	2		
	Geography – Kharé	<i>Str Adv</i>	6		
	History – Human	<i>Adv</i>	5		
	Magic Lore	<i>Adv</i>	5		
	Mathematics	<i>Adv</i>	1		
	Theology	-	1		
	Trading	<i>Adv</i>	3		
	Undead Lore	<i>Adv</i>	4		
	Zoology	<i>Adv</i>	5		
	<i>OTHER LORE</i>	<i>Adv</i>	0		
Magic	Alchemy	<i>Adv</i>	1		
	Curses	-	0		
	Force	<i>Str Adv</i>	6		
	Healing	<i>Adv</i>	4		
	Nature	-	0		
	Necromancy	-	0		
	Pyromancy	<i>Str Adv</i>	3		
	Wizardry	<i>Str Adv</i>	7		
<i>OTHER MAGIC</i>	<i>Adv</i>	0			
Manoeuvre	Brawn	<i>Disadv</i>	1		
	Gymnastics	<i>Disadv</i>	4		
	Legerdemain	<i>Disadv</i>	2		
	Riding	<i>Disadv</i>	4		
	Running	<i>Disadv</i>	2		
	Stealth	<i>Disadv</i>	3		
	Swimming	<i>Disadv</i>	2		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native</i>	<i>Wood Elvish</i>	<i>Student</i>				
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Alchemist's Key</i>	<i>AL 8</i>	<i>Heal Injury</i>	<i>HE 10</i>				
<i>Identify Power</i>	<i>AL 10</i>	<i>Ignore Pain</i>	<i>HE 10</i>				
<i>Augment Attack</i>	<i>FO 8</i>	<i>Balance Humour</i>	<i>HE 12</i>				
<i>Deflect</i>	<i>FO 10</i>	<i>Fire Bolt</i>	<i>PY 10</i>				
<i>Leaping</i>	<i>FO 10</i>	<i>Detect Magic</i>	<i>WI 8</i>				
<i>Call Item</i>	<i>FO 12</i>	<i>Scribe</i>	<i>WI 8</i>				
<i>Landing</i>	<i>FO 12</i>	<i>Dispel Magic</i>	<i>WI 10</i>				
<i>Telekinesis</i>	<i>FO 12</i>	<i>Read Text</i>	<i>WI 10</i>				
<i>Levitate</i>	<i>FO 15</i>	<i>Spell Rune</i>	<i>WI 10</i>				
<i>Magic Armour</i>	<i>FO 15</i>	<i>Wild Spells</i>	<i>WI 12</i>				
<i>Spider Climb</i>	<i>FO 15</i>	<i>Magic Chest</i>	<i>WI 15</i>				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Reflect Magic</i>	<i>WI 15</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	4.5						
Armour	0.25						
Shield	0						
Equipment	20						
Total	24.75						
Max weight before Enc Penalty	25						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 8							
Shield:							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Quarterstaff: very gifted (+2 magical).</i>	4+4+2=10	-	8	C	5	0	2
<i>Light Crossbow</i>	2+4=6	<i>Disadv</i>	6	P	1(5)	100	2.5

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Leather shoes</i>	<i>0.25</i>				
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	<i>0</i>	1st div: Arm – Right	<i>0</i>		
2nd div: Arm – Left Upper	<i>0</i>	2nd div: Arm – Right Upper	<i>0</i>		
2nd div: Arm – Left Lower	<i>0</i>	2nd div: Arm – Right Lower	<i>0</i>		
2nd div: Hand – Left	<i>0</i>	2nd div: Hand – Right	<i>0</i>		
1st div: Leg – Left	<i>1</i>	1st div: Leg – Right	<i>1</i>		
2nd div: Leg – Left Upper	<i>0</i>	2nd div: Leg – Right Upper	<i>0</i>		
2nd div: Leg – Left Lower	<i>0</i>	2nd div: Leg – Right Lower	<i>0</i>		
2nd div: Foot – Left	<i>1</i>	2nd div: Foot – Right	<i>1</i>		
1st div: Head	<i>0</i>	1st div: Torso	<i>0</i>		
2nd div: Head – Face	<i>0</i>	2nd div: Torso – Front	<i>0</i>		
2nd div: Head – Crown	<i>0</i>	2nd div: Torso – Back	<i>0</i>		
2nd div: Head – Neck	<i>0</i>	2nd div: Torso – Left Side	<i>0</i>		
Notes:		2nd div: Torso – Right Side	<i>0</i>		
		2nd div: Torso – Groin	<i>0</i>		
		2nd div: Torso – Bottom	<i>0</i>		
Equipment: <i>Blouse, red cotton; skirt, brown felt; belt; purse. Backpack, canvas; water skin, leather; knife; copper cooking pot; iron fire tripod. Quiver; crossbow bolts, 15. Tinderbox, flint and steel. Lamp; oil skin; tinderbox, flint and steel. Ledger; ink flask; quills. Iron rations, 3 weeks. Chalk, chisel, and spade.</i>					
 G	 G	 S	 S	 B	 B
	<i>39</i>	<i>17</i>	<i>15</i>		<i>1</i>

Helena is a member of Pootann's Guild of Mages. She is tasked with travelling to strategic locations and obtaining vectors that extend the Guild's network of locations to which the Archmages can teleport. She often has to reach places that are heavily guarded, well-hidden or physically inaccessible. For this reason, she is studying her Force magic in every spare moment, trying to learn how to fly...

3,2,14) KALAMAN DEVOUT

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Iris</i>	AGility	<i>4</i>
Race:	<i>Kalaman</i>	BEauty	<i>1</i>
Calling:	<i>Magician</i>	CHarisma	<i>2</i>
Gender:	<i>Female</i>	COntitution	<i>5</i>
Age:	<i>30</i>	EMpathy	<i>6</i>
Height:	<i>150 cm</i>	ENchantment	<i>5</i>
Weight:	<i>72 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Ambidextrous</i>	REasoning	<i>6</i>
Sleep Requirement:	<i>6 hours</i>	Self-Discipline	<i>5</i>
Social Status:	<i>Slave (1)</i>	STrength	<i>1</i>
PERSONALITY			
Goal: <i>proselytising for her god</i>			
Plan: <i>survival</i>			
Boundaries: <i>none</i>			
Idiosyncrasies: <i>human clothes</i>			
Role: <i>priest</i>			
Traits	+2	+1	0
Creative		X	
Impulsive	X		
Extrovert			X
Kind			X
Stable		X	
Traits			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> • <i>night vision;</i> • <i>stinger attack;</i> • <i>telepathy and power of suggestion;</i> 		<ul style="list-style-type: none"> • <i>able to breathe water (but must keep breathing membrane damp when out of water);</i> • <i>colour-changing skin. +3 to Stealth skill for Action Rolls for hiding whilst stationary;</i> • <i>“Brainstorm” gift.</i> 	
Devoted to God of:	<i>Chaos</i>	Fervour (FV):	<i>11</i>
		LURPs:	<i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty:		Walk:	<i>0.5</i>
Exhaustion Penalty:		Jog:	<i>3.0</i>
Injury Penalties:		Sprint:	<i>3.5</i>
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>
Miscellaneous Penalties:			
Total HI:			<i>0</i>
SKILL		ADVANT	VALUE
Adml	Might	<i>Str Dis</i>	<i>0</i>
	Resilience	-	<i>3</i>
	OTHER ADRENAL	<i>Disadv</i>	<i>0</i>
ALL ADVANCED COMBAT		<i>Str Dis</i>	<i>0</i>
Art	Blind Fighting	<i>Str Dis</i>	<i>0</i>
	Devotion	-	<i>7</i>
	Expression	<i>Disadv</i>	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Influence	<i>Adv</i>	6		
	Observation	-	5		
	<i>OTHER ART</i>	-	0		
Combat	Crossbows	<i>Disadv</i>	2		
	Spears	<i>Disadv</i>	3		
	Unarmed Strikes	<i>Adv</i>	4		
	<i>OTHER COMBAT</i>	<i>Disadv</i>	0		
Craft	Boat Building	-	2		
	Calligraphy	-	4		
	Fishing	<i>Adv</i>	5		
	Medicine	-	4		
	Watercraft	-	2		
	<i>OTHER CRAFT</i>	-	0		
Lore	Demon Lore	<i>Str Adv</i>	4		
	Fey Lore	-	0		
	Geography – Ulm	<i>Adv</i>	6		
	History – Kalash	<i>Adv</i>	6		
	Magic Lore	<i>Adv</i>	2		
	Mathematics	<i>Adv</i>	5		
	Theology	<i>Str Adv</i>	6		
	Trading	-	1		
	Weather Lore	<i>Adv</i>	3		
	Zoology	<i>Adv</i>	4		
	<i>OTHER LORE</i>	<i>Adv</i>	0		
Magic	Aeromancy	<i>Str Dis</i>	0		
	Alchemy	<i>Adv</i>	0		
	Curses	<i>Str Adv</i>	7		
	Healing	<i>Adv</i>	3		
	Hydromancy	<i>Str Adv</i>	7		
	Mind	<i>Str Adv</i>	2		
	Nature	<i>Adv</i>	1		
	Necromancy	-	0		
	Pyromancy	<i>Str Dis</i>	0		
	Wizardry	<i>Adv</i>	1		
	<i>OTHER MAGIC</i>	<i>Adv</i>	0		
Manoeuvre	Brawn	<i>Disadv</i>	1		
	Gymnastics	<i>Disadv</i>	2		
	Legerdemain	<i>Disadv</i>	2		
	Riding	<i>Disadv</i>	0		
	Running	<i>Disadv</i>	2		
	Stealth	<i>Adv</i>	5		
	Swimming	<i>Str Adv</i>	6		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Student</i>	<i>Demonic</i>	<i>Tourist</i>				
<i>Kalash</i>	<i>Master</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Punish</i>	<i>CU 8</i>	<i>Summon Undine</i>	<i>HY 12</i>				
<i>Blind</i>	<i>CU 10</i>	<i>Void Ball</i>	<i>HY 12</i>				
<i>Putrefy</i>	<i>CU 12</i>	<i>Ice Trap</i>	<i>HY 15</i>				
<i>Summon Demon</i>	<i>CU 15</i>	<i>Summon Current</i>	<i>HY 15</i>				
<i>Transfer Injury</i>	<i>CU 15</i>	<i>Blur</i>	<i>MI 8</i>				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Passion</i>	<i>MI 8</i>				
<i>Ignore Pain</i>	<i>HE 10</i>	<i>Speak Language</i>	<i>MI 10</i>				
<i>Summon Water</i>	<i>HY 8</i>	<i>Stun</i>	<i>MI 10</i>				
<i>Ice Bolt</i>	<i>HY 10</i>	<i>Bestial Guard</i>	<i>NA 8</i>				
<i>Ice Ball</i>	<i>HY 12</i>	<i>Detect Magic</i>	<i>WI 8</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	2.5						
Armour	0						
Shield	0						
Equipment	7						
Total	9.5						
Max weight before Enc Penalty	21						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 8							
Shield:							
WEAPON	ATTACK (Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Spear: blessed (+2 magical for FV hours).</i>	3+4+2=9	<i>Disadv</i>	4	P	4	10	2.5
<i>Stinger: (poison's potency is 9, causes paralysis for 10xSV seconds)</i>	4+4=8	<i>Adv</i>	4	P	3	0	0

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	0	1st div: Arm – Right	0		
2nd div: Arm – Left Upper	0	2nd div: Arm – Right Upper	0		
2nd div: Arm – Left Lower	0	2nd div: Arm – Right Lower	0		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	0	1st div: Leg – Right	0		
2nd div: Leg – Left Upper	0	2nd div: Leg – Right Upper	0		
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0		
2nd div: Foot – Left	0	2nd div: Foot – Right	0		
1st div: Head	0	1st div: Torso	0		
2nd div: Head – Face	0	2nd div: Torso – Front	0		
2nd div: Head – Crown	0	2nd div: Torso – Back	0		
2nd div: Head – Neck	0	2nd div: Torso – Left Side	0		
Notes:		2nd div: Torso – Right Side	0		
		2nd div: Torso – Groin	0		
		2nd div: Torso – Bottom	0		
Equipment: <i>Necklace with 6 pearls (value 45 ). Satchel, leather; water skin, leather; knife. Money purse. Clay jar with cork lid, containing brain pâté.</i>					
					
	3	6	9	12	15

Iris was a slave in the Kalaman city of Ulm, until she was chosen to spawn. Although a great honour, fear overwhelmed her and she fled Ulm and her kin. Following a taste in the water, she swam to the nearest Dry-Lander port, climbed from the sea onto a dock – and caused commotion. Locals dropped their goods and ran, screaming. Then she was attacked. She stung two of the assailants but there were others. They netted her like a fish, dragged her through streets and into a cell in some dank building. Hours later, the cell was unlocked. She heard coins exchanged and then a voice speaking the demonic tongue to her. A bearded human in a glittering black robe had had her freed.

Iris has spent the last year in the cloisters of the Guild of Mages, tutoring members in demonology and studying Dry-Lander society. Now she can learn little more in her current position. She will shortly leave Kharé and travel up river.

3,2,15) ORC BERSERKER

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Oliver</i>	AGility	<i>5</i>
Race:	<i>Orc</i>	BEauty	<i>4</i>
Calling:	<i>Fighter</i>	CHarisma	<i>4</i>
Gender:	<i>Male</i>	COntitution	<i>6</i>
Age:	<i>40</i>	EMpathy	<i>2</i>
Height:	<i>180 cm</i>	ENchantment	<i>3</i>
Weight:	<i>105 kg</i>	LUck	<i>4</i>
Favoured Hand:	<i>Right</i>	REasoning	<i>3</i>
Sleep Requirement:	<i>4 hours</i>	Self-Discipline	<i>3</i>
Social Status:	<i>Slave (1)</i>	STrength	<i>6</i>
PERSONALITY			
Goal: <i>duty to his lord</i>			
Plan: <i>acts of glorious bravery</i>			
Boundaries: <i>young children are the future and must be protected</i>			
Idiosyncrasies: <i>apple cider</i>			
Role: <i>warrior</i>			
Traits	+2	+1	0
Creative		X	
Impulsive		X	
Extrovert		X	
Kind			X
Stable		X	
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> <i>shaved head, with thick plait of hair from top of crown;</i> <i>night vision;</i> <i>“Swarm” gift. Surrounded by flies. -2 to HI of opponents within 4 metres. -2 to own Stealth.</i> 			
Devoted to God of: <i>Chaos</i>		Fervour (FV): <i>7</i>	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty: <i>0</i>		Walk: <i>1.0</i>	
Exhaustion Penalty:		Jog: <i>4.0</i>	
Injury Penalties:		Sprint: <i>7.5</i>	
Weakness Penalty:		Prohibited Movement Rates <i>None</i>	
Miscellaneous Penalties:			
Total HI: <i>0</i>			
SKILL		ADVANT	VALUE
Adrenal	Frenzy	<i>Str Adv</i>	<i>6</i>
	Might	<i>Adv</i>	<i>3</i>
	Quickening	<i>Adv</i>	<i>1</i>
	Reflex	<i>-</i>	<i>1</i>
	Resilience	<i>Adv</i>	<i>5</i>
	Stabilisation	<i>Adv</i>	<i>2</i>
		MODS	DEV

	SKILL	ADVANT	VALUE	MODS	DEV
Adv Com	Consolation	<i>Adv</i>	3		
	Stagger	-	3		
	Sunder	-	3		
	Thunderbolt	<i>Disadv</i>	0		
	<i>OTHER ADV COMBAT</i>	-	0		
Art	Blind Fighting	<i>Str Dis</i>	0		
	Devotion	-	3		
	Expression	-	6		
	Influence	-	3		
	Music	-	2		
	Observation	-	4		
	<i>OTHER ART</i>	-	0		
Combat	Ambush Weapon	-	0		
	Axes 1-Hand	<i>Adv</i>	1		
	Axes 2-Hand	<i>Adv</i>	5		
	Club/Hammer/Mace 1-Hand	<i>Adv</i>	1		
	Club/Hammer/Mace 2-Hand	<i>Str Adv</i>	7		
	Slings	-	0		
	Swords 1-Hand	<i>Adv</i>	1		
	Swords 2-Hand	<i>Adv</i>	3		
	Unarmed Strikes	<i>Str Adv</i>	5		
<i>OTHER COMBAT</i>	<i>Adv</i>	0			
Craft	Barbering	-	4		
	Building	-	3		
	Medicine	-	3		
	Metal Working	-	3		
	Mining	-	4		
	Stone Working	-	1		
	Trap Setting	-	4		
	<i>OTHER CRAFT</i>	-	0		
Lore	Botany	<i>Disadv</i>	1		
	Geography – Iron Hills	<i>Disadv</i>	6		
	History – Orc	<i>Disadv</i>	5		
	Theology	<i>Disadv</i>	3		
	Trading	<i>Disadv</i>	4		
	Zoology	<i>Disadv</i>	4		
	<i>OTHER LORE</i>	<i>Disadv</i>	0		
Magic	Aeromancy	<i>Str Dis</i>	0		
	Force	-	1		
	Healing	-	1		
	Lithomancy	-	0		
	Mind	<i>Str Dis</i>	0		
	Nature	<i>Str Dis</i>	0		
	Pyromancy	-	0		
	Wizardry	<i>Str Dis</i>	0		
<i>OTHER MAGIC</i>	<i>Disadv</i>	0			

SKILL		ADVANT	VALUE	MODS	DEV		
Manoeuvre	Brawn	<i>Adv</i>	6				
	Gymnastics	<i>Adv</i>	3				
	Legerdemain	<i>Adv</i>	0				
	Riding	<i>Adv</i>	1				
	Running	<i>Adv</i>	3				
	Stealth	<i>Adv</i>	1	-2			
	Swimming	<i>Adv</i>	2				
LANGUAGE		GRADE	LANGUAGE		GRADE		
<i>Common</i>		<i>Student*</i>	<i>Darkspeech</i>		<i>Native*</i>		
SPELL		DISC/DIFF	SPELL		DISC/DIFF		
<i>Augment Attack</i>		<i>FO 8</i>	<i>Revive</i>		<i>HE 8</i>		
ENCUMBRANCE		KGs	Injuries:				
Weapons		4					
Armour		12.5					
Shield		0					
Equipment		7					
Total		23.5					
Max weight before Enc Penalty		37					
Magic Armour Bonus:		0					
Encumbrance Penalty:		0					
Defence (= 2xAG): 10							
Shield:							
WEAPON	ATTACK	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
	(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)						
<i>Battle Axe: very gifted (+2 magical), slays Dwarves.</i>	7+5+2=14	<i>Str Adv</i>	16	<i>S(P)</i>	4	0	4

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Plate pot helm</i>	1	<i>Plate cuirass</i>	6		
<i>Gambeson hood</i>	1	<i>Leather boots</i>	0.5		
<i>Gambeson hauberk</i>	4				
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	2	1st div: Arm – Right	2		
2nd div: Arm – Left Upper	2	2nd div: Arm – Right Upper	2		
2nd div: Arm – Left Lower	2	2nd div: Arm – Right Lower	2		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	2	1st div: Leg – Right	2		
2nd div: Leg – Left Upper	2	2nd div: Leg – Right Upper	2		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	5	1st div: Torso	5		
2nd div: Head – Face	0	2nd div: Torso – Front	5		
2nd div: Head – Crown	5	2nd div: Torso – Back	5		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	5		
Notes:		2nd div: Torso – Right Side	5		
		2nd div: Torso – Groin	2		
		2nd div: Torso – Bottom	2		
Equipment: <i>Hose, brown wool; belt; purse. Backpack, leather; water skin, leather; knife. Tinderbox, flint and steel. Barbering shears. Pouch containing clay jar with 2 doses of Knight's Speedwell tonic.</i>					
 ^G	 ^G	 ^S	 ^S	 ^B	 ^B
	1	8	19	29	37

Oliver is a berserker in a group of bandits lead by Chief Oscar Red-Tusk. Their lair for the last three months has been a ruined monastery in the eastern Iron Hills. They have lived there well, attacking merchant caravans on the old road between the Dwarf citadel Avod-Rys and the Human sea-port of Solth. Oliver acts as a bodyguard for Oscar. However, on the last few raids, he has had to leave his commander's side and wade into the melee to even the odds as the caravans have been better protected. He knows that Oscar is about to move their camp, worried that bounty hunters will locate them soon.

Hearing a sudden burst of deafening static caused Oliver to collapse a few nights ago. When he got to his feet, he found flies buzzing around him – a blessing from the Chaos God.

3,2,16) ORC WARRIOR-MAGE

Player:	<i>NPC</i>	ATTRIBUTE	VALUE		
Character:	<i>Ona</i>	AGility	<i>5</i>		
Race:	<i>Orc</i>	BEauty	<i>4</i>		
Calling:	<i>Jack</i>	CHarisma	<i>4</i>		
Gender:	<i>Female</i>	COntitution	<i>6</i>		
Age:	<i>34</i>	EMpathy	<i>2</i>		
Height:	<i>137 cm</i>	ENchantment	<i>3</i>		
Weight:	<i>74 kg</i>	LUck	<i>4</i>		
Favoured Hand:	<i>Left</i>	REasoning	<i>3</i>		
Sleep Requirement:	<i>4 hours</i>	Self-Discipline	<i>3</i>		
Social Status:	<i>Chieftain (6)</i>	STrength	<i>5</i>		
PERSONALITY					
Goal: <i>fame</i>					
Plan: <i>paragon – be the best in her city</i>					
Boundaries: <i>duty to her team</i>					
Idiosyncrasies: <i>garish hair dye</i>					
Role: <i>leader</i>					
Traits	+2	+1	0		
Creative		X			
Impulsive			X		
Extrovert		X			
Kind			X		
Stable			X		
			-1		
			-2		
			Traits		
			Conservative		
			Careful		
			Introvert		
			Callous		
			Highly-Strung		
Notes:					
• <i>crew-cut hair dyed pink;</i>		• <i>burn scars on neck and left shoulder;</i>			
• <i>6 gold ear rings in each ear;</i>		• <i>night vision.</i>			
Devoted to God of:		Fervour (FV):	LURPs: <i>n/a</i>		
HINDRANCE (HI)		MOVEMENT RATES			
Encumbrance Penalty:	<i>-2</i>	Walk:	<i>1.0</i>		
Exhaustion Penalty:		Jog:	<i>3.0</i>		
Injury Penalties:		Sprint:	<i>6.0</i>		
Weakness Penalty:		Prohibited Movement Rates	<i>None</i>		
Miscellaneous Penalties:					
Total HI:	<i>-2</i>				
SKILL		ADVANT	VALUE	MODS	DEV
Adrenal	Frenzy	-	<i>0</i>		
	Might	-	<i>3</i>		
	Quickening	-	<i>5</i>		
	Reflex	-	<i>1</i>		
	Resilience	-	<i>4</i>		
	Stabilisation	-	<i>2</i>		
A. C.	Feint	<i>Disadv</i>	<i>4</i>		
	Prediction	<i>Disadv</i>	<i>4</i>		
	<i>OTHER ADV COMBAT</i>	<i>Disadv</i>	<i>0</i>		

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Str Dis</i>	0		
	Expression	<i>Disadv</i>	0		
	Influence	-	3		
	Music	-	2		
	Observation	<i>Adv</i>	4		
	<i>OTHER ART</i>	-	0		
Combat	Axes 1-Hand	-	3		
	Club/Hammer/Mace 1-Hand	<i>Adv</i>	6		
	Crossbows	<i>Adv</i>	5		
	Swords 1-Hand	<i>Disadv</i>	0		
	Swords 2-Hand	<i>Disadv</i>	0		
	Unarmed Grapples	-	4		
	<i>OTHER COMBAT</i>	-	0		
Craft	Embalming	-	5		
	Fletching	-	4		
	Mechanics	-	2		
	Medicine	-	3		
	Metal Working	-	3		
	Mining	-	4		
	Needlecraft	-	1		
	Pick Lock	-	3		
	Trap Setting	-	3		
	<i>OTHER CRAFT</i>	-	0		
Lore	Astronomy	<i>Disadv</i>	0		
	Botany	-	2		
	Demon Lore	-	1		
	Dragon Lore	-	2		
	Fey Lore	-	1		
	Geography – Iron Hills	-	6		
	History – Orc	-	5		
	Theology	-	3		
	Trading	-	4		
	Undead Lore	-	3		
	Zoology	<i>Adv</i>	6		
	<i>OTHER LORE</i>	-	0		
Magic	Force	<i>Adv</i>	4		
	Healing	-	3		
	Lithomancy	<i>Adv</i>	0		
	Mind	<i>Disadv</i>	0		
	Nature	<i>Disadv</i>	0		
	Pyromancy	<i>Adv</i>	6		
	Wizardry	<i>Disadv</i>	2		
	<i>OTHER MAGIC</i>	-	0		

SKILL		ADVANT	VALUE	MODS	DEV		
Manoeuvre	Brawn	-	3				
	Gymnastics	-	3				
	Legerdemain	<i>Disadv</i>	0				
	Riding	-	3				
	Running	-	4				
	Stealth	<i>Adv</i>	5				
	Swimming	-	1				
LANGUAGE		GRADE	LANGUAGE		GRADE		
<i>Common</i>		<i>Student</i>	<i>Darkspeech</i>		<i>Native</i>		
SPELL		DISC/DIFF	SPELL		DISC/DIFF		
<i>Augment Attack</i>		<i>FO 8</i>	<i>Stubborn Flame</i>		<i>PY 8</i>		
<i>Light Step</i>		<i>FO 8</i>	<i>Fire Bolt</i>		<i>PY 10</i>		
<i>Deflect</i>		<i>FO 10</i>	<i>Fire Arrow</i>		<i>PY 12</i>		
<i>Augment Range</i>		<i>FO 10</i>	<i>Fire Ball</i>		<i>PY 12</i>		
<i>Leaping</i>		<i>FO 10</i>	<i>Fire Protection</i>		<i>PY 12</i>		
<i>Clot</i>		<i>HE 10</i>	<i>Detect Magic</i>		<i>WI 8</i>		
<i>Ignore Pain</i>		<i>HE 10</i>	<i>Dispel Magic</i>		<i>WI 10</i>		
ENCUMBRANCE		KGs	Injuries:				
Weapons		5					
Armour		15.5					
Shield		6					
Equipment		8					
Total		34.5					
Max weight before Enc Penalty		29					
Magic Armour Bonus:		0					
Encumbrance Penalty:		-2					
Defence (= 2xAG): 10							
Shield: <i>Medium, metal-reinforced wood</i>							
WEAPON	ATTACK	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
	(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)						
<i>War Hammer: gifted (+1 magical)</i>	6+5+1=12	<i>Adv</i>	10	<i>P(C)</i>	3	15	2.5
<i>Light Crossbow: gifted (+1 magical)</i>	5+3+1=9	<i>Adv</i>	6	<i>P</i>	1(5)	100	2.5

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Gambeson coat</i>	3	<i>Plate pot helm</i>	1		
<i>Brigandine coat</i>	10	<i>Gambeson hood</i>	1		
<i>Leather boots</i>	0.5				
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	4	1st div: Arm – Right	4		
2nd div: Arm – Left Upper	4	2nd div: Arm – Right Upper	4		
2nd div: Arm – Left Lower	4	2nd div: Arm – Right Lower	4		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	1	1st div: Leg – Right	1		
2nd div: Leg – Left Upper	0	2nd div: Leg – Right Upper	0		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	5	1st div: Torso	4		
2nd div: Head – Face	0	2nd div: Torso – Front	4		
2nd div: Head – Crown	5	2nd div: Torso – Back	4		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	4		
Notes:		2nd div: Torso – Right Side	4		
		2nd div: Torso – Groin	4		
		2nd div: Torso – Bottom	4		
Equipment: <i>Blouse, white silk; skirt, purple linen; cloak, black fur with red silk lining; 6 gold ear rings (value 6x1 ☼^G); belt; purse. Satchel, canvas; water skin, leather; knife. Tinderbox, flint and steel. Clay pot with cork bung, contains hair dye cream (pink).</i>					
☼ ^G	☼ ^G	○ ^S	★ ^S	☞ ^B	☪ ^B
	25	28	9	27	3

Ona is the daughter of Oscar Red-Tusk, Chief of a group of bandits in the Iron Hills. Now she leads her own band – three trophy hunters based with her in Kharé, Cityport of Traps. Mud-stained and bedraggled country folk regularly visit Ona and her companions, at their new town house in the merchant's quarter, and pay good money for them to travel out into the wilderness and hunt down and slay whatever dangerous beast is ravaging their village, cattle or crops. Ona's band has quite a reputation now, so that there is no shortage of work.

Ona collects the heads of the creatures that her band kills. They are stuffed and mounted on her entrance hall's walls. They ensure that potential clients know they are paying for quality.

3,2,17) TROLL GUARD

Player:	NPC		ATTRIBUTE	VALUE		
Character:	Timmy		AGility	2		
Race:	Common Troll		BEauty	4		
Calling:	Fighter		CHarisma	3		
Gender:	Male		COntitution	6		
Age:	40		EMpathy	4		
Height:	270 cm		ENchantment	1		
Weight:	1080 kg		LUck	4		
Favoured Hand:	Ambidextrous		REasoning	3		
Sleep Requirement:	8 hours		Self-Discipline	5		
Social Status:	n/a (2)		STrength	8		
PERSONALITY						
Goal: <i>adventure</i>						
Plan: <i>protect his master</i>						
Boundaries: <i>violence only in self-defence, or defence of his master</i>						
Idiosyncrasies: <i>painting</i>						
Role: <i>warrior</i>						
Traits	+2	+1	0	-1	-2	Traits
Creative			X			Conservative
Impulsive				X		Careful
Extrovert			X			Introvert
Kind		X				Callous
Stable	X					Highly-Strung
Notes:						
<ul style="list-style-type: none"> • <i>dark basalt colour with shiny grey flecks;</i> • <i>patch of yellow lichen on pate;</i> • <i>Armour Class 6;</i> • <i>does not become exhausted;</i> 			<ul style="list-style-type: none"> • <i>magical vision;</i> • <i>suffers damage as a large-sized super-resilient creature;</i> • <i>potential unconsciousness in sunlight.</i> 			
Devoted to God of:			Fervour (FV):		LURPs: <i>n/a</i>	
HINDRANCE (HI)			MOVEMENT RATES			
Encumbrance Penalty:		<i>0</i>	Walk:		<i>1.0</i>	
Exhaustion Penalty:		<i>n/a</i>	Jog:		<i>4.0</i>	
Injury Penalties:			Sprint:		<i>7.0</i>	
Weakness Penalty:			Prohibited Movement Rates		<i>None</i>	
Miscellaneous Penalties:						
Total HI:		<i>0</i>				
SKILL			ADVANT	VALUE	MODS	DEV
ALL ADRENAL			<i>n/a</i>	<i>0</i>		
Adv Comb	Stagger		<i>Adv</i>	<i>4</i>		
	Sunder		<i>Adv</i>	<i>4</i>		
	Thunderbolt		<i>Disadv</i>	<i>0</i>		
	Twinshot		<i>Disadv</i>	<i>0</i>		
	OTHER ADV COMBAT		-	<i>0</i>		

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Str Dis</i>	0		
	Expression	-	2		
	Influence	-	3		
	Music	-	0		
	Observation	-	4		
	<i>OTHER ART</i>	-	0		
Combat	Ambush Weapon	-	0		
	Axes 1-Hand	<i>Adv</i>	4		
	Bows	-	0		
	Club/Hammer/Mace 1-Hand	<i>Str Adv</i>	7		
	Crossbows	-	0		
	Slings	-	0		
	<i>Throw Rock</i>	<i>Str Adv</i>	3		
	Unarmed Strikes (punches)	<i>Adv</i>	4		
	Unarmed Grapple (bearhug)	<i>Str Adv</i>	5		
	Unarmed Trips/Throws	<i>Disadv</i>	0		
<i>OTHER COMBAT</i>	<i>Adv</i>	0			
Craft	Building	-	2		
	Metal Working	-	1		
	Mining	-	5		
	Stone Working	-	3		
	<i>OTHER CRAFT</i>	-	0		
Lore	Dragon Lore	<i>Disadv</i>	1		
	Fey Lore	<i>Disadv</i>	1		
	Geography – Solth	<i>Disadv</i>	5		
	History – Troll	<i>Disadv</i>	3		
	Theology	<i>Disadv</i>	1		
	Trading	<i>Disadv</i>	4		
	Undead Lore	<i>Disadv</i>	1		
	Weather Lore	<i>Disadv</i>	2		
	Zoology	<i>Disadv</i>	4		
<i>OTHER LORE</i>	<i>Disadv</i>	0			
Mag	Lithomancy	<i>Dis</i>	3		
	<i>OTHER MAGIC</i>	<i>n/a</i>	0		
Manoeuvre	Brawn	<i>Adv</i>	7		
	Gymnastics	<i>Str Dis</i>	0		
	Legerdemain	<i>Str Dis</i>	0		
	Riding	<i>Str Dis</i>	0		
	Running	<i>Adv</i>	6		
	Stealth	<i>Str Dis</i>	0		
	Swimming	<i>n/a</i>	0		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Student*</i>	<i>Trollish</i>	<i>Native*</i>				
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Summon Tremor</i>	<i>LI 8</i>	<i>Earth Bolt</i>	<i>LI 10</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	<i>4.5</i>						
Armour	<i>0</i>						
Shield	<i>0</i>						
Equipment	<i>42</i>						
Total	<i>46.5</i>						
Max weight before Enc Penalty	<i>127</i>						
Magic Armour Bonus:	<i>0</i>						
Encumbrance Penalty:	<i>0</i>						
Defence (= 2xAG): <i>4</i>							
Shield:							
WEAPON	ATTACK (Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Great Mace</i>	<i>7+2=9</i>	<i>Str Adv</i>	<i>16</i>	<i>C</i>	<i>6</i>	<i>0</i>	<i>4.5</i>
<i>Large Rock</i>	<i>3+2=5</i>	<i>Str Adv</i>	<i>16</i>	<i>C</i>	<i>2</i>	<i>40</i>	<i>10</i>
<i>Punch</i>	<i>4+2=6</i>	<i>Adv</i>	<i>8</i>	<i>C</i>	<i>2</i>	<i>0</i>	<i>0</i>
<i>Grapple</i>	<i>5+2=7</i>	<i>Str Adv</i>	<i>8</i>	<i>G</i>	<i>4</i>	<i>0</i>	<i>0</i>
PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs				
BODY LOCATION	AC	BODY LOCATION	AC				
<i>ALL</i>	<i>6</i>						
Equipment: <i>Sack of 4 lucky rocks, tied to a rope around the neck. Satchel for gem stones, tied to left thigh – empty.</i>							
 ^G	 ^G	 ^S	 ^S	 ^B	 ^B		
	<i>1</i>	<i>8</i>	<i>19</i>	<i>29</i>	<i>37</i>		

Timmy has worked as the personal guard of Neville the Black Mage for twenty years now. They have travelled together through many lands – even across the Sea of Woe on a boat! – searching for the old books that Neville likes so much. Timmy has seen more of the world than he could ever have imagined.

He knew that Humans were fragile creatures, but the recent change in Neville has surprised him. He is skeletally thin now. The glow from his eyes is unnerving, but at least his voice is the same...

3,2,18) WOOD ELF HEALER

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>Wendy</i>	AGility	5
Race:	<i>Wood Elf</i>	BEauty	4
Calling:	<i>Magician</i>	CHARisma	6
Gender:	<i>Female</i>	CONstitution	2
Age:	203	EMpathy	6
Height:	195 cm	ENchantment	4
Weight:	60 kg	LUck	4
Favoured Hand:	<i>Left</i>	REasoning	5
Sleep Requirement:	<i>9 hours</i>	Self-Discipline	2
Social Status:	<i>Lower Gentry (5)</i>	STrength	2
PERSONALITY			
Goal: <i>duty to the sick</i>			
Plan: <i>serve at her temple</i>			
Boundaries: <i>violence only in self-defence</i>			
Idiosyncrasies: <i>goblin theatre</i>			
Role: <i>healer</i>			
Traits	+2	+1	0
Creative			X
Impulsive			X
Extrovert			X
Kind	X		
Stable		X	
			-1
			-2
			Traits
			Conservative
			Careful
			Introvert
			Callous
			Highly-Strung
Notes:			
<ul style="list-style-type: none"> <i>long black hair in plait;</i> <i>amber eyes, with excellent vision, +1 to Observation skill for Action Rolls for visual observation in sunlight,</i> <i>resistant to non-magical disease;</i> <i>“Multifoiled” gift, no armour encumbrance;</i> <i>“Act of Love” gift, may transfer injuries by touching.</i> 			
Devoted to God of: <i>Love</i>		Fervour (FV): <i>11</i>	LURPs: <i>n/a</i>
HINDRANCE (HI)		MOVEMENT RATES	
Encumbrance Penalty: <i>0</i>		Walk: <i>1.0</i>	
Exhaustion Penalty:		Jog: <i>2.5</i>	
Injury Penalties:		Sprint: <i>4.5</i>	
Weakness Penalty:		Prohibited Movement Rates <i>None</i>	
Miscellaneous Penalties:			
Total HI: <i>0</i>			
SKILL		ADVANT	VALUE
Adrenal	Frenzy	<i>Str Dis</i>	<i>0</i>
	Resilience	-	<i>3</i>
	Stabilisation	<i>Disadv</i>	<i>2</i>
	OTHER ADRENAL	<i>Disadv</i>	<i>0</i>
<i>ALL ADVANCED COMBAT</i>		<i>Str Dis</i>	<i>0</i>

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Disadv</i>	0		
	Devotion	-	6		
	Expression	-	2		
	Influence	-	4		
	Music	-	1		
	Observation	-	6		
	<i>OTHER ART</i>	-	0		
Combat	Bows	<i>Disadv</i>	3		
	Club/Hammer/Mace 2H	<i>Str Dis</i>	0		
	Staves	-	4		
	Unarmed Trips/Throws	<i>Disadv</i>	1		
	<i>OTHER COMBAT</i>	<i>Disadv</i>	0		
Craft	Calligraphy	-	4		
	Cookery	-	2		
	Embalming	-	2		
	Fletching	-	1		
	Medicine	<i>Adv</i>	6		
	Needlecraft	-	4		
	Pottery	-	2		
	Watercraft	<i>Disadv</i>	0		
	<i>OTHER CRAFT</i>	-	0		
Lore	Astronomy	<i>Adv</i>	2		
	Botany	<i>Adv</i>	1		
	Demon Lore	<i>Adv</i>	3		
	Geography – High Parkin	<i>Adv</i>	6		
	History – Wood Elf	<i>Adv</i>	7		
	Theology	<i>Adv</i>	7		
	Trading	<i>Adv</i>	4		
	Undead Lore	<i>Adv</i>	1		
	Zoology	<i>Adv</i>	3		
	<i>OTHER LORE</i>	<i>Adv</i>	0		
Magic	Aeromancy	<i>Str Adv</i>	4		
	Curses	<i>Disadv</i>	0		
	Healing	<i>Str Adv</i>	8		
	Lithomancy	-	0		
	Mind	<i>Str Adv</i>	4		
	Nature	<i>Str Adv</i>	6		
	Necromancy	<i>Disadv</i>	0		
	Wizardry	<i>Str Adv</i>	3		
	<i>OTHER MAGIC</i>	<i>Adv</i>	0		
Manoeuvre	Brawn	<i>Disadv</i>	3		
	Gymnastics	<i>Disadv</i>	2		
	Legerdemain	<i>Disadv</i>	0		
	Riding	<i>Disadv</i>	3		
	Running	<i>Disadv</i>	2		
	Stealth	<i>Disadv</i>	3		
	Swimming	<i>Disadv</i>	2		

LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native</i>	<i>Wood Elvish</i>	<i>Master</i>				
<i>Hobbitish</i>	<i>Tourist</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Cold Weapon</i>	<i>AE 8</i>	<i>Delay Injury</i>	<i>HE 15</i>				
<i>Illuminate</i>	<i>AE 8</i>	<i>Item Tattoo</i>	<i>HE 15</i>				
<i>Lightning Bolt</i>	<i>AE 10</i>	<i>Blur</i>	<i>MI 8</i>				
<i>Sudden Light</i>	<i>AE 10</i>	<i>Passion</i>	<i>MI 8</i>				
<i>Cold Ball</i>	<i>AE 12</i>	<i>Speak Language</i>	<i>MI 10</i>				
<i>Summon Fog</i>	<i>AE 12</i>	<i>Illusion</i>	<i>MI 12</i>				
<i>Summon Sylph</i>	<i>AE 12</i>	<i>Sleep</i>	<i>MI 12</i>				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Bestial Guard</i>	<i>NA 8</i>				
<i>Revive</i>	<i>HE 8</i>	<i>Wild Cloak</i>	<i>NA 10</i>				
<i>Clot</i>	<i>HE 10</i>	<i>Eyes of the Bat</i>	<i>NA 12</i>				
<i>Heal Injury</i>	<i>HE 10</i>	<i>Bark Armour</i>	<i>NA 12</i>				
<i>Ignore Pain</i>	<i>HE 10</i>	<i>Bestial Mount</i>	<i>NA 12</i>				
<i>Balance Humour</i>	<i>HE 12</i>	<i>Detect Magic</i>	<i>WI 8</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	2						
Armour	<i>n/a</i>						
Shield	0						
Equipment	9						
Total	11						
Max weight before Enc Penalty	25						
Magic Armour Bonus:	0						
Encumbrance Penalty:	0						
Defence (= 2xAG): 10							
Shield:							
WEAPON	ATTACK (Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Quarterstaff: gifted (+1 magical); dimorphic (Attack ST of a great mace); slays demons); kept in Item Tattoo.</i>	4+5+1=10	-	10	C	5	0	2

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Mail coif</i>	1	<i>Leather shoes</i>	0.25		
<i>Mail hanberk</i>	15				
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	3	1st div: Arm – Right	3		
2nd div: Arm – Left Upper	3	2nd div: Arm – Right Upper	3		
2nd div: Arm – Left Lower	3	2nd div: Arm – Right Lower	3		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	3	1st div: Leg – Right	3		
2nd div: Leg – Left Upper	3	2nd div: Leg – Right Upper	3		
2nd div: Leg – Left Lower	0	2nd div: Leg – Right Lower	0		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	3	1st div: Torso	3		
2nd div: Head – Face	0	2nd div: Torso – Front	3		
2nd div: Head – Crown	3	2nd div: Torso – Back	3		
2nd div: Head – Neck	3	2nd div: Torso – Left Side	3		
Notes:		2nd div: Torso – Right Side	3		
		2nd div: Torso – Groin	3		
		2nd div: Torso – Bottom	3		
Equipment: <i>Jerkin, grey wool; skirt, white cotton; belt; purse; silver crucifix on purple silk ribbon (priest symbol). Cloak, hooded brown bear fur. Sandals, leather. Satchel, leather; water skin, leather; knife. Tinderbox, flint and steel. Private journal; ink flask; quills.</i>					
 ^G	 ^G	 ^S	 ^S	 ^B	 ^B
	8	16	5	28	5

Ever since she saw how Humans suffer at the hand of disease, Wendy has worked as a healer. For decades, she has treated the sick in the Temple of Love in High Parkin. Fifteen years ago, she began to truly devote herself to the Goddess, and she has achieved the rank of Divine.

Wendy wields a powerfully enchanted staff that was made for her by her great uncle Wallace in Pantagast. This is sometimes concealed in an Item Tattoo upon her right wrist.

3,2,19) WOOD ELF RANGER

Player:	<i>NPC</i>	ATTRIBUTE	VALUE
Character:	<i>William</i>	AGility	5
Race:	<i>Wood Elf</i>	BEauty	4
Calling:	<i>Jack</i>	CHARisma	6
Gender:	<i>Male</i>	CONstitution	2
Age:	<i>193</i>	EMpathy	5
Height:	<i>215 cm</i>	ENchantment	4
Weight:	<i>80 kg</i>	LUck	4
Favoured Hand:	<i>Right</i>	REasoning	5
Sleep Requirement:	<i>9 hours</i>	Self-Discipline	2
Social Status:	<i>Peasant (3)</i>	STrength	3

PERSONALITY

Goal: *duty – protecting his homeland*

Plan: *survival*

Boundaries: *protect Wood Elf blood*

Idiosyncrasies: *imitating bird calls with flute*

Role: *ranger*

Traits	+2	+1	0	-1	-2	Traits
Creative				X		Conservative
Impulsive			X			Careful
Extrovert			X			Introvert
Kind		X				Callous
Stable		X				Highly-Strung

Notes:

- *blond hair with decorative wooden comb, carved like a circlet of leaves;*
- *resistant to non-magical disease;*
- *excellent vision, +1 to Observation skill for Action Rolls for visual observation in sunlight.*

Devoted to God of:

Fervour (FV):

LURPs: *n/a*

HINDRANCE (HI)

Encumbrance Penalty: -2

Exhaustion Penalty:

Injury Penalties:

Weakness Penalty:

Miscellaneous Penalties:

Total HI: -2

MOVEMENT RATES

Walk: 1.0

Jog: 2.5

Sprint: 4.5

Prohibited Movement Rates *None*

	SKILL	ADVANT	VALUE	MODS	DEV
Adrl	Quickening	-	3		
	Resilience	-	2		
	<i>OTHER ADRENAL</i>	-	0		
A. C.	Stagger	<i>Str Dis</i>	0		
	Strongarm	-	4		
	Thunderbolt	<i>Disadv</i>	2		
	<i>OTHER ADV COMBAT</i>	<i>Disadv</i>	0		

	SKILL	ADVANT	VALUE	MODS	DEV
Art	Blind Fighting	<i>Disadv</i>	0		
	Expression	-	2		
	Influence	<i>Disadv</i>	1		
	Music	-	6		
	Observation	<i>Adv</i>	6		
	<i>OTHER ART</i>	-	0		
Combat	Bows	<i>Adv</i>	6		
	Daggers/Knives	-	3		
	Flails 1-Hand	<i>Disadv</i>	0		
	Flails 2-Hand	<i>Disadv</i>	0		
	Swords 1-Hand	<i>Adv</i>	5		
	Unarmed Trips/Throws	-	3		
	<i>OTHER COMBAT</i>	-	0		
Craft	Boat Building	-	3		
	Bow Making	-	5		
	Cookery	-	2		
	Fishing	-	1		
	Fletching	-	4		
	Medicine	-	3		
	Needlecraft	-	1		
	Trap Setting	-	2		
	Wood Working	-	5		
	<i>OTHER CRAFT</i>	-	0		
Lore	Astronomy	-	2		
	Botany	-	4		
	Dragon Lore	-	1		
	Fey Lore	-	1		
	Geography - Pantagast	-	4		
	Geography – Solth	-	6		
	History – Wood Elf	-	6		
	Magic Lore	-	6		
	Mathematics	-	1		
	Trading	-	2		
	Undead Lore	-	5		
	Weather Lore	-	3		
	Zoology	-	4		
	<i>OTHER LORE</i>	-	0		
Magic	Aeromancy	<i>Adv</i>	4		
	Curses	<i>Disadv</i>	0		
	Healing	-	3		
	Lithomancy	<i>Disadv</i>	0		
	Mind	<i>Adv</i>	1		
	Nature	<i>Adv</i>	6		
	Necromancy	<i>Disadv</i>	0		
	Wizardry	-	2		
	<i>OTHER MAGIC</i>	-	0		

SKILL		ADVANT	VALUE	MODS	DEV		
Manoeuvre	Brawn	-	3				
	Climbing	-	4				
	Gymnastics	-	2				
	Legerdemain	<i>Disadv</i>	0				
	Riding	-	3				
	Running	-	2				
	Stealth	<i>Adv</i>	5				
	Swimming	-	1				
LANGUAGE	GRADE	LANGUAGE	GRADE				
<i>Common</i>	<i>Native</i>	<i>Wood Elvish</i>	<i>Master</i>				
<i>Hobbitish</i>	<i>Tourist</i>						
SPELL	DISC/DIFF	SPELL	DISC/DIFF				
<i>Cold Weapon</i>	<i>AE 8</i>	<i>Bestial Guard</i>	<i>NA 8</i>				
<i>Illuminate</i>	<i>AE 8</i>	<i>Ears of the Owl</i>	<i>NA 10</i>				
<i>Lightning Bolt</i>	<i>AE 10</i>	<i>Nose of the Wolf</i>	<i>NA 10</i>				
<i>Sudden Light</i>	<i>AE 10</i>	<i>Subjugate Beast</i>	<i>NA 10</i>				
<i>Cold Ball</i>	<i>AE 12</i>	<i>Wild Cloak</i>	<i>NA 10</i>				
<i>Summon Fog</i>	<i>AE 12</i>	<i>Eyes of the Bat</i>	<i>NA 12</i>				
<i>Diagnosis</i>	<i>HE 8</i>	<i>Bark Armour</i>	<i>NA 12</i>				
<i>Revive</i>	<i>HE 8</i>	<i>Bestial Mount</i>	<i>NA 12</i>				
<i>Clot</i>	<i>HE 10</i>	<i>Wild Bow</i>	<i>NA 12</i>				
<i>Ignore Pain</i>	<i>HE 10</i>	<i>Detect Magic</i>	<i>WI 8</i>				
<i>Blur</i>	<i>MI 8</i>	<i>Dispel Magic</i>	<i>WI 10</i>				
<i>Passion</i>	<i>MI 8</i>	<i>Read Text</i>	<i>WI 10</i>				
<i>Speak Language</i>	<i>MI 10</i>	<i>Spell Rune</i>	<i>WI 10</i>				
ENCUMBRANCE	KGs	Injuries:					
Weapons	3.5						
Armour	14.5						
Shield	0						
Equipment	11						
Total	29						
Max weight before Enc Penalty	27						
Magic Armour Bonus:	0						
Encumbrance Penalty:	-2						
Defence (= 2xAG): 10							
Shield:							
WEAPON	ATTACK <small>(Skill + Attribute + fixed modifiers, e.g. Magic Bonus + ST Penalty + Off Hand Penalty)</small>	ADVANT	ATTACK ST	DAMAGE TYPE	DURATION	MAX RANGE	WEIGHT
<i>Long Bow:</i> <i>+2 due to Wild Bow spell.</i>	6+5+2=13	<i>Adv</i>	6	<i>P</i>	1(3)	90	1.5
<i>Scimitar</i>	5+5=10	<i>Adv</i>	8	<i>S(P)</i>	3	0	2

PIECE OF ARMOUR	KGs	PIECE OF ARMOUR	KGs		
<i>Gambeson hood</i>	1	<i>Brigandine coat</i>	10		
<i>Gambeson coat</i>	3	<i>Leather boots</i>	0.5		
BODY LOCATION	AC	BODY LOCATION	AC		
1st div: Arm – Left	4	1st div: Arm – Right	4		
2nd div: Arm – Left Upper	4	2nd div: Arm – Right Upper	4		
2nd div: Arm – Left Lower	4	2nd div: Arm – Right Lower	4		
2nd div: Hand – Left	0	2nd div: Hand – Right	0		
1st div: Leg – Left	1	1st div: Leg – Right	1		
2nd div: Leg – Left Upper	0	2nd div: Leg – Right Upper	0		
2nd div: Leg – Left Lower	1	2nd div: Leg – Right Lower	1		
2nd div: Foot – Left	1	2nd div: Foot – Right	1		
1st div: Head	3	1st div: Torso	4		
2nd div: Head – Face	0	2nd div: Torso – Front	4		
2nd div: Head – Crown	2	2nd div: Torso – Back	4		
2nd div: Head – Neck	2	2nd div: Torso – Left Side	4		
Notes:		2nd div: Torso – Right Side	4		
		2nd div: Torso – Groin	4		
		2nd div: Torso – Bottom	4		
Equipment: <i>Jerkin, grey wool; hose, cream wool; carved wooden circlet; belt; purse. Cloak, hooded black bear fur (+2 to Stealth when hiding from Wild Cloak spell). Backpack, leather; water skin, leather; knife. Quiver; arrows, 30. Tinderbox, flint and steel. Cord for fishing; steel hooks. Iron cooking pot. Private journal; ink flask; quills. Flute, bone.</i>					
					
	8	16	5	28	5

William tends to change his career every twenty years or so, to keep things fresh. Through the last century, he has been a flautist in his great great great grandfather's troupe of travelling musicians, and a carpenter and then a shipwright in the seaport of Solth. Then news of the Great Rift reached him. He stole a horse and rode a hundred leagues down the coast to his home town in Pantagast Forest, to help fight the demonic horde. For the last eighteen years, he has been patrolling the northern marches of the forest, slaying the remnants of the enemy when he finds them. This may become his longest career yet, if the magicians cannot find a way to close the portal.

Before aiming his bow, William will always try to drop his backpack to reduce his HI.

4) CATAclysmic MONSTERS

Unless otherwise noted, the creatures presented earlier in *The Bestiary* are species, i.e. there may be many individuals of each type. Three unique and gigantic monsters are now presented. Each has appeared repeatedly throughout history, triggering catastrophe and the fall of civilisations. The GM may wish to seed her scenarios with tales and legends of one or more of these monsters. Eventually, perhaps the PCs uncover a cult attempting to summon one of them with some arcane ritual, in order to remake the world or for some other insane reason. Whole scenarios can be imagined wherein the PCs attempt to expose and thwart such a cult. (Do people in power believe that such a threat could be real?) If the cult succeeds, perhaps one of these monsters is actually summoned into the world – and wreaks devastation. The GM should note that this will likely be the end of some or all of the PCs, if they are close by. Only one of the monsters can be defeated through normal combat, though this is likely to be beyond even powerful parties. The other two monsters cannot be defeated by the usual means, and their appearance will herald a time of turmoil and chaos that the PCs must try to survive. Perhaps they can find some way to shorten the monster's sojourn, or to divert its attentions elsewhere, or to help survivors...?

Characteristics are not listed for these monsters as they are for other creatures described in *The Bestiary*. The GM should treat them more as unstoppable forces of nature, like earthquakes or hurricanes. They will be more frightening if PCs are given glimpses rather than detailed descriptions, conveying a sense that they cannot comprehend the full scale of what they are witnessing, and are powerless...

4,1) THE BEHEMOTH

The Behemoth is known by many names, including the Moon Wolf, Fenrir and Carcharoth.

The Behemoth's appearance is always associated with a total lunar eclipse. Lore suggests that it appears in the world to punish extravagant civilisations and their excessive taming of the Wilderness. It takes the form of a gigantic wolf which prowls villages, towns and cities, devouring people indiscriminately.

The Behemoth is truly enormous. It will be the largest creature that the PCs have ever witnessed. It stands 20 metres tall at the shoulder, and must be as heavy as a fifteen elephants. Its dense fur is black, with a silver mane down its back. Each of its pupilless eyes is wider than a cartwheel and glows emerald green. And a green light also glows through the hide of its belly, as if it had swallowed some kind of magical fire.

4,1,1) HOW THE BEHEMOTH ATTACKS

The Behemoth bites and claws (one attack at a time). Large-sized prey (and smaller, e.g. people), might be swallowed whole. Both forms of attack do not miss and are instantly fatal, unless the victim is a PC who can expend a LURP. Anyone careless enough to be within melee range of the Behemoth has a 10% chance every 10 seconds of being crushed fatally (knocked or stepped upon).

Every time the Behemoth devours a 66th person, the glow from its belly pulses dazzlingly bright for a moment. Everyone within 66 metres of the wolf at that time must pass a Resistance Roll (Double SD) versus a Difficulty of 12 or be disintegrated.

The Behemoth often makes great bounds, from standing. The impact of its landing is sufficient to knock over nearby trees, buildings and any creatures (except other huge quadrupeds).

The Behemoth unleashes deafening howls. This sound is utterly terrifying. The effect is as the Barghest's howl except that the Difficulty is 18. Any canine creatures hearing the howl are compelled to howl too, even if they would prefer to flee or hide. Bizarrely, the Behemoth's howl always seems to come from the direction of the Moon, even if the Behemoth can be seen howling and the Moon is in some other direction.

4,1,2) HOW THE BEHEMOTH MIGHT BE DEFEATED

For those foolhardy enough to try attacking the Behemoth, it has a Defence of zero (it does not dodge) and an Armour Class of 4. It is invulnerable to attacks unless they are magical and deliver a Damage Score of ≥ 16 . Such attacks each have just a 1% chance of killing the Behemoth, or 16% if made by a weapon enchanted as slaying wolves.

If the Behemoth is slain, its huge carcass instantly dissolves into a green glowing mist, which flows up into the sky (in the direction of the Moon) and vanishes.

A spectacular prayer of intervention, answered by the God of Beasts, will slay the Behemoth. However, such prayers will only be answered if the God is satisfied that enough blood, sweat and tears have been spilled in valiant attempts to defeat the Behemoth. He is happy for the craven to be devoured.

There are tales that the Behemoth will one day devour all of the people who farm the land, and those who live in towns and cities – and that the survivors will be driven to hiding in caves as their ancestors once did, emerging only to hunt for game...

4,2) THE ZIZ

The Ziz is known by many names, including the God Vampire, the Drinker of Rivers and Gul-Batsangue.

The Ziz's appearance is always associated with a total solar eclipse. When this happens, the eclipse lasts for 24 hours, and the path of totality follows the monster wherever it goes. Lore suggests that the Ziz appears in times of war, to punish tyrants for their bloody conquests. It takes the form of a gargantuan bat.

The Ziz will be the largest creature that the PCs have ever witnessed (even those unfortunate enough to have laid eyes on the Behemoth). Its wingspan is 600 metres and its body a third this length. It flies faster than the wind. The beating of its wings booms louder than thunder, and creates a blast like a gale. When it lands, the ground ripples like water, levelling all structures and trees for a great distance around it. The bat walks on its feet and knuckles, wings folded back, and it wades through even stone buildings as if they were made of paper.

As if this were not enough, its enormous body sheds parasites. These are leaping things, flea-shaped and cat-sized. (The GM can use the characteristics of the Giant Wasp, but the parasites jump rather than fly, are Armour Class 1, and make only sting attacks.) They quickly spread through the kilometre or so around the Ziz, hunting for the living. Each parasite makes a stabbing attack with its dagger-like proboscis. If such an attack causes an injury, the victim must pass a Resistance Roll (Double CO), versus a Difficulty of 12, or begin to bleed from all wounds and orifices. The poison causes internal bleeding and prevents coagulation.

There is no known cure. The victim suffers an Injury Penalty due to pain equal to CO-1d10 (minimum of -1) and dies after the same number of minutes. (If the Resistance Roll is passed, the victim just suffers pain – a CO-1d10 Injury Penalty (minimum of -1) for the same number of hours. They will not be bothered by other parasites.) Before long, sewers, streams and rivers run red with blood – which the Ziz drinks, before flying on to the next town or city worthy of its attentions...

4,2,1) HOW THE ZIZ ATTACKS

The Ziz is no more likely to notice a person than a human might an ant. Thus, it usually strikes individuals accidentally. For each character within 50 metres of the bat's feet or its knuckles (i.e. the points touching the ground), roll 1d100 every 20 seconds. A result of:

- 01 to 20 means that they have been knocked off their feet by tremors;
- 21 to 40 means that they have been swatted sideways. They fly in a random direction a number of metres equal to the 1d100 result. Resolve damage as if they had fallen the same distance;
- 41 to 60 means that they have been trodden upon and die instantly;
- 61 to 100 has no effect.

Should an individual within 50 metres of the Ziz's feet or knuckles draw sufficient attention to itself, the Ziz may decide to step on them. The GM should allow a PC to sacrifice a LURP to evade this (mercifully quick) death; otherwise there is no escape.

4,2,2) HOW THE ZIZ MIGHT BE DEFEATED

The Ziz is invulnerable to damage from attacks or spells. However, sunlight causes it to collapse and conflagrate, crumbling to ashes in just a few minutes. Consequently, its excursions into the Natural Realm have never lasted longer than 24 hours – at which time the unnaturally extended solar eclipse ends and sunlight strikes the bat. This is most fortunate, as the Ziz wreaks devastation over a huge distance in 24 hours. What it might do during a longer excursion is too terrifying to comprehend.

There are legends of scores of magicians working in unison to produce magical light sufficiently bright to drive the Ziz away from a city. Attacks by several dragons might also cause it to take flight and move on (noting that the Ziz is dozens of times the size of the largest dragon, so this is akin to a human being mobbed by crows).

Three spectacular prayers of intervention, answered by the Goddesses of Light and Love and at least one other god, and coordinated to strike simultaneously or thereabouts, might banish the Ziz. (Assume that the Gods of Darkness and Chaos intervene to keep it in the Natural Realm, so three other gods must intervene to outweigh their influence.)

Otherwise, only natural cataclysms can harm it, e.g. volcanic eruption, asteroid impact, etc.

(Scenario idea for the GM... The PCs have been locked in a city's gaol for some time. For the last few hours, they have felt the ground shaking and heard horrifying noises. They have seen only their gaoler, sitting on his bench with his keys in one hand and lamp in the other, cowering. Then a revolting flea-like creature bounds into the dungeon and leaps at the surprised gaoler. He flails around for a few moments and then lies still. The creature jumps repeatedly at the bars of the PCs' cells but, fortunately, it cannot squeeze through the bars. Eventually it moves away, out of sight, and the PCs are alone. The shaking of the ground

and strange knocking sounds have weakened significantly now. Can the PCs escape their cells? Can they smell smoke on the air? What will they find when they emerge into daylight?)

4.3) THE LEVIATHAN

The Leviathan is known by many names, including the World Serpent and Amphisbaena.

The Leviathan is thought to be a colossal sea serpent, so large that some say it could eat the Ziz as a dainty morsel. Others say it is so big that it spans the ocean. But none know for sure, for it is a creature only glimpsed at sea for a brief time before disaster strikes. Or perhaps it is just a fantasy of old, rum-addled sailors. Sailors are renowned for their fantastic tales. Some scholars have noted, however, that there are consistent features to the stories told by those mariners that survive the wild seas coinciding with the worst cataclysms. Whenever the ground shakes and an enormous wave, dozens of metres high, sweeps inland, destroying every port for a thousand kilometres along the coast... Whenever the ground shakes and a whole country sinks deep below the waves, drowning an entire nation... Whenever the ground shakes and a vast tract of land rises up out of the ocean, in places bearing beslimed ruins from another age... In every case, sailors out at sea will report seeing a sawtooth mountain range where their charts said none exists. But the kilometre-high peaks were very regular for mountains. And they seemed to be moving across the ship's bearing. And some sailors witnessed other vessels nearby being sucked down by violent currents, leaving not even a piece of flotsam behind. And then the water rose up in a great wave, and swept their ship hundreds of kilometres off course... How can these reports (often garnered by the Magicians' Guild and the Priests of Light) be so consistent, regardless of the continent or century in which they were made?

The Leviathan is described here only in glimpses, as it is presumed that it will not leave the oceans – so only mariners will ever witness it, and they will never see the whole monster. However, might Priests of Waters or the Kalamen have seen the Leviathan in different ways? Might they know that it has two heads, one at each end of its enormous body? Might they have seen the swarms of Ley Orbs that attend it? Might they have witnessed the fearsome currents of water that swirl around it, packed with rocky debris sure to pulverise those coming too close...?



CHAPTER 5 – GOODS AND SERVICES

Adventuring – the chosen profession of all PCs (Player Characters) – is a high-risk job but the rewards are great. While the average peasant farmer’s annual wage might be a few gold suns, an experienced adventurer may find and spend many thousands in a year. This chapter provides example prices for goods and services that PCs will frequently wish to buy or sell.

The GM should vary all prices depending on:

- supply and demand, e.g. something in surfeit or purchased close to its source will be cheaper than something scarce or which has been shipped a long distance;
- quality of the goods, e.g. something crudely made or smaller than usual might be half price, whilst something exquisitely made or far larger than usual might be double the normal price;
- attitudes of the buyer and vendor to each other, i.e. the result of a haggling Action Roll (Trading+CH) should influence the price.

1) EXCHANGE RATE FOR COINAGE

For simplicity, there are just six types of coin in normal circulation, all minted from gold, silver or bronze. A single exchange rate is used universally, such that the following have equal value:

- 1 gold drake (☉^G);
- 10 gold suns (☼^G);
- 100 silver moons (○^S);
- 1,000 silver stars (★^S);
- 10,000 bronze crowns (☞^B);
- 100,000 bronze shields (☐^B).

2) GOODS

2,1) ADVENTURING EQUIPMENT

ITEM	WEIGHT (kg)	PRICE	NOTES
Astrolabe	1.5	1 ☀ ^G	Inclinometer used to determine latitude. Assists with navigation (+2 bonus).
Backpack	1.5	2 ★ ^S	20 litre capacity.
Barrel	5	24 ★ ^S	50 litre capacity. Wooden with iron hoops.
Beeswax	0.25	1 ★ ^S	Used for sealing containers or for waterproofing, or for making ointments. Comes in small wooden lidded jar.
Blanket, heavy	5	7 ★ ^S	
Blanket, light	2.5	2 ★ ^S	
Bottle, large	1	2 ★ ^S	Ceramic with cork stopper. 0.5 litre capacity. Suitable for oil, ink or spirits. (Weight when full.)
Bottle, small	0.25	1 ★ ^S	Ceramic with cork stopper. 0.1 litre capacity. Suitable for 5 doses of herb tonics or poisonous oils. (Weight when full.)
Caltrops	1	5 🐾 ^B	Set of 4. Sharp iron spines arranged so that one of them always points upward from a stable base – used to stumble horses. Each is 10 centimetres across; they are bulky.
Candles	0.25	4 🐾 ^B	Set of 5. Each lights 3 metre radius, lasts 24 hours.
Chalk	0.25	2 ★ ^S	20 sticks.
Chisel	0.5	9 ★ ^S	Iron.
Crowbar	1	1 ○ ^S	Steel.
Fishing pole	2	1 ○ ^S	Pole and line (2 and 20 metres) with hook.
Grappling hook	0.5	1 ○ ^S	Use any thrown weapon combat skill.
Hammer	0.5	1 ○ ^S	Small one-handed tool.
Hammock	0.5	5 🐾 ^B	
Harness	1	1 ☀ ^G	Leather harness for securely tying the wearer to a rope. Adds +1 to Action Rolls for climbing, and almost eliminates the risk of losing the rope, even when falling.
Hourglass	2	1 ☀ ^G	30 minute timer, aids maritime navigation, calculation of spell duration, etc.
Ink and quill	0.25	4 ○ ^S	Glass bottle with 0.25 litres of ink, and a goose feather quill.
Iron spikes	1	1 ○ ^S	A dozen 10 centimetre spikes for climbing.
Jar, lidded	0.25	1 ★ ^S	Ceramic with lid. Suitable for 5 doses of herb ointments, if sealed with beeswax. (Weight when full.)
Journal	1	5 ☀ ^G	Leather-bound, 30x20x5 centimetres, with 120 blank leaves of parchment.
Knife, pocket	0.25	5 ★ ^S	
Ladder, wood	7	30 🐾 ^B	3 metres long. Bears 150 kilograms.

ITEM	WEIGHT (kg)	PRICE	NOTES
Lamp	1	12 ★ ^S	Exposed flame. Lights 5 metre radius. Oil reservoir lasts for 6 hours.
Lantern	2	3 ○ ^S	Sheltered flame behind horn glass. Lights 5 metre radius. Oil reservoir lasts for 12 hours.
Lantern, shuttered	2.5	6 ○ ^S	Allows the radiated light to be varied. Lights 5 metre radius. Oil reservoir lasts for 24 hrs.
Lock picks	0.25	1 ☀ ^G	Set of 5, hardened steel.
Lodestone	0.25	1 ☀ ^G	Magnetic stone, sold with a few iron needles. Assists with navigation (+4 bonus). Rubbing a needle on the lodestone magnetises it, such that it will align north-south when resting on a leaf or cork floating in a bowl of water.
Magnifying Glass	0.25	5 ○ ^S	With brass frame and wooden handle.
Manacles	1.5	5 ○ ^S	Iron, with simple locks.
Mirror, hand	0.25	4 ○ ^S	
Nails	0.25	1 🏰 ^B	20 iron nails. 10 centimetres long.
Oil	0.5	3 🏰 ^B	0.5 litres of olive oil, suitable for lamps or cooking.
Phial, glass	0.1	1 ○ ^S	Glass phial suitable for magic potions. Neck must be snapped off to allow drinking. (Weight when full.)
Pole, wood	4	1 ★ ^S	3 metres long, 5 centimetre diameter. May give small bonus to Action Rolls for balance.
Pot, cooking	1	7 ★ ^S	Iron. 5 litre capacity.
Pouch, leather	0.25	5 🏰 ^B	Attaches to belt. 1 litre capacity.
Purse, leather	0.25	5 🏰 ^B	100 coin capacity. Weighs 1 kg when full.
Quiver, leather	0.25	1 ★ ^S	For arrows or quarrels.
Rope, hemp	3	4 ★ ^S	30 metres. Supports up to 100 kgs.
Rope, silk	1.5	2 ○ ^S	30 metres. Supports max load of 1,000 kilograms.
Rushlights	0.25	1 ♡ ^B	Bundle of 1 dozen, 30 centimetres long. Stripped rush stems dipped in tallow. Each lights 2 metre radius. Burn time 2 minutes per centimetre. Dim but light-weight and cheaply made.
Sack, hemp	1	8 🏰 ^B	75 litre capacity.
Sailor's pack	2	6 ★ ^S	Waxed and waterproof for 2d10+10 minutes (this can be extended by packing one sailor's pack within another). 30 litre capacity.
Satchel, canvas	0.5	1 ○ ^S	Cloth satchel on a shoulder strap, 5 litres.
Scabbard, leather	0.5	15 ★ ^S	Attaches to belt. Price varies with length of sword.
Scroll case	0.25	3 ★ ^S	Waxed leather tube container for parchments. Waterproof for 2d10+10 minutes.

ITEM	WEIGHT (kg)	PRICE	NOTES
Shoulder harness, leather	0.5	2 ○ ^S	Allows 2 weapons (especially long weapons) to be borne on back. Does not stop use of backpack.
Smelling salts	0.1	1 ○ ^S	White crystals of ammonium carbonate.
Soap	0.5	1 ○ ^S	Made from animal fat and herbs. (Better smelling soap made of olive oil costs triple.)
Spade	1.5	15 ☆ ^S	
Stakes, wood	1	7 ♡ ^B	10 stakes
Tarpaulin	3	1 ☆ ^S	3x3 metres. Waxed canvas.
Tent, medium	15	5 ○ ^S	As small tent but sleeps 3 people. 1.5 metres diameter and 3 high. Erects in 20 minutes with 2 people.
Tent, large	50	2 ☀ ^G	Sleeps 10 people. Woollen felt with wooden frame, hemp guy ropes and iron pegs. 3 metres diameter and 3 high. Erects in 2 hours with 2 people. Rain proof.
Tent, small	5	2 ○ ^S	Sleeps 2 people. Cotton canvas with wooden poles, hemp guy ropes and iron pegs. 2.5 metres long and 1 high. Erects in 5 minutes. Leaks in prolonged rain.
Thumbscrew	1	7 ☀ ^G	Iron device favoured by interrogators for its portability.
Tinderbox, flint and steel	0.25	1 ☆ ^S	For lighting fires.
Torch	0.5	3 ♡ ^B	Wooden stave with cloth wrappings soaked in tallow, oil or wax. Lights 10 metre radius. Lasts for 1 hour. Usually for outdoor use, but are customarily mounted on sconces in hallways by the door, so that they are at hand for people needing to go out into the night...
Trap, cord snare	0.5	5 🐰 ^B	Traps rabbits, etc.
Trap, small clamp	3	4 ○ ^S	Iron teathed foot trap for foxes, badgers, etc.
Trap, large clamp	7	7 ○ ^S	Iron teathed foot trap for deer, bears, etc.
Twine	0.5	5 🐰 ^B	30 metres, hemp. Useful for lifting a rope.
Water skin	1	1 🐰 ^B	1 litre capacity. (Weight when full.)
Weapon loop, leather	0.25	3 🐰 ^B	Attaches to belt.
Wheelbarrow	25	12 ○ ^S	
Whetstone	1	1 🐰 ^B	For sharpening blades.

2,2) AMMUNITION

ITEM	WEIGHT (kg)	PRICE	NOTES
Arrows x 20	1	4 ★ ^S	For bows – bodkins or broadheads.
Quarrels x 20	1	8 ★ ^S	For crossbows.

Very rarely, one comes across whistling arrows. These bulb-shaped arrows deliver only Kick-Box damage and have 50% of the normal range. They are also twelve times the normal price. But they emit a loud and eerie whistling sound when launched, which can be useful at times.

2,3) APOTHECARY

Apothecary is the lore and craft of herbs and poisons. Herbs are plants with healing powers that mend the body or mind. Poisons are substances with harmful properties which damage the body or mind by unbalancing the body's humours. Poisons can be extracted from plants and animals (and, rarely, minerals). Both herbs and poisons only harm creatures with similar physiologies to the PC races (except Trolls and Changelings).

Each herb and poison is described now. Afterwards there is explanation of their collection, preparation and use.

2,3,1) DESCRIPTIONS OF PLANTS

The following descriptions include:

- Appearance – a short depiction of the plant's appearance. Note that many herbs and poisons are shrubs or mushrooms that are drab and easy to overlook, or very rare;
- Effects – what a herb or poison does, assuming one dose is correctly applied. There may be a delay, from a few seconds to several hours, before poisons' effects occur. Often, the effects are often determined by the Severity, SV – which relates to the poison's potency and the victim's resistance to it (see the *Resisting Poisons* section shortly).
- Potency (poisons only) – how strong is a poison;
- Cure (poisons only) – how a poison may be cured;
- Application – how much of a herb or poison is needed to make an effective dose, and how the dose must be prepared and applied in order to use it effectively. In most cases, raw herbs must be processed into tonics or ointments before they can be used, and poisons into oils, but some can be used raw;
- Spoilage – how quickly the raw ingredients lose their healing or harmful powers after harvesting. Whereas, if a herb is turned into a tonic or ointment, or a poison into an oil, and it is stored in a well-sealed container, it will retain its potency for about one year;
- Habitat – the types of terrain and climate in which a herb or poison is commonly found, listed in order of preference;
- Rarity – a value reflecting a herb or poisonous plant's scarcity in a particular habitat;
- Value – the value of one dose of the herb or poison once it has been processed and bottled as a tonic, ointment or oil. If the raw herb or poison must be processed into a tonic, ointment or oil before it can be used, then fresh raw ingredients for one dose are worth 50% of this value.

2,3,1,1) **ABBOTSORREL**

- Appearance: Small bell-shaped flower with golden petals and four-lobed shamrock-shaped leaves. Sometimes mistaken for Eyeblind.
- Effects: This herb pulls a comatose or dead user's soul out of the Spirit Realm and replaces it in their body (assuming the body is healthy enough to be able to remain alive). The user will awake into consciousness. Their soul can have been in the Spirit Realm for up to 1 year beforehand.
- Application: One whole root makes one dose of tonic. Pour into the mouth.
- Spoilage: 1 day.
- Habitat: Cold freshwater margin, Rarity 20, value 40 z^G .

2,3,1,2) **ARCHMAGE'S TREFOIL**

- Appearance: Tiny indigo flower with silver three-lobed leaves.
- Effects: This herb immediately restores any loss of ability to cast spells due to spell failures or fumbles. In addition, the victim gains a random madness; its Severity equals 10-CO.
- Potency: 15.
- Cure: Reduce an excess of the relevant humour in the brain to cure the madness.
- Application: One flower makes one dose. Ingest a raw flower or tonic.
- Spoilage: 1 day.
- 1st Habitat: Cold saltwater margin, Rarity 12, value 14 z^G .
- 2nd Habitat: Temperate saltwater margin, Rarity 17, value 29 z^G .

2,3,1,3) **BEETLE NUT**

- Appearance: A tall palm with apple-like fruits. These contain large seeds which have a scarab beetle-like shape, and which have a pleasant peppery taste when chewed.
- Effects: This herb masks feelings of hunger and thirst. After taking it, the user gains a +2 bonus to their CO attribute solely for the purposes of determining Weakness Penalties due to hunger and thirst. This effect lasts for 2 days before ending. An overdose will occur if more Beetle Nut is taken within 2 days of the last dose ending (see *Overdoses* later this chapter and read 48 hours for 24).
- Application: One seed makes one dose. Chew a single seed (but do not swallow), or ingest as tonic.
- Spoilage: 1 month.
- Habitat: Hot plain, Rarity 14, value 28 z^G .

2,3,1,4) **BEZOAK**

- Appearance: Short shrub whose bark is spongy and fibrous, with an orange hue, and whose leaves are lobed like the common Oak.
- Effects: For SV hours, the user suffers no Weakness Penalty due to lack of sleep, and their Injury Penalty due to pain is halved. They gain the madness Amnesia, with Severity equal to 10-CO.
- Potency: 15.
- Cure: Reduce an excess of yellow bile in the liver.
- Application: Three leaves make one dose. Chew raw, but do not swallow.
- Spoilage: 3 months.
- Habitat: Hot mountains, Rarity 9, value 1 z^G .

2,3,1,5) BILEWORT, BLACK

Appearance: Short thorny shrub with tiny dark violet flowers.
 Effects: This herb restores the level of the melancholic humour (black bile) throughout the user's body to a healthy level.
 Application: One whole root makes one dose. Ingest as tonic.
 Spoilage: 1 month.
 Habitat: Hot freshwater margin, Rarity 13, value 17 G.

2,3,1,6) BILEWORT, YELLOW

Appearance: Short thorny shrub with tiny dark golden flowers.
 Effects: This herb restores the level of the choleric humour (yellow bile) throughout the user's body to a healthy level.
 Application: One whole root makes one dose. Ingest as tonic.
 Spoilage: 1 month.
 Habitat: Cold freshwater margin, Rarity 12, value 14 G.

2,3,1,7) BITTERBERRY

Appearance: Small mistletoe-like parasitic plant with milk-white berries. Often mistaken for Cankerwood.
 Effects: Causes pain in the guts. The victim's HI is worsened by -1 for SV hours.
 Potency: 12.
 Cure: Reduce an excess of yellow bile in the stomach.
 Application: One berry makes one dose. Ingest raw, or apply as normal oil.
 Spoilage: 3 weeks.
 Habitat: Temperate woodland, Rarity 14, value 7 G.

2,3,1,8) BLACKFLOWER

Appearance: Tall single-stemmed plant, topped with a large round flower with black petals around a silver centre.
 Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remains conscious, pain worsens their HI by -4 for SV days.
 Potency: 12.
 Cure: Reduce an excess of yellow bile in the liver.
 Application: Twelve seeds make one dose. Apply as crystallising oil.
 Spoilage: 1 month.
 Habitat: Temperate plain, Rarity 14, value 7 G.

2,3,1,9) BLACKGROT

Appearance: The Blackgrot is a metre-high, phallus-shaped toadstool which, like Gloomspore, grows in the filth accumulating beneath populous underground settlements. Routinely harvested and eaten by Dwarves, Orcs and other subterranean races, the flesh of these fungi is surprisingly tasty and nutritious (eating 0.5 kilogram provides sustenance for a whole day). Usually a delicacy, it can form a staple for these races when surface-grown food is in short supply. However, there is a significant side-effect.
 Effects: Agonising photosensitivity. After consuming any Blackgrot (or being exposed to a poisonous oil made from it), creatures suffer pain whilst exposed to sunlight, this worsening HI by -3 for SV days.
 Potency: 15.
 Cure: Reduce an excess of yellow bile in the senses to cure the photosensitivity.

Application: 0.5 kilogram of flesh makes one dose. Ingest raw, or apply as normal oil.
Spoilage: 1 month.
Habitat: Subterranean (deep underground), Rarity 5, value 3 ⚔^G (1 ★^S below ground).

2,3,1,10) BLADDERWRACK

Appearance: Dark green seaweed with black bladder blisters, the size of chicken eggs.
Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, painful breathing worsens their HI by -3 for SV days.
Potency: 12.
Cure: Reduce an excess of yellow bile in the lungs.
Application: One seaweed bladder gives one dose. Inhale raw gas, or apply as vaporising oil. The gas fills a 5 metre radius hemisphere, dissipating after 5 seconds and smelling like brine. Any living (and breathing) creature within the volume, even if only briefly, must resist the poison or be affected.
Spoilage: 1 week.
Habitat: Cold saltwater margin, Rarity 7, value 4 ⚔^G.

2,3,1,11) BLOODSPURGE

Appearance: Crimson coloured moss with black sporophytes.
Effects: This herb restores the level of the sanguine humour (blood) throughout the user's body to a healthy level.
Application: 1 kilogram of moss makes one dose. Apply ointment to the forehead.
Spoilage: 1 day.
Habitat: Cold mountain, Rarity 10, value 10 ⚔^G.

2,3,1,12) BLUEBEARD

Appearance: This lichen hangs like a furry beard on south-facing rocks. It has a blue-green hue.
Effects: This herb protects the user from extreme natural cold, such as might be experienced up in mountains or the far North or South. After taking it, the user gains a +3 bonus to their CO attribute solely for the purposes of determining Weakness Penalties due to hypothermia. This effect lasts for 3 days before ending. An overdose will occur if more Bluebeard is used within 3 days of the last dose ending (see *Overdoses* later this chapter and read 72 hours for 24).
Application: 0.1 kilogram of lichen makes one dose. Apply ointment to the upper lip and nose. The ointment smells of mint.
Spoilage: 1 year.
Habitat: Cold mountain, Rarity 13, value 26 ⚔^G.

2,3,1,13) BRAINBUR

Appearance: Large leafed plant, like rhubarb, with prickly grey fruits.
Effects: This herb restores the level of all humours in the body's senses and brain to a healthy level.
Application: One whole fruit makes one dose. Apply ointment to the forehead.
Spoilage: 1 month.
1st Habitat: Hot woodland, Rarity 10, value 10 ⚔^G.
2nd Habitat: Hot freshwater margin, Rarity 12, value 14 ⚔^G.

2,3,1,14) BRAVEBRIAR

- Appearance: Straggly gorse-like bush with lemon yellow flowers, emitting a faint scent like honey.
- Effects: Whilst smelling a fresh flower, the user gains a +1 bonus to Resistance Rolls versus fear. Whilst smelling the ointment, a +3 bonus is gained.
- Application: Smell a fresh flower, or apply as ointment to the upper lip and nose. A dozen flower heads make one dose of ointment.
- Spoilage: 1 day.
- 1st Habitat: Cold mountain, Rarity 6, value 4 ⚔^G.
- 2nd Habitat: Temperate mountain, Rarity 8, value 6 ⚔^G.
- 3rd Habitat: Hot mountain, Rarity 11, value 12 ⚔^G.

2,3,1,15) CANDLE URCHIN

- Appearance: A large bulb-like cactus with vicious spines as long as fingers, and flame-shaped orange and yellow flowers.
- Effects: If ointment is applied to a burn injury (whether fire, cold, etc.), the injury severity is reduced by one rank, i.e. a fatal injury becomes mortal slow, mortal becomes major, etc. Alternatively, the ointment can be applied to the skin to protect against future injuries occurring within the next CO hours. If a body location is burnt, the injury severity is reduced by one rank. The ointment gives no further protection to that body location.
- Application: 0.1 litre of sap makes one dose. Apply raw or as ointment. Spread upon the skin and hair. The ointment is only effective if applied within 1 hour of the injury (or 2xCO seconds in the case of a fatal injury).
- Spoilage: 1 week.
- Habitat: Hot saltwater margin, Rarity 7, value 15 ⚔^G.

2,3,1,16) CANKERWOOD

- Appearance: Small mistletoe-like parasitic plant with pus-yellow berries. Often mistaken for Bitterberry.
- Effects: This herb restores the level of all humours in the body's heart and lungs to a healthy level.
- Application: One berry makes one dose. Ingest a raw berry or as tonic.
- Spoilage: 1 week.
- 1st Habitat: Cold plain, Rarity 10, value 10 ⚔^G.
- 2nd Habitat: Temperate plain, Rarity 12, value 14 ⚔^G.

2,3,1,17) CLERIC'S ANTLER

- Appearance: Tiny white toadstool shaped like a stag's antlers, which only grows on the graves of nobles.
- Effects: This herb bestows immunity for 24 hours to the cold auras of undead creatures.
- Application: One toadstool makes one dose. Ingest raw or as tonic.
- Spoilage: 1 week.
- Habitat: Temperate plain, Rarity 18, value 32 ⚔^G.

2,3,1,18) COCKSEED

- Appearance: Short woody-stemmed plant with dull red flowers like cockerel wattles.
- Effects: This herb restores the level of all humours in the body's gonads and womb to a healthy level.

Application: One flower makes one dose. Ingest a raw flower or as tonic.
Spoilage: 1 day.
1st Habitat: Hot saltwater margin, Rarity 10, value 10 🌀^G.
2nd Habitat: Temperate saltwater margin, Rarity 12, value 14 🌀^G.

2,3,1,19) COMFREY, CRONE'S

Appearance: Squat plant with broad hairy leaves and crimson bell-shaped flowers.
Effects: This herb regenerates a missing extremity of the body as large as a whole limb. Typically, it is used to restore a part lost due to amputation or Wound Rot disease.
Application: One root makes one dose. Apply as ointment to the stump or wound.
Spoilage: 1 month.
Habitat: Hot saltwater margin, Rarity 17, value 26 🌀^G.

2,3,1,20) COMFREY, MAID'S

Appearance: Squat plant with broad hairy leaves and yellow bell-shaped flowers.
Effects: This herb regenerates a missing small extremity of the body like an ear, nose or finger. Typically, it is used to restore a part lost due to Wound Rot disease.
Application: One root makes one dose. Apply as ointment to the stump or wound.
Spoilage: 1 month.
Habitat: Cold saltwater margin, Rarity 13, value 20 🌀^G.

2,3,1,21) COMFREY, MOTHER'S

Appearance: Squat plant with broad hairy leaves and orange bell-shaped flowers.
Effects: This herb regenerates a missing extremity of the body as large as a hand or foot. Typically, it is used to restore a part lost due to amputation or Wound Rot disease.
Application: One root makes one dose. Apply as ointment to the stump or wound.
Spoilage: 1 month.
Habitat: Temperate saltwater margin, Rarity 15, value 23 🌀^G.

2,3,1,22) CURDLBERRY

Appearance: Squat bush with dark bark, sharp thorns and cream-coloured grape-sized berries.
Effects: Causes pain in the chest. The victim's HI is worsened by -2 for SV days.
Potency: 12.
Cure: Reduce an excess of blood in the heart.
Application: One berry makes one dose. Ingest raw or apply as crystallising oil.
Spoilage: 1 week.
Habitat: Temperate saltwater margin, Rarity 10, value 5 🌀^G.

2,3,1,23) CUTLEAF

Appearance: A dock plant whose leathery leaves have a blueish tinge to their undersides.
Effects: If the user suffers a cut or laceration, and a leaf from this plant is bound against the wound to act as a dressing, then the injury is reduced by one rank, i.e. a fatal injury becomes mortal slow, mortal becomes major, etc. Subsequent injuries at that body location are not affected. (Beheading cannot be treated with this herb.)
Application: 1 leaf makes one dose. Apply raw as a dressing. The dressing is only effective if applied within 1 hour of the injury (or 2xCO seconds in the case of a fatal injury).

Spoilage: 1 week.
 Habitat: Cold plain, Rarity 7, value 15 ⚔^G.

2,3,1,24) DEATH ORCHID

Appearance: Ornate black flowers with crimson inner surfaces, producing a sickly sour scent.
 Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the abdomen worsens their HI by -4 for SV days.
 Potency: 15.
 Cure: Reduce an excess of yellow bile in the liver.
 Application: One whole root makes one dose. Apply as normal oil.
 Spoilage: 1 day.
 Habitat: Hot woodland, Rarity 18, value 9 ⚔^G.

2,3,1,25) DEATH'S SEAT

Appearance: Large bracket fungus that grows on tree trunks, always at least 10 metres from the ground. It is a glistening black in colour, though its underside emits a faint yellow phosphorescence at night.
 Effects: The victim ages $10 \times SV$ years during the next $(2 \times CO) - SV$ hours (minimum of 1). (See the rules for *Aging and Decrepitude* in the *Harms Beyond Combat* chapter.)
 Potency: 12.
 Cure: Reduce an excess of phlegm and black bile in the liver.
 Application: One toadstool gives one dose. Apply as normal oil.
 Spoilage: 1 year.
 Habitat: Cold woodland, Rarity 15, value 25 ⚔^G.

2,3,1,26) DEVIL'S HORN

Appearance: 30 centimetre long blood-red phallus-shaped toadstool, always found protruding from the gaping mouth of a putrefying corpse.
 Effects: No affects for CO hours after failing the Resistance Roll. Then the victim suddenly gains the Amnesia and Manic Depression madnesses with Severities of 8 (the latter causing only mania and not depression; see *Manic Depression* in the *Harms Beyond Combat* chapter). (These effects are for the oil. For those of the mushroom's spores, see *The Bestiary*.)
 Potency: 12.
 Cure: Reduce an excess of yellow bile in the brain.
 Application: One toadstool gives one dose. Apply as normal oil.
 Spoilage: 1 month.
 Habitat: Special, Rarity n/a, value 5 ⚔^G.

2,3,1,27) DROWSEMOSS

Appearance: Course but spongy carpet-like moss. Soft, save for the bones of recent prey. Different varieties are different shades, ranging from purples and pinks to reds and oranges.
 Effects: The victim immediately falls into a deep sleep, from which they cannot be woken (without magic) for SV minutes – even by painful stimuli. (These effects are for the oil. For those of the moss' spores, see *The Bestiary*.)
 Potency: 10.
 Cure: Reduce an excess of phlegm in the brain.

Application: One kilogram of moss gives one dose. Apply as normal oil.
Spoilage: 1 month.
Habitat: Cold, temperate and hot freshwater margin, Rarity 18, value 10 🍄^G.

2,3,1,28) DUCKROOT

Appearance: Waist-high plant with white flowers and leaves shaped like broadhead arrows. Grows in damp soil alongside freshwater, especially marshes. The walnut-sized tubers are nutritious and cooked and eaten by many peoples. If eaten raw, they also have a weak medicinal effect.
Effects: CO% chance of healing a mortal injury. (2xCO)% for a major injury. (3xCO)% for a medium injury. (4xCO)% for a minor injury. If there is no effect, one may try another dose after 24 hours.
Application: 1 tuber makes one dose. Ingest raw.
Spoilage: 1 month.
Habitat: All freshwater margin, Rarity 1, value 1 O^S.

2,3,1,29) DWARFSBANE

Appearance: Tall flower with large silver petals, shaped like a monk's hood, concealing black stamens.
Effects: Only Dwarves are affected. The victim's player must roll 1d100 and, if the result is $\leq(SV \times 20)$, the victim dies immediately. If the victim lives, pain throughout the torso worsens their HI by -5 for SV days.
Potency: 18.
Cure: Reduce an excess of yellow bile in the liver, and black bile in the heart.
Application: One whole root makes one dose. Apply as crystallising oil.
Spoilage: 1 month.
Habitat: Cold woodland, Rarity 20, value 10 🍄^G.

2,3,1,30) EARWEED

Appearance: Small dark green herb with long, flat lettuce-like leaves. Sometimes mistaken for Laysorrel.
Effects: Causes complete deafness.
Potency: 12.
Cure: Reduce an excess of black bile in the senses.
Application: One whole root makes one dose. Apply as crystallising oil.
Spoilage: 3 weeks.
Habitat: Cold woodland, Rarity 12, value 6 🍄^G.

2,3,1,31) ELFSBANE

Appearance: Ground-hugging flower with small golden petals, shaped like a monk's hood, concealing black stamens.
Effects: Only Elves are affected. The victim's player must roll 1d100 and, if the result is $\leq(SV \times 20)$, the victim dies immediately. If the victim lives, pain throughout the torso worsens their HI by -5 for SV days.
Potency: 18.
Cure: Reduce an excess of yellow bile in the liver, and black bile in the heart.
Application: One whole root makes one dose. Apply as crystallising oil.
Spoilage: 1 month.
Habitat: Temperate mountain, Rarity 20, value 10 🍄^G.

2,3,1,32) EYEBLIND

Appearance: Small bell-shaped flower with golden petals and three-lobed shamrock-shaped leaves. Sometimes mistaken for Abbotsorrel.

Effects: Causes complete blindness.

Potency: 12.

Cure: Reduce an excess of black bile in the senses.

Application: One whole root makes one dose. Apply as crystallising oil.

Spoilage: 3 months.

Habitat: Cold plain, Rarity 12, value 6 ⚔^G.

2,3,1,33) EYECAP

Appearance: Small toadstool with a distinctive white cap that has a dark, pupil-like spot in the centre. The gills underneath are a beautiful mauve colour.

Effects: This herb heals an injury to the eye. It will restore blindness caused by a wound rather than poison or disease. If a dose is applied daily for 10-CO days, a whole new eyeball can be regenerated.

Application: One mushroom makes one dose. Bathe eye in tonic.

Spoilage: 1 month.

Habitat: Subterranean, Rarity 12, value 30 ⚔^G.

2,3,1,34) EYRIEMINT

Appearance: Green lichen which smells of mint and grows on rocky slopes beneath Great Raven nests.

Effects: This herb bestows immunity for 24 hours to Demonic Wrongness.

Application: 1 gram of lichen makes one dose. Ingest raw or as tonic.

Spoilage: 1 month.

Habitat: Cold mountain, Rarity 20, value 40 ⚔^G.

2,3,1,35) FIRECAP

Appearance: Sticky black toadstool with red-orange flecks on its cap.

Effects: This herb changes how the user perceives the passage of time, effectively sharpening their senses and letting their mind notice fine detail that would otherwise have been missed. Their Observation skill value is increased by 3 points (to a maximum of 10) for 1d10 minutes. This increases the likelihood that Action Rolls using this skill are successful and, in particular, assists their Reactions Rolls. However, the user's CH, EM and SD attributes are all reduced by 3 points (to a minimum of 1) for the same timescale. In addition, the victim gains a madness – either Amnesia or Flashbacks; its Severity equals 10-CO.

Application: One whole toadstool makes one dose. Ingest raw or as tonic.

Potency: 15.

Cure: Reduce an excess of blood in the senses.

Spoilage: 1 week.

Habitat: Temperate plain, Rarity 15, value 22 ⚔^G.

2,3,1,36) FIRE THORN

Appearance: Small tree, like a hawthorn, but with dark bark and wicked crimson thorns.

Effects: Causes pain in the abdomen. The victim's HI is worsened by -2 for SV days.

Application: 0.1 litre of sap makes one dose. Apply raw sap, or as normal oil.

Potency: 10.

Cure: Reduce an excess of yellow bile in the liver.

Spoilage: 1 week.
Habitat: Cold plain, Rarity 16, value 8 ⚡^G.

2,3,1,37) FOOLHARDY PEAR

Appearance: A golden pear with blood-red flesh inside, found on a tree that grows in certain temperate woodlands. The tree is tall for a fruit tree, and its pears never grow on branches <15 metres from the ground. They have an exceedingly sweet taste, and a powerful syrupy scent which often attracts swarms of insects.

Effects: Anyone eating a fresh Foolhardy Pear (and failing to resist its poison) becomes utterly fearless for the next 1d100 hours. Nothing can frighten them, and they pass Resistance Rolls versus fear effects automatically. They also become reckless – losing the ability to logically assess risk and danger to themselves. Sadly, this often causes fruit pickers to fall to their deaths at the base of the tree (and thereby fertilise it). After the exertion of climbing up into the tree's crown, the scent of the pears can be overwhelming – pickers giving into temptation and eating a pear whilst sitting in the branches. Then, they may choose to jump down to the ground rather than waste time by climbing carefully...

A Foolhardy Pear acts differently if eaten by a Changeling. Rather than becoming fearless, their body's acidity is neutralised for 1d100 hours. This prevents them from ingesting food during that time (which could be fatal given a Changeling's metabolism). However, the Changeling will be able to handle objects without dissolving them – perhaps allowing them to blend in with society more easily. Each time that a Changeling eats a Foolhardy Pear and then dies as a result of hunger, there is a chance (a percentage equalling the number of hours that their acidity was neutralised) that their body (over the next 24 hours) reverts to that of the corpse that originally produced the Changeling – but in a whole and healthy state. Then the Changeling awakes, alive again but having changed race...

Potency: 15
Cure: Reduce an excess of blood and yellow bile in the brain.
Application: One pear makes one dose. Ingest as the raw fruit or as a tonic.
Spoilage: 1 week.
Habitat: Temperate woodland, Rarity 16, value 30 ⚡^G.

2,3,1,38) FREEZEMOSS

Appearance: Turquoise coloured moss with white sporophytes.
Effects: Causes immediate paralysis for SV days. During this time, the victim is completely unable to move their body.

Potency: 12.
Cure: Reduce an excess of phlegm in the brain.
Application: One kilogram of moss gives one dose. Apply as normal oil.
Spoilage: 1 day.
Habitat: Cold freshwater margin, Rarity 13, value 6 ⚡^G.

2,3,1,39) GIBBERHEAD

Appearance: Short brown toadstool – the underside of its cap is bright yellow.
Effects: Madness. The victim gains a random madness; its Severity equals 10-CO.
Potency: 12.
Cure: As for the madness.

Application: One toadstool makes one dose. Apply as normal oil.
 Spoilage: 1 day.
 Habitat: Subterranean (deep underground), Rarity 18, value 9 🍄^G.

2,3,1,40) GLOOMSPORE

Appearance: The Gloomspore is a large toadstool, reaching 10 metres high in some cases. Like Blackgrot, it grows in the filth accumulating beneath populous underground settlements. The gills under its cap emit a faint purple light, making each Gloomspore a lamp in the darkness. Till it spoils, a 0.5 kilogram lump of flesh from a Gloomspore's cap is as bright as a candle.
 Effects: Causes pain in the muscles. The victim's HI is worsened by -1 for SV hours.
 Potency: 10.
 Cure: Reduce an excess of yellow bile in the heart.
 Application: 0.5 kilogram of flesh makes one dose. Apply as normal oil.
 Spoilage: 1 day.
 Habitat: Subterranean (deep underground), Rarity 5, value 3 🍄^G (1 ☆^S below ground).

2,3,1,41) GUTROT

Appearance: Small spherical brown-grey mushrooms. Often mistaken for Trollnuts.
 Effects: Causes pain in the guts. The victim's HI is worsened by -4 for SV days.
 Potency: 12.
 Cure: Reduce an excess of yellow bile in the stomach.
 Application: One toadstool makes one dose. Apply as normal oil.
 Spoilage: 3 months.
 Habitat: Cold plain, Rarity 10, value 5 🍄^G.

2,3,1,42) HALESWELL, GREATER

Appearance: Short woody shrub with black berries, which oozes red sap through cracks in its bark.
 Effects: This herb is like Lordly Haleswell but it only heals a single minor, medium or major injury (the most severe).
 Application: One berry makes one dose. Ingest raw or as tonic.
 Spoilage: 1 week.
 1st Habitat: Cold woodland, Rarity 9, value 8 🍄^G.
 2nd Habitat: Temperate woodland, Rarity 12, value 14 🍄^G.

2,3,1,43) HALESWELL, LESSER

Appearance: Short woody shrub with pale berries, which oozes white sap through cracks in its bark.
 Effects: This herb is like Lordly Haleswell but it only heals a single minor or medium injury (the most severe).
 Application: One berry makes one dose. Ingest raw or as tonic.
 Spoilage: 1 week.
 1st Habitat: Temperate woodland, Rarity 7, value 5 🍄^G.
 2nd Habitat: Hot woodland, Rarity 9, value 8 🍄^G.

2,3,1,44) HALESWELL, LORDLY

Appearance: Short woody shrub with red berries, which oozes white sap through cracks in its bark.
 Effects: This herb heals or regenerates the physical damage of a single minor, medium, major or mortal injury (the most severe). It cures the physical harm

associated with a sudden trauma, e.g. cuts, bruises, sprains, fractures, burns, organ damage, etc., but it cannot heal ailments like the effects of diseases and poisons, or madnnesses. Nor can it regenerate missing limbs or other extremities.

Application: One berry makes one dose. Ingest raw or as tonic.

Spoilage: 1 week.

Habitat: Hot woodland, Rarity 14, value 20 z^G .

2,3,1,45) HOBBITSBANE

Appearance: Tall flower with large pink petals, shaped like a monk's hood, concealing black stamens.

Effects: Only Halflings are affected. The victim's player must roll 1d100 and, if the result is $\leq(SV \times 20)$, the victim dies immediately. If the victim lives, pain throughout the torso worsens their HI by -5 for SV days.

Potency: 18.

Cure: Reduce an excess of yellow bile in the liver, and black bile in the heart.

Application: One whole root makes one dose. Apply as crystallising oil.

Spoilage: 1 month.

Habitat: Hot saltwater margin, Rarity 20, value 10 z^G .

2,3,1,46) HOGWEED

Appearance: Tall stemmed plant with umbrella-shaped cream-coloured flower heads.

Effects: This herb restores the level of all humours in the body's stomach and liver to a healthy level.

Application: One whole root makes one dose. Apply as ointment to the belly.

Spoilage: 3 months.

1st Habitat: Temperate woodland, Rarity 10, value 10 z^G .

2nd Habitat: Cold woodland, Rarity 12, value 14 z^G .

2,3,1,47) IRONWOOD, BLACK

Appearance: A squat tree with silvery leaves and almost black seed pods as long as a man's arm. The bark extrudes droplets of milky white sap, which has incredible nutritional value. The bark must be cut to obtain sufficient sap for a dose, but is so hard that only magic weapons will cut it.

Effects: This herb masks feelings of hunger and thirst. After taking it, the user gains a +3 bonus to their CO attribute solely for the purposes of determining Weakness Penalties due to hunger and thirst. This effect lasts for 3 days before ending. An overdose will occur if more Black Ironwood is taken within 3 days of the last dose ending (see *Overdoses* later this chapter and read 72 hours for 24).

Application: 0.5 litre of sap makes one dose. Ingest raw or as tonic.

Spoilage: 1 month.

Habitat: Hot plain, Rarity 17, value 34 z^G .

2,3,1,48) JUDGE'S HAND

Appearance: This mushroom is shaped like a hand protruding from the soil. Its flesh is pale and luminous. Legend has it that the hand will point at those with the blood of innocents on their hands.

Effects: The scent of this ointment fools the senses of corporeal undead creatures, so that the user appears to be undead too. Often, corporeal undead creatures will ignore the user, preferring to focus their attentions on the living.

Application: One toadstool makes one dose. Apply liberally as an ointment.
 Spoilage: 1 month.
 Habitat: Temperate grassland, Rarity 19, value 19 🍄^G.

2,3,1,49) KINGSFOIL

Appearance: Creeper with tiny white flowers and clusters of black berries.
 Effects: This herb restores the level of all humours throughout the body to a healthy level.
 Application: One whole berry cluster makes one dose. Ingest raw or as tonic.
 Spoilage: 1 month.
 Habitat: Temperate mountain (rocky cliffs), Rarity 20, value 40 🍄^G.

2,3,1,50) LAYSORREL

Appearance: Small green herb with long, flat lettuce-like leaves. Sometimes mistaken for Earweed.
 Effects: This herb immediately wakes the user from sleep or unconsciousness. (Users in coma cannot be revived using this herb; their spirits have left their bodies.).
 Application: One whole root makes one dose of tonic. Pour into the mouth.
 Spoilage: 1 day.
 1st Habitat: Temperate woodland, Rarity 3, value 1 🍄^G.
 2nd Habitat: Cold woodland, Rarity 5, value 2 🍄^G.

2,3,1,51) LOTUS, BLACK

Appearance: A beautiful water lily with pale star-shaped flowers with an iridescent quality, such that they seem to change colour before one's eyes. Its broad floating leaves are dark green above and black below. Its white grape-sized berries are found on stalks off the flower stems below the surface of the water.
 Effects: The victim is overcome by an irrational urge to swim to the bottom of the nearest substantial waterbody. They will plunge in even if they cannot swim, and without pausing first to remove gear or clothing. This urge lasts for 10-CO minutes, after which time the victim comes to their senses – assuming they have not drowned first. (These effects are for the oil. For those of the flowers' perfume, see *The Bestiary*.)
 Potency: 12.
 Cure: Reduce an excess of yellow bile in the lungs and brain.
 Application: Five fruits make one dose. Apply as normal oil.
 Spoilage: 1 month.
 Habitat: Hot freshwater lakes and pools, Rarity 15, value 3 🍄^G.

2,3,1,52) LOTUS, DWAM

Appearance: This water lily has star-shaped flowers of the lightest blue, and its broad floating leaves are dark green above and purple below. Its red grape-sized berries are found on stalks off the flower stems below the surface of the water.
 Effects: 20+CO minutes after poisoning, the victim experiences vivid hallucinations. These occur repeatedly for SV hours, through which time the victim receives a -3 HI Penalty as unnerving sensations flash across their mind. If a Dwam Lotus berry is eaten just before sleep, vivid and disturbing dreams follow. Some believe these dreams reveal secrets about that which is yet to pass.
 Potency: 12.
 Cure: Reduce an excess of phlegm in the stomach and blood in the brain.

Application: Five fruits make one dose. Apply as normal oil.
Spoilage: 1 month.
Habitat: Hot and temperate freshwater lakes and pools, Rarity 13, value 1 🍄^G.

2,3,1,53) MADCAP

Appearance: Giant toadstool that grows up to 4 metres high. Its stalk, which may be up to 1 metre in diameter, is a dull grey colour while its wide domed cap, up to 3 metres across, has a vivid orange upper surface.
Effects: The victim immediately becomes berserk, as if he were using the Frenzy skill. He will attack with violent fury whichever person or creature is nearest – whether friend, foe or innocent bystander – until they fall unconscious or are slain, and will then move onto the next nearest target. The victim cannot try to calm himself and distinguish friend from foe until 20 seconds have elapsed. (These effects are for the oil. For those of the mushroom's spores, see *The Bestiary*.)
Potency: 12.
Cure: Reduce an excess of yellow bile in the brain.
Application: One kilogram of flesh from the toadstool's gills gives one dose. Apply as normal oil.
Spoilage: 1 month.
Habitat: Temperate plain, woodland, freshwater margin, Rarity 18, value 10 🍄^G.

2,3,1,54) MAGEBANE, KNIGHT'S

Appearance: Ground-hugging plant with orange star-like flowers and mauve berries.
Effects: Disrupts spell-casting ability. For the next 10xSV hours, 60% of the victim's spell-casting attempts automatically fail (i.e. the caster's player must score ≥ 7 on 1d10 to cast successfully).
Potency: 15.
Cure: Reduce an excess of black bile and phlegm in the brain.
Application: Sixty berries make one dose. Apply as normal oil.
Spoilage: 1 week.
Habitat: Temperate freshwater margin, Rarity 15, value 8 🍄^G.

2,3,1,55) MAGEBANE, PEASANT'S

Appearance: Ground-hugging plant with white star-shaped flowers and tiny mauve berries.
Effects: Disrupts spell-casting ability. For the next 10xSV seconds, 20% of the victim's spell-casting attempts automatically fail (i.e. the caster's player must score ≥ 3 on 1d10 to cast successfully).
Potency: 10.
Cure: Reduce an excess of black bile and phlegm in the brain.
Application: Twenty berries make one dose. Apply as normal oil.
Spoilage: 1 week.
Habitat: Temperate plain, Rarity 5, value 3 🍄^G.

2,3,1,56) MAGEBANE, SQUIRE'S

Appearance: Ground-hugging plant with yellow star-shaped flowers and tiny mauve berries.
Effects: Disrupts spell-casting ability. For the next 10xSV minutes, 40% of the victim's spell-casting attempts automatically fail (i.e. the caster's player must score ≥ 5 on 1d10 to cast successfully).

Potency: 12.
 Cure: Reduce an excess of black bile and phlegm in the brain.
 Application: Forty berries make one dose. Apply as normal oil.
 Spoilage: 1 week.
 Habitat: Temperate woodland, Rarity 10, value 5 ⚔^G.

2,3,1,57) MANDOS' GIFT

Appearance: Bluebell-like flower, whose petals are ivory-coloured with black spots, giving its bell a rather skull-like appearance.
 Effects: If the victim is undead, roll 1d100 and, if the result is $\leq(SV \times 20)$, they die immediately. Their soul is sucked into the Spirit World for judgement...
 Potency: 15.
 Cure: N/a.
 Application: One whole flower makes one dose. Apply as normal oil – usually to a weapon.
 Spoilage: 1 month.
 Habitat: Cold saltwater margin, Rarity 18, value 9 ⚔^G.

2,3,1,58) MANSBANE

Appearance: Tall flower with large bone-white petals, shaped like a monk's hood, concealing black stamens.
 Effects: Only Humans are affected. The victim's player must roll 1d100 and, if the result is $\leq(SV \times 20)$, the victim dies immediately. If the victim lives, pain throughout the torso worsens their HI by -5 for SV days.
 Potency: 18.
 Cure: Reduce an excess of yellow bile in the liver, and black bile in the heart.
 Application: One whole root makes one dose. Apply as crystallising oil.
 Spoilage: 1 month.
 Habitat: Cold mountain, Rarity 20, value 10 ⚔^G.

2,3,1,59) MONKSORREL

Appearance: Small bell-shaped flower with silver petals and shamrock-shaped leaves.
 Effects: This herb pulls a comatose or dead user's soul out of the Spirit Realm and replaces it in their body. The user will awake into consciousness. The user's body must be healthy enough to be able to remain alive, and their soul cannot have been in the Spirit Realm for longer than one day.
 Application: One whole root makes one dose of tonic. Pour into the mouth.
 Spoilage: 1 day.
 1st Habitat: Temperate freshwater margin, Rarity 15, value 23 ⚔^G.
 2nd Habitat: Temperate woodland, Rarity 17, value 29 ⚔^G.

2,3,1,60) MELKOR'S PACT

Appearance: Ragged shrub with small white flowers which bloom only at night. It yields black berries in the Autumn. The whole plant is poisonous, but the root is most potent.
 Effects: The victim is utterly blind if exposed to sunlight. However, they are able to see in the dark, though all sense of colour is lost and things further than 30 metres away are indistinct – like shapes in mist. These effects last for 24 hours. In addition, the victim gains the madness Obsession; its Severity equals 10-CO. (If they are already obsessed, their SV increases by this amount.) They become fixated on making worthy sacrifices to the God of Darkness.

Potency: 15.
Cure: Reduce an excess of black bile in the senses.
Application: One root make one dose. Ingest as tonic or apply as oil.
Spoilage: 1 month.
Habitat: Temperate freshwater margin, Rarity 11, value 4 🌀^G.

2,3,1,61) NARWHAL'S HORN

Appearance: Tiny ivory-coloured fungus shaped like a spiralling spear, which grows near subterranean waterfalls.
Effects: The victim gains the madness Paranoia; its Severity equals 10-CO. (If they are already paranoid, their SV increases by this amount.) They immediately suffer a bout of paranoia, directed at their closest associates or kin. The Severity of their paranoia increases by 1 point daily.
Potency: 12.
Cure: Reduce an excess of phlegm and black bile in the brain.
Application: Ten mushrooms make one dose. Apply as normal oil.
Spoilage: 1 day.
Habitat: Subterranean, Rarity 12, value 8 🌀^G.

2,3,1,62) NIGHTWITCH

Appearance: A parasitic plant that looks much like a luminous kind of mistletoe. It thrives on mature pine trees growing above 500 metres altitude, and emits an eldritch green glow in the dark. (This is as bright as a candle, and will last for an hour or so after the plant is removed from its host tree.)
Effects: Eating a berry magically enhances the consumer's vision so that they can see in the dark as if it were daylight. However, they also glow with the same green phosphorescence as the plant, suffering a -3 penalty to all Action Rolls for hiding (worsens to -5 in total darkness). These effects last for 1d10-CO hours (minimum of 1). In addition, the victim gains a random madness; its Severity equals 10-CO.
Potency: 15.
Cure: Reduce an excess of blood in the senses.
Application: One whole berry makes one dose. Ingest raw or as tonic.
Spoilage: 1 week.
1st Habitat: Cold mountain, Rarity 7, value 5 🌀^G.
2nd Habitat: Temperate mountain, Rarity 8, value 6 🌀^G.

2,3,1,63) NULWEED, MOUNTAIN

Appearance: Nondescript hairy-leaved weed, with walnut-sized tubers with deep purple flesh.
Effects: For 90 seconds, the user receives a +9 bonus to Resistance Rolls versus spells or other magical effects.
Application: One tuber makes one dose. Ingest as tonic.
Spoilage: 1 month.
Habitat: Hot mountain (volcanic slopes), Rarity 15, value 22 🌀^G.

2,3,1,64) NULWEED, PALM

Appearance: Nondescript hairy-leaved weed, with walnut-sized tubers with bright red flesh.
Effects: For 60 seconds, the user receives a +6 bonus to Resistance Rolls versus spells or other magical effects.

Application: One tuber makes one dose. Ingest as tonic.
 Spoilage: 1 month.
 Habitat: Hot woodland, Rarity 12, value 14 🧙^G.

2,3,1,65) NULWEED, PLAIN

Appearance: Nondescript hairy-leaved weed, with walnut-sized tubers with bright pink flesh.
 Effects: For 30 seconds, the user receives a +3 bonus to Resistance Rolls versus spells or other magical effects.
 Application: One tuber makes one dose. Ingest as tonic.
 Spoilage: 1 month.
 1st Habitat: Hot plain, Rarity 9, value 8 🧙^G.
 2nd Habitat: Temperate plain, Rarity 11, value 12 🧙^G.

2,3,1,66) ORCROOT

Appearance: This plant grows only in places where much Orc or Goblin blood was spilled on the soil. Its appearance is similar to the potato, but its leaves are broader and very hairy and its flowers are vermillion. Brushing its leaves produces an itchy rash on the skin. There are small tubers on the shallow roots. These are not nutritious but have healing or toxic effects, depending on the race of the user.
 Effects: If an Orc or Goblin applies an ointment to a minor, medium or major injury, the associated Injury Penalty is halved. In addition, the injury heals naturally in half of the normal time, e.g. 60/CO days for a major injury. Use of the ointment guarantees a permanent scar, with a distinctive red tinge. If a member of any other race uses the herb, they gain no benefit but must resist a poison of Potency 12 or suffer an immediate bout of madness. They are struck by visions of being in the midst of a violent battle, rendering them completely incapacitated for 60 seconds. They also gain the madness Flashbacks; its Severity equals 10-CO.
 Potency: 12.
 Cure: Reduce an excess of blood in the brain.
 Application: Three tubers make one dose. Apply as ointment to injury.
 Spoilage: 1 month.
 Habitat: Old Orc/Goblin battlefields in temperate climes, Rarity 6, value 1 🧙^G.

2,3,1,67) ORCSALVE

Appearance: This subterranean fungus is an apple-sized puffball, which glows with a faint lime-green colour when exposed to light. It is famously revered and cultivated by Orcs, and it was first recorded growing in the detritus beneath their underground strongholds. Orcs relied heavily on this herb throughout the long years of their wars with the Dwarves, and tried to keep it secret from their enemies, but to no avail. Spores carried by Orc soldiers spread the mushroom into Dwarven tunnels and beyond, and it is now relatively widespread.
 Effects: Minor, medium and major injuries treated with the ointment heal in one-third of the normal time, i.e. 4/CO days for minor, 20/CO for medium and 40/CO days for major.
 Application: Ten puffballs make one dose. Apply as ointment to injury.
 Spoilage: 1 week.
 Habitat: Subterranean, Rarity 7, value 5 🧙^G.

2,3,1,68) ORCSBANE

Appearance: Tall flower with large crimson petals, shaped like a monk's hood, concealing black stamens.

Effects: Only Orcs and Goblins are affected. The victim's player must roll 1d100 and, if the result is $\leq(SV \times 20)$, the victim dies immediately. If the victim lives, pain throughout the torso worsens their HI by -5 for SV days.

Potency: 18.

Cure: Reduce an excess of yellow bile in the liver, and black bile in the heart.

Application: One whole root makes one dose. Apply as crystallising oil.

Spoilage: 1 month.

Habitat: Hot freshwater margin, Rarity 20, value 10 ⚔^G.

2,3,1,69) ORCWRATH

Appearance: Tall cane grass with reddish brushes at their tops.

Effects: Victims immediately lose control of their bladders, and their pupils shrink to points. After 3xCO seconds, they enter a berserk frenzy which lasts for 10-CO minutes. During this time they furiously attack whichever person or creature is nearest – whether friend, foe or innocent bystander – until they fall unconscious or are slain, and then will move on to the next nearest target.

Potency: 12.

Cure: Reduce an excess of yellow bile in the brain.

Application: One kilogram of roots makes one dose. Apply as crystallising oil.

Spoilage: 1 month.

Habitat: Cold freshwater margin, Rarity 10, value 10 ⚔^G.

2,3,1,70) PHLEGMLEAF

Appearance: Short plant with waxy leaves and white star-shaped flowers.

Effects: This herb restores the level of the phlegmatic humour (phlegm) throughout the user's body to a healthy level.

Application: A whole root makes one dose. Apply as ointment to the affected area.

Spoilage: 1 month.

Habitat: Hot plain, Rarity 11, value 12 ⚔^G.

2,3,1,71) PHOSPHOR LICHEN

Appearance: Pallid, bristly lichen which grows in large mats on damp cave walls. It glows with a faint yellow light.

Effects: The lichen leaves a smear of luminous dust on any surface which brushes against it. Attempts to rub off this dust simply spread it over a greater area; it must be washed (or burnt) away. A character that has squeezed through a narrow tunnel covered with the lichen can expect to be covered with the dust. Deposited dust glows for 1d10+EN hours before fading. A palm-sized area gleams as brightly as a sputtering candle; enough to help a person to see in the dark, but also to highlight them to troglodytic enemies.

The lichen is poisonous if ingested. For the next 1d10+EN minutes, the victim is incapacitated by vivid visions. These are generally of the lichen's surface, magnified hundreds of times in mesmerising fractal detail. But the victim might also see glimpses of other creatures moving in the darkness (these having brushed past the lichen previously).

Potency: 12.

Cure: Reduce an excess of phlegm in the senses.

Application: 0.1 kilogram of lichen makes one dose. Ingest raw or apply as normal oil.

Spoilage: 1 day.
 Habitat: Subterranean, Rarity 9, value 1 ⚡^G (1 ☆^S below ground).

2,3,1,72) PINK SHRIEKER

Appearance: Small phallic toadstool that grows up to 15 centimetres high. It has a lurid pink colour.
 Effects: The victim immediately and involuntarily gives a loud shriek, drops anything in their hands, and dashes off in a random direction. They will run as fast as they are able for 10-CO minutes, before coming to their senses. Then, their vision is obscured by glowing pink spots that seem to float before their eyes and which inflict a -1 penalty to Hindrance. Vision returns to normal after 2xSV minutes.
 Potency: 10.
 Cure: Reduce an excess of yellow bile in the senses.
 Application: One toadstool gives one dose. Apply as normal oil.
 Spoilage: 1 year.
 Habitat: Hot woodland, Rarity 7, value 4 ⚡^G.

2,3,1,73) POMANDER ROSE

Appearance: Short thorny briar with pale lilac flowers, emitting a strong scent like mint.
 Effects: Whilst smelling a fresh flower, the user gains a +1 bonus to Resistance Rolls versus disease transmitted by miasma. Whilst smelling the ointment, a +3 bonus is gained.
 Application: Smell a fresh flower, or apply as ointment to the upper lip and nose. A dozen flower heads make one dose of ointment.
 Spoilage: 1 day.
 1st Habitat: Temperate plain, Rarity 6, value 4 ⚡^G.
 2nd Habitat: Hot plain, Rarity 8, value 6 ⚡^G.
 3rd Habitat: Cold plain, Rarity 11, value 12 ⚡^G.

2,3,1,74) QUICKSILVER

Appearance: Liquid metal with a dark silvery and highly reflective surface. It is extremely scarce. Pools of Quicksilver have been found at intersections, and certain alchemists claim to understand the secret to extracting it from scarce minerals. Famously, the mad emperor Il-Phazandur had a fountain of Quicksilver in his throne room, which was constructed by his vizier and alchemist, Anthony of Grisamber.
 Effects: Poisoning causes -1 to HI due to uncontrollable trembling. This penalty is cumulative, i.e. further poisoning by Quicksilver will worsen the trembling and the penalty. In addition, the victim gains the madness Depression; its Severity equals 10-CO. Chronic effects include withdrawal from society, and bouts result in attempts at suicide.
 Quicksilver has special effects against corporeal undead. Physical contact with even a drop causes such a creature to become temporarily insentient and inanimate, until the contact ends. (No Resistance Roll is permitted.) For this reason, pools and canals of Quicksilver are sometimes used in the tombs of wealthy people to protect (or trap) important corpses.
 Potency: 10.
 Cure: (For the living only.) Reduce an excess of blood and black bile in the brain.
 Application: 1 spoonful makes one dose.
 Spoilage: n/a.

Habitat: Subterranean, Rarity 20, value 17 G.

2,3,1,75) REALGAR

Appearance: Ruby-red crystals which occur naturally underground, often in association with gold veins. They are much softer than rubies, however, and are easy to grind to fine powder.

Effects: Vomiting and stomach pain (-2 to HI) for 1d10+CO minutes, followed by sudden death.

Potency: 15.

Cure: Reduce an excess of black bile in the stomach and blood in the lungs.

Application: 0.01 kilograms of powder makes one dose. Apply as powder to food. The powder is odourless and tasteless.

Spoilage: n/a.

Habitat: Subterranean, Rarity 20, value 20 G.

2,3,1,76) SALVE-ALOE

Appearance: A tiny aloe with flame coloured flowers.

Effects: This herb protects the user from extreme natural heat, such as might be experienced in the hot deserts of the South. After taking it, the user gains a +3 bonus to their CO attribute solely for the purposes of determining Weakness Penalties due to hyperthermia. This effect lasts for 3 days before ending. An overdose will occur if more Salve-Aloe is used within 3 days of the last dose ending (see *Overdoses* later this chapter and read 72 hours for 24).

Application: 0.1 litre of sap makes one dose. Apply raw or as ointment to the forehead.

Spoilage: 1 week.

Habitat: Hot plain, Rarity 15, value 30 G.

2,3,1,77) SOMA PALM

Appearance: Squat palm-tree laden with delicious maroon-coloured dates, with sweet flesh around a hard stone. The dates are nutritious except for their soporific effect.

Effects: 20+CO minutes after poisoning, the victim will fall into a deep sleep, full of vivid and disturbing dreams. Some believe these dreams reveal secrets about that which is yet to pass. The victim cannot be woken from this sleep, even by painful stimuli, for SV hours (though a Revive spell might work). The Soma Palm grows best on the fringes of beaches in hot climates, meaning that sailors often fall victim to it. They come ashore, eat the dates and then fall asleep on the beach. Their slumbering bodies are either washed out in the surf and drown, or are eaten alive by gulls and crabs...

Potency: 12.

Cure: Reduce an excess of phlegm in the stomach and blood in the brain.

Application: Ten dates' flesh makes one dose. Ingest raw, or apply as crystallising oil.

Spoilage: 1 month.

Habitat: Hot saltwater margin, Rarity 15, value 1 G.

2,3,1,78) SOUR BIRCH

Appearance: Like a silver birch, but the underside of its peeling bark is black.

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the abdomen worsens their HI by -2 for SV weeks.

Potency: 12.

Cure: Reduce an excess of yellow bile in the liver.
 Application: One kilogram of bark makes one dose. Apply as crystallising oil.
 Spoilage: 1 week.
 Habitat: Temperate freshwater margin, Rarity 12, value 6 🍄^G.

2,3,1,79) SPEEDWELL, KING'S

Appearance: Delicate royal blue flower, with small silvery leaves.
 Effects: This herb heals or regenerates the physical damage of all minor, medium, major and mortal injuries on the user's body. It cures the physical harm associated with a sudden traumas, e.g. cuts, bruises, sprains, fractures, burns, organ damage, etc., but it cannot heal ailments like the effects of diseases and poisons, or madnesses. Nor can it regenerate missing limbs or other extremities.
 Application: One flower makes one dose. Ingest a raw flower or tonic.
 Spoilage: 1 day.
 Habitat: Cold mountain, Rarity 20, value 40 🍄^G.

2,3,1,80) SPEEDWELL, KNIGHT'S

Appearance: Delicate sky blue flower, with small silvery leaves.
 Effects: This herb heals or regenerates the physical damage of a single minor, medium, major or mortal injury (the most severe). It cures the physical harm associated with a sudden trauma, e.g. cuts, bruises, sprains, fractures, burns, organ damage, etc., but it cannot heal ailments like the effects of diseases and poisons, or madnesses. Nor can it regenerate missing limbs or other extremities.
 Application: One flower makes one dose. Ingest a raw flower or tonic.
 Spoilage: 1 day.
 1st Habitat: Temperate mountain, Rarity 10, value 10 🍄^G.
 2nd Habitat: Hot mountain, Rarity 13, value 17 🍄^G.

2,3,1,81) SPEEDWELL, PEASANT'S

Appearance: Delicate white flower, with small silvery leaves.
 Effects: This herb is like Knight's Speedwell but it only heals a single minor or medium injury (the most severe).
 Application: One flower makes one dose. Ingest a raw flower or tonic.
 Spoilage: 1 day.
 1st Habitat: Temperate woodland, Rarity 6, value 4 🍄^G.
 2nd Habitat: Hot woodland, Rarity 8, value 6 🍄^G.

2,3,1,82) SPEEDWELL, SQUIRE'S

Appearance: Delicate turquoise flower, with small silvery leaves.
 Effects: This herb is like Knight's Speedwell but it only heals a single minor, medium or major injury (the most severe).
 Application: One flower makes one dose. Ingest a raw flower or tonic.
 Spoilage: 1 day.
 1st Habitat: Temperate freshwater margin, Rarity 8, value 6 🍄^G.
 2nd Habitat: Hot freshwater margin, Rarity 11, value 12 🍄^G.

2,3,1,83) SPLINTCANE

Appearance: A short reed with a stiff and silvery stem, often lost amongst taller reeds and rushes.

Effects: If the user suffers a bone fracture injury, and a cane of this plant is bound against the skin to act as a splint, then the injury is reduced by one rank, i.e. a fatal injury becomes mortal slow, mortal becomes major, etc. Subsequent fractures at that body location are not affected.

Application: 1 cane makes one dose. Apply raw as a splint. The splint is only effective if applied within 1 hour of the injury (or 2xCO seconds in the case of a fatal injury).

Spoilage: 1 month.

Habitat: Temperate freshwater margin, Rarity 7, value 15 🌀^G.

2,3,1,84) SPIDER CACTUS, RED

Appearance: This spiny cactus has a spherical body supported above the ground on multiple stilt-like roots. All surfaces are covered in crimson spines.

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after (2xCO)-SV hours (minimum of 1). If the victim remain conscious, pain in the head worsens their HI by -2 for SV weeks.

Potency: 10.

Cure: Reduce an excess of yellow bile in the brain.

Application: 0.1 litre of sap makes one dose. Apply raw or as normal oil.

Spoilage: 1 week.

Habitat: Hot plain, Rarity 16, value 8 🌀^G.

2,3,1,85) SWEETLEAF KELP

Appearance: Golden seaweed with a dark brown anchor root.

Effects: This rare seaweed deadens pain and invigorates the user. It reduces the contributions to the user's HI from Exhaustion, Injury and Weakness Penalties by 3 points for 1d10+CO hours. In addition, the victim gains a random madness; its Severity equals 10-CO.

Potency: 15.

Cure: Reduce an excess of yellow bile in the lungs.

Application: One whole root makes one dose. Ingest as tonic.

Spoilage: 1 month.

1st Habitat: Cold saltwater margin, Rarity 13, value 17 🌀^G.

2nd Habitat: Temperate saltwater margin, Rarity 16, value 26 🌀^G.

3rd Habitat: Hot saltwater margin, Rarity 19, value 36 🌀^G.

2,3,1,86) TONGUEBIND

Appearance: Orange lichen found on south-facing rocks.

Effects: Causes complete muteness.

Potency: 12.

Cure: Reduce an excess of black bile in the senses.

Application: 1 gram of lichen makes one dose. Apply as normal oil.

Spoilage: 6 months.

1st Habitat: Cold mountain, Rarity 12, value 6 🌀^G.

2,3,1,87) TROLLNUT

Appearance: Small spherical grey-brown mushrooms. Often mistaken for Gutrot.

Effects: This herb increases the user's ST attribute value by 3 points (to a maximum of 8) for 1d10 minutes. This increases the likelihood that Action Rolls using this attribute are successful and, in particular, increases the damage from

many attacks. However, the user's AG attribute is reduced by 3 points (to a minimum of 1) for the same timescale. In addition, the victim gains a random madness; its Severity equals 10-CO.

Application: One mushroom makes one dose. Ingest raw or as tonic.
 Spoilage: 3 months.
 1st Habitat: Cold plain, Rarity 9, value 8 ⚡^G.
 2nd Habitat: Cold woodland, Rarity 11, value 12 ⚡^G.

2,3,1,88) UNDINE'S HAIR

Appearance: Brown ribbon-like seaweed with a purple bladder blister at its tip, the size of a grapefruit. The weed rarely grows in the shallowest waters, so foragers must dive to reach it.
 Effects: Cutting a bladder releases a gas which, if inhaled, lets the user breathe underwater for 5xCO minutes. Using more than 1 bladder in 24 hours is poisonous, however, resulting in unconsciousness.
 Application: Gas from one bladder makes one dose. Inhale, or ingest as tonic.
 Spoilage: 1 month.
 Habitat: Temperate saltwater margin, Rarity 15, value 30 ⚡^G.

2,3,1,89) VERRA

Appearance: Squat bush with yellowish bark and dark green leaves with silver undersides.
 Effects: Victims lack of inhibition. Their SD is modified by -SV (to a minimum of zero) for SV hours. Verra is often used by interrogators as prisoners who have taken it rarely lie. Victims also become very susceptible to suggestion. In some cultures, Verra is taken as an aphrodisiac.
 Potency: 15.
 Cure: Reduce an excess of blood in the heart and gonads/womb.
 Application: Only effective when imbibed as a tea made by boiling dried leaves in water. Twenty leaves make one dose.
 Spoilage: 1 year.
 Habitat: Hot mountain, Rarity 7, value 3 ⚡^G.

2,3,1,90) WILLOW BARK

Appearance: Bark of the common willow tree.
 Effects: Gives a second Resistance Roll versus Wound Rot. But may only be used once per infection. (It is common knowledge that willows are the most "awake" of species of tree. Stripping bark from one can rouse it, creating a Slowroot. There is a 33% chance that this occurs, per dose of bark stripped. Slowroots are rarely pleased to wake and find someone hacking at their trunk.)
 Application: A palm-sized strip of bark makes one dose. Apply as a poultice to the wound.
 Spoilage: 1 month.
 1st Habitat: Temperate freshwater margin, Rarity 1, value 1 ○^S.
 2nd Habitat: Cold freshwater margin, Rarity 2, value 1 ⚡^G.
 3rd Habitat: Hot freshwater margin, Rarity 5, value 1 ⚡^G.

2,3,1,91) WIZARD'S HAT

Appearance: Black, cone-shaped fungus with yellow flecks, which grows only on the exposed roots of beeches which fell in the night.
 Effects: This poison is often used by assassins fulfilling contracts for political masters. It has no obvious effect for some time, and the victim may not even realise

they have been poisoned. But, 1d100+CO hours later, the victim will suddenly drop dead. In their final few hours, the victim will pronounce their words backwards, without being aware of it.

Potency: 15.
Cure: Reduce an excess of phlegm in the lungs.
Application: Six mushrooms make one dose. Apply as normal oil.
Spoilage: 1 day.
Habitat: Temperate woodland, Rarity 15, value 25 ⚔^G.

2,3,1,92) WOLFSBANE

Appearance: Tall flower with large indigo petals, shaped like a monk's hood, concealing black stamens.
Effects: Only lycanthropes and canine beasts are affected. The victim's player must roll 1d100 and, if the result is $\leq(SV \times 20)$, the victim dies immediately. If the victim lives, pain throughout the torso worsens their HI by -5 for SV days.
Potency: 18.
Cure: Reduce an excess of yellow bile in the liver, and black bile in the heart.
Application: One whole root makes one dose. Apply as crystallising oil.
Spoilage: 1 month.
Habitat: Hot mountain, Rarity 20, value 6 ⚔^G.

2,3,1,93) YAVANNA'S DREAM

Appearance: A vigorous vine that climbs sheltered cliffs benefiting from afternoon sun. It can reach many metres in height. The vine has pink and yellow flowers with a sickly-sweet scent. This is so strong that anyone trying to climb the vine to scale a cliff must pass a Double CO Attribute Roll versus the herb's Potency or become so drowsy and nauseous that they fall.
Effects: A victim poisoned by the oil falls asleep immediately, collapsing to the ground without waking. If left undisturbed, they will sleep for 1d10 hours, during which time they have vivid and unpleasant dreams of their death. Some think that those who are favoured by Yavanna can learn from these dreams so as to avoid dying.
Potency: 12.
Cure: Reduce an excess of phlegm in the senses.
Application: A dozen flowers make one dose. Apply as normal oil.
Spoilage: 1 day.
Habitat: Temperate mountain, Rarity 15, value 20 ⚔^G.

2,3,2) DESCRIPTIONS OF VENOMS

The following descriptions are for venoms, i.e. poisons from animals. They use the same terms as for plant-based poisons, with the following differences:

- Appearance – no description is given of the appearance of venoms – these are generally colourless or milky-white liquids, and the animals themselves are described in *The Bestiary*;
- Application – venoms can sometimes be administered raw, as well as processed into oils to increase their longevity;
- Habitat – the types of terrain and climate in which an animal is commonly found;
- Rarity – no Rarity is listed for venoms of larger animals because they must be hunted rather than foraged for like plants.

2,3,2,1) ARROWHEAD TREE FROG

Effects: Madness. The victim gains a random madness; its Severity equals 10-CO.
 Potency: 12.
 Cure: As for the madness.
 Application: Moisture wrung from one frog's skin gives one dose. Apply as normal oil.
 Spoilage: 1 day.
 Habitat: Hot woodland.
 Rarity: 14.
 Value: 7 G.

2,3,2,2) CENTIPEDE, GIANT

Effects: Causes violent spasms of the muscles of the limbs and face. These trigger a frightening, manic dance and inflict -10 to HI. The effect lasts for SV hours.
 Potency: 15.
 Cure: Reduce an excess of blood and yellow bile in the heart.
 Application: One full venom sack gives one dose. Apply raw or as normal oil.
 Spoilage: 1 day.
 Habitat: Subterranean or dense woodland.
 Value: 5 G.

2,3,2,3) COBRA

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the abdomen worsens their HI by -2 for SV days.
 Potency: 15.
 Cure: Reduce an excess of yellow bile in the liver.
 Application: One full venom sack gives one dose. Apply raw or as normal oil.
 Spoilage: 1 day.
 Habitat: Any hot land.
 Rarity: 10.
 Value: 5 G.

2,3,2,4) DEMON'S BLOOD

Effects: Causes memory loss. Blood from a Class I demon causes the last SV hours to be forgotten. Blood from a Class II demon causes the last SV days to be forgotten. Class III demon blood erases the last SV months, and Class IV the last SV years. Along with memories, skill value increases and memorised spells are also lost, if those accrued in the forgotten period can be identified. Curing the poison will fully restore the victim's memory, however. Demon blood is honey gold in colour. Note that some demons have no blood, e.g. Fire Fiends and Plague Demons.
 Potency: 12.
 Cure: Reduce an excess of black bile in the brain.
 Application: One litre of demon's blood makes one dose. Apply as normal oil.
 Spoilage: 1 hour.
 Habitat: Varies.
 Value: Class times 10 G.

2,3,2,5) DRAGON'S BLOOD

Effects: Poisoning by dragon's blood means the victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim dies immediately. If the victim lives, pain in the chest worsens their HI by -5 for SV days.

Potency: 12 for Old Dragon, 10 for Young Dragon (and less for Dragon-Newt).

Cure: Reduce an excess of black bile in the heart.

Application: One litre of dragon's blood makes one dose. Apply as normal oil.

Spoilage: 1 hour.

Habitat: Varies.

Value: 20 z^G .

2,3,2,6) KALAMAN

Effects: Causes immediate paralysis for $10 \times SV$ seconds. During this time, the victim is completely unable to move their body.

Potency: Kalaman's Unarmed Strikes+CO.

Cure: Reduce an excess of phlegm in the brain.

Application: One full venom sack (beneath the stinger) gives one dose. Apply raw or as normal oil.

Spoilage: 1 hour.

Habitat: Varies.

Value: 5 z^G .

2,3,2,7) NAGA, GREATER

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the head worsens their HI by -4 for SV weeks.

Potency: 15.

Cure: Reduce an excess of blood in the brain.

Application: One full venom sack gives one dose. Apply raw or as normal oil.

Spoilage: 1 day.

Habitat: Any hot land.

Value: 15 z^G .

2,3,2,8) NAGA, LESSER

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the head worsens their HI by -4 for SV days.

Potency: 12.

Cure: Reduce an excess of blood in the brain.

Application: One full venom sack gives one dose. Apply raw or as normal oil.

Spoilage: 1 day.

Habitat: Any hot land.

Value: 10 z^G .

2,3,2,9) OCTOPUS, GIANT

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, painful breathing worsens their HI by -3 for SV days.

Potency: 12.

Cure: Reduce an excess of black bile in the lungs.
 Application: One full venom sack gives one dose. Apply as vaporising oil. This creates gas filling a 5 metre radius hemisphere, dissipating after 5 seconds and smelling like bacon. Any living (and breathing) creature within the volume, even if only briefly, must resist the poison or be affected.
 Spoilage: 1 hour.
 Habitat: Any water.
 Value: 10 G.

2,3,2,10) SCORPION, GIANT

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the chest worsens their HI by -2 for SV weeks.
 Potency: 12.
 Cure: Reduce an excess of black bile in the heart.
 Application: One full venom sack gives one dose. Apply raw or as crystallising oil.
 Spoilage: 1 day.
 Habitat: Any land (non-polar) .
 Value: 10 G.

2,3,2,11) SEA SNAKE

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the abdomen worsens their HI by -2 for SV days.
 Potency: 15.
 Cure: Reduce an excess of yellow bile in the liver.
 Application: One full venom sack gives one dose. Apply as vaporising oil. This creates gas filling a 5 metre radius hemisphere, dissipating after 5 seconds and smelling like fried onions. Any living (and breathing) creature within the volume, even if only briefly, must resist the poison or be affected.
 Spoilage: 1 day.
 Habitat: Hot salt water.
 Rarity: 16.
 Value: 8 G.

2,3,2,12) SPIDER, GREATER GIANT

Effects: Causes immediate unconsciousness, lasting for SV weeks. The venom appears to somehow sustain the victim's body, so that it will survive this period without food or drink (Weakness Penalties do not accrue due to hunger or thirst).
 Potency: 15.
 Cure: Reduce an excess of phlegm in the brain.
 Application: One full venom sack gives one dose. Apply raw or as normal oil.
 Spoilage: 1 day.
 Habitat: Any land (non-polar).
 Value: 20 G.

2,3,2,13) SPIDER, LESSER GIANT

Effects: Causes immediate paralysis for SV days. During this time, the victim is completely unable to move their body.
Potency: 12.
Cure: Reduce an excess of phlegm in the brain.
Application: One full venom sack gives one dose. Apply raw or as normal oil.
Spoilage: 1 day.
Habitat: Any land (non-polar).
Value: 10 G .

2,3,2,14) TARANTULA

Effects: The victim's player must roll 1d100 and, if the result is $\leq(SV \times 10)$, the victim loses consciousness and dies after $(2 \times CO) - SV$ hours (minimum of 1). If the victim remain conscious, pain in the groin worsens their HI by -2 for SV minutes.
Potency: 10.
Cure: Reduce an excess of yellow bile in the gonads.
Application: One full venom sack gives one dose. Apply raw or as normal oil.
Spoilage: 1 day.
Habitat: Any temperate or hot land.
Rarity: 12.
Value: 5 G .

2,3,2,15) WASP, GIANT

Effects: Causes immediate paralysis for $2 \times SV$ minutes. During this time, the victim is completely unable to move their body.
Potency: 12.
Cure: Reduce an excess of black bile in the heart.
Application: One full venom sack gives one dose. Apply raw or as crystallising oil.
Spoilage: 1 day.
Habitat: Any land (non-polar).
Value: 8 G .

2,3,3) HERBS BY EFFECT

The following table divides the herbs by their healing effect. Also listed is the price in gold suns of one dose of each herb in bottled ointment or tonic form. This price is the amount one might pay at a well-stocked apothecary's emporium in a cosmopolitan city, to which herbs have been imported from across the continent (which may be more than the price that one would pay in an area in which the herb is native, as listed in its description).

Herbs (and poisons) are expensive not only because of their powers and rarity, but also because of the danger involved in finding them. Most peasants (reasonably) believe the wilderness to be prowled by man-eating monsters, and would not dare forage further than a few kilometres from the safety of their stockaded villages...

EFFECT		VARIETY OF HERB	PRICE (₶ ^G)	
Ailments	by humour	Bile, Black	Bilewort, Black	17
		Bile, Yellow	Bilewort, Yellow	14
		Blood	Bloodspurge	10
		Phlegm	Phlegmleaf	12
	by body system	Gonads / Womb	Cockseed	14
		Heart / Lungs	Cankerwood	14
		Senses / Brain	Brainbur	14
		Stomach / Liver	Hogweed	14
All humours	Kingsfoil	40		
Disease resistance		Pomander Rose	12	
		Willow Bark	0.01	
Enhancement of attribute or skill		Firecap	22	
		Nightwitch	6	
		Sweetleaf Kelp	36	
		Trollnut	12	
Fear resistance		Bravebriar	12	
		Foolhardy Pear	30	
Immunity	Demonic Wrongness		Eyriemint	40
	Undead Cold Aura		Cleric's Antler	32
	Undead senses		Judge's Hand	19
Injuries	Minor or Medium	Haleswell, Lesser	8	
		Orcroot	1	
		Orcsalve	5	
		Speedwell, Peasant's	6	
	Minor, Medium or Major	Haleswell, Greater	14	
		Orcroot	1	
		Orcsalve	5	
		Speedwell, Squire's	12	
	Minor, Medium, Major or Mortal	Duckroot	1	
		Haleswell, Lordly	20	
		Speedwell, Knight's	17	
		Speedwell, King's	40	
	Burns	Candle Urchin	15	
	Fractures	Splintcane	15	
Wounds	Cutleaf	15		
Pain resistance		Bezoak	1	
Regeneration		Crone's Comfrey	26	
		Eyecap	30	
		Maid's Comfrey	20	
		Mother's Comfrey	23	
Revival or resurrection		Abbotsorrel	40	
		Laysorrel	2	
		Monksorrel	29	
Spell-casting restoration		Archmage's Trefoil	29	
Spell resistance		Nulweed, Mountain	22	
		Nulweed, Palm	14	
		Nulweed, Plain	12	

EFFECT	VARIETY OF HERB	PRICE (₵ ^G)
Survival	Beetle Nut	28
	Black Ironwood	34
	Bluebeard	26
	Salve-Aloe	30
Water-breathing	Undine's Hair	30

2,3,4) POISONS BY EFFECT

The following table divides the poisons by their harmful effect, and lists their oil type.

Also listed is the price in gold suns of one dose of each poison as a bottled oil. This price is the amount one might pay at a well-stocked apothecary's emporium in a cosmopolitan city, to which poisons have been imported from across the continent (rather than the price that one would pay in an area in which the poison is native, as listed in its description). If a poison is illegal and purchased "under the counter", the GM should add 50% to the cost.

EFFECT	VARIETY OF POISON	OIL TYPE	PRICE (₵ ^G)
Aging	Death's Seat	Normal	25
Amnesia	Demon's Blood	Normal	Class x 10
Blindness	Eyeblind	Crystallising	6
	Melkor's Pact	Normal	4
	Pink Shrieker	Normal	4
Deafness	Earweed	Crystallising	6
Death	Mandos' Gift	Normal	9
	Realgar	Special	20
	Wizard's Hat	Normal	25
Frenzy	Madcap	Normal	10
	Orcwrath	Crystallising	10
Madness	Arrowhead Tree Frog	Normal	7
	Black Lotus	Normal	3
	Dwam Lotus	Normal	1
	Devil's Horn	Normal	5
	Gibberhead	Normal	9
	Narwhal's Horn	Normal	8
	Orcroot	Normal	1
	Quicksilver	Special	17
Muteness	Verra	Infusion	3
	Tonguebind	Normal	6
Pain	Bitterberry	Normal	7
	Curdleberry	Crystallising	5
	Fire Thorn	Normal	8
	Gloomspore	Normal	3
	Gutrot	Normal	5
Pain (photosensitive)	Blackgrot	Normal	3

EFFECT	VARIETY OF POISON	OIL TYPE	PRICE (₹^G)
Pain with risk of death	Blackflower	Crystallising	7
	Bladderwrack	Vaporising	4
	Cobra Venom	Normal	5
	Death Orchid	Normal	9
	Dragon's Blood	Normal	20
	Dwarfsbane	Crystallising	6
	Elfsbane	Crystallising	6
	Giant Octopus Venom	Vaporising	10
	Giant Scorpion Venom	Crystallising	10
	Giant Wasp Venom	Crystallising	8
	Greater Naga Venom	Normal	15
	Hobbitsbane	Crystallising	6
	Lesser Naga Venom	Normal	10
	Mansbane	Crystallising	6
Orcsbane	Crystallising	6	
Pain with risk of death	Red Spider Cactus	Normal	8
	Sea Snake Venom	Vaporising	8
	Sour Birch	Crystallising	6
	Tarantula Venom	Normal	5
	Wolfsbane	Crystallising	6
Paralysis	Freeze Moss	Normal	6
	Kalaman Sting	Normal	5
	Lesser Giant Spider Venom	Normal	10
	Phosphor Lichen	Normal	1
Sleep	Drowse Moss	Normal	10
	Soma Palm	Crystallising	1
	Yavanna's Dream	Normal	20
Spasms	Giant Centipede Venom	Normal	5
Spell disruption	Knight's Magebane	Normal	8
	Peasant's Magebane	Normal	3
	Squire's Magebane	Normal	5
Unconsciousness	Greater Giant Spider Venom	Normal	20

2,3,5) HERBS AND POISONS BY HABITAT

The following table divides the herbs and poisonous plants (the latter in *italics*) by terrain and climate, and orders them by Rarity.

		CLIMATE		
		COLD	TEMPERATE	HOT
TERRAIN	PLAIN	(e.g. tundra) 7: Cutleaf 9: Trollnut 10: Cankerwood <i>10: Gutrot</i> 11: Pomander Rose <i>12: Eyebblind</i> <i>16: Fire Thorn</i>	(e.g. prairie) <i>5: Peasant's Magebane</i> 6: Orcroot 6 : Pomander Rose 11: Plain Nulweed 12: Cankerwood <i>14: Blackflower</i> 15: Firecap 18: Cleric's Antler <i>18: Madcap</i> 19: Judge's Hand	(e.g. savannah) 8: Pomander Rose 9: Plain Nulweed 11: Phlegmleaf 14: Beetle Nut 15: Salve-Aloe 17: Black Ironwood <i>16: Red Spider Cactus</i>
	FRESHWATER MARGIN	(e.g. mountain stream) 1: Duckroot 2: Willow Bark <i>10: Orcwrath</i> 12: Yellow Bilewort <i>13: Freezemoss</i> <i>18: Drowsemoss</i> 20: Abbotssorrel	(e.g. river margin) 1: Duckroot 1: Willow Bark 7: Splintcane 8: Squire's Speedwell <i>12: Sour Birch</i> <i>11: Melkor's Pact</i> <i>13: Dwam Lotus</i> 15: Monksorrel <i>15: Knight's Magebane</i> <i>18: Drowsemoss</i> <i>18: Madcap</i>	(e.g. swamp) 1: Duckroot 5: Willow Bark 11: Squire's Speedwell 12: Brainbur 13: Black Bilewort <i>13: Dwam Lotus</i> <i>15: Black Lotus</i> <i>18: Drowsemoss</i> <i>20: Orcsbane</i>
	WOODLAND	(e.g. pine forest) 5: Laysorrel 9: Greater Haleswell 11: Trollnut 12: Hogweed <i>12: Earweed</i> <i>15: Death's Seat</i> <i>20: Dwarfsbane</i>	(e.g. deciduous wood) 3: Laysorrel 6: Peasant's Speedwell 7: Lesser Haleswell 10: Hogweed <i>10: Squire's Magebane</i> 12: Greater Haleswell <i>14: Bitterberry</i> <i>15: Wizard's Hat</i> 16: Foolhardy Pear 17: Monksorrel <i>18: Madcap</i>	(e.g. jungle) <i>7: Pink Shrieker</i> 8: Peasant's Speedwell 9: Lesser Haleswell 10: Brainbur 12: Palm Nulweed 14: Lordly Haleswell <i>18: Death Orchid</i>
	MOUNTAIN	(e.g. snowy scree) 6: Bravebriar 7: Nightwitch 10: Bloodspurge <i>12: Tonguebind</i> 13: Bluebeard 20: Eyriemint 20: King's Speedwell <i>20: Mansbane</i>	(e.g. rocky cliff) 8: Bravebriar 8: Nightwitch 10: Knight's Speedwell <i>15: Yavanna's Dream</i> 20: Kingsfoil <i>20: Elfsbane</i>	(e.g. old larva flow) <i>7: Verra</i> 9: Bezoak 11: Bravebriar 13: Knight's Speedwell 15: Mountain Nulweed <i>20: Wolfsbane</i>

		CLIMATE		
		COLD	TEMPERATE	HOT
TERRAIN	SALTWATER MARGIN	(e.g. rock pools, cliffs) 7: <i>Bladderwrack</i> 12: Archmage's Trefoil 13: Sweetleaf Kelp 13: Maid's Comfrey 18: <i>Mandos' Gift</i>	(e.g. rock pools, cliffs) 10: <i>Curdleberry</i> 12: Cockseed 15: Mother's Comfrey 15: Undine's Hair 16: Sweetleaf Kelp 17: Archmage's Trefoil	(e.g. rock pools, cliffs) 7: Candle Urchin 10: Cockseed 15: <i>Soma Palm</i> 17: Crone's Comfrey 19: Sweetleaf Kelp 20: <i>Hobbitsbane</i>
	SUB-TERRANEAN	n/a	(e.g. cave) 5: <i>Blackgrot</i> 5: <i>Gloomspore</i> 7: Orcsalve 9: <i>Phosphor Lichen</i> 12: Eyecap 12: <i>Narwhal's Horn</i> 18: <i>Gibberhead</i> 20: <i>Quicksilver</i> 20: <i>Realgar</i>	n/a

2,3,6) FORAGING FOR HERBS AND POISONS

Finding herbs and poisonous plants in the wild depends on a character's Botany skill value, which reflects his ability to know where and for what to look, along with his luck and persistence.

First, the GM must identify which varieties of herbs and poisonous plants are growing in the locality being searched by the character. This will depend on the local habitat, i.e. the climate and terrain (see the *Herbs and Poisons by Habitat* section previously). The GM throws 1d10 plus each variety's Rarity, and makes a note of the total for each variety. These rolls may explode on a natural 10, of course.

The character's player makes a foraging Action Roll (Botany+LU) at the end of a day of searching. Hindrance should be applied, as usual. The GM compares the score of the Action Roll with the score produced by her roll for each variety of plant present in the locality. If the Action Roll:

- scored the same or more than any of the GM's rolls, then plants of those varieties have been discovered by the character. Each variety found by the character yields at least one dose. The percentage chance of obtaining a second dose equals 20-Rarity. If a second dose is found, the percentage change of obtaining a third dose is 1%. No further doses will be found of that variety of plant.
- scored less than the GM's rolls, then no doses of those varieties of plant have been found by the character.
- is fumbled, then the GM might decide that the character has mistaken a poisonous plant for the desired herb, or a useless plant for the desired poison, or has encountered a dangerous creature.

This assumes that the character is able to search for a full day (10 hours). For every hour less than a full day spent searching, a -1 penalty applies to the foraging Action Roll.

The character can make a foraging Action Roll every day spent searching. Obviously, searching for more days increases the chance that further doses of herbs and poisonous plants are harvested, and that all of the varieties present are discovered. However, the GM should be quick to rule that a particular area has been harvested, so characters have to move their search.

E.g. a character with a LU attribute of 4 and a Botany skill value of 6 searches for herbs along the river near his home – a cold freshwater margin habitat. The GM identifies four varieties of herb present in this habitat: Duckroot (Rarity 1), Willow Bark (Rarity 2), Yellow Bilewort (Rarity 12) and Abbotsorrel (Rarity 20). The poisons Orcwrath (Rarity 10), Freezemoss (Rarity 13) and Drowse moss (Rarity 18) could also be found here. She rolls as follows:

- Willow Bark, 1d10+2, scoring 4;
- Orcwrath, 1d10+10, scoring 16;
- Yellow Bilewort, 1d10+12, scoring 16;
- Freezemoss, 1d10+13, scoring 15;
- Duckroot, 1d10+1, scoring 21 after exploding two dice;
- Drowse moss, 1d10+18, scoring 29;
- Abbotsorrel, 1d10+20, scoring 29.

The character spends a full day in his search, scouring the riverbank from dawn till dusk. At the end of the day, the player makes his foraging Action Roll, throwing 1d10+4+6 and scoring 14. Not enough to equal or exceed any of the GM's results, save for Willow Bark. Given the danger of stripping this bark, the character decides to leave this herb unharvested.

The character continues his search through the next day, further upstream. This time he is luckier – his foraging Action Roll scores 18. Enough to find Orcwrath, Yellow Bilewort and Freezemoss, but not Duckroot, Drowse moss and Abbotsorrel. The percentage chance of finding a second dose of the varieties that have been found equals 20-Rarity, i.e. 20-10=10% for Orcwrath, 20-12=8% for Yellow Bilewort and 20-13=7% for Freezemoss. The character's player rolls 1d100 and scores 09. This is low enough to find a second dose of Orcwrath, but not Yellow Bilewort and Freezemoss. The percentage chance of finding a third dose of Orcwrath is 1%. The GM asks the player to roll another 1d100. He throws 23 so his character has not found any further doses.

Thus, the character's foraging has yielded two doses of Orcwrath, one dose of Yellow Bilewort and Freezemoss, but no Drowse moss or Abbotsorrel.

2,3,6,1) FORAGING FOR VENOMS

The GM may allow the players to hunt for common, small venomous animals (like tarantulas, frogs and snakes) using similar rules as for hunting game to eat – see the Zoology skill in the *Actions* chapter. However, the hunting of larger venomous animals (such as Giant Spiders) should be role-played, since hunter may become hunted...

In addition, a successful apothecary Action Roll (Medicine+AG) should be required in order to extract the venom from large animals, and any fumble should result in the character being exposed to the poison. It can be hazardous to locate venom sacks on the carcass and drain them into a flask, especially in the case of venoms that make vaporising oils – it being almost impossible to extract these venoms without some boiling off into poison gas.

In most cases, an apothecary Action Roll is not required to obtain ingredients from herbs or poisonous plants. It is a routine action to pick berries or dig up roots. However, species which emit toxic spores, like Drowsemoss, can be very hazardous to harvest.

2,3,7) PREPARING HERBS AND POISONS

Raw herbs and poisons are often made into tonics, ointments and oils in order to administer them more easily, and to extend their longevity.

2,3,7,1) HERBS INTO TONICS AND OINTMENTS

Herbs can be made into either a tonic or ointment. Tonics are drunk and ointments are applied to the skin. If kept in well-sealed containers, all tonics and ointments generally retain their potency for a year.

An apothecary Action Roll (Medicine+RE) must be passed in order to make a tonic or ointment from a raw herb. The Difficulty equals the Rarity value of the herb. If this roll is:

- successful, one dose of the desired tonic or ointment is made from the ingredients;
- failed, the ingredients and tonic or ointment are ruined;
- fumbled, the character overdoses (see the *Overdoses* section shortly, assuming X=2).

The character must have suitable equipment at hand to prepare the tonic or ointment:

- fresh (unspoiled) raw ingredients;
- a pestle and mortar;
- a vessel of boiling water;
- bees wax, ash, chalk dust, etc. (for ointments);
- an air-tight container with a cork or hot wax;
- and so on...

In most cases, a single dose of tonic or ointment will be approximately 20 millilitres in volume. The *Adventuring Equipment* section earlier this chapter lists bottles and jars customarily used for storage of tonics and ointments.

2,3,7,2) POISONS INTO OILS

Each type of poison can be made into one type of oil, as set out in the poison's description:

- normal oils are the commonest form. These liquids can be easily administered to foodstuffs or drinks, or directly into the mouth, nostrils, eyes or ears, or wounds. They can also be smeared onto a weapon such that a successful attack may also poison the victim. See *Applying Poisons to Weapons* shortly.
- crystallising oils slowly crystallise into a solid form when exposed to the air. They quickly dissolve again once in contact with blood, rain, etc. A crystallising oil can be smeared onto a weapon as a liquid in the same way as a normal poisonous oil. It will then crystallise into a dry granular coating within a few minutes. This coating is much more persistent than a normal oil, allowing the weapon to make many poisoning attacks before the poison is rubbed or washed off.
- vapourising oils boil into vapour the moment that they are exposed to air, generating a poisonous gas.

Just as with herbs, a successful apothecary Action Roll (Medicine+RE) is required to turn raw poison ingredients into an oil, along with equipment (including gloves or, better still, an

obedient golem or zombie to undertake the procedure). The Difficulty is the Rarity of the poison. If the roll is:

- successful, one dose of the desired oil is manufactured from the ingredients;
- failed, the ingredients and oil are ruined;
- fumbled, the character is exposed to the poison.

Just as with tonics and ointments, a single dose of oil will be approximately 20 millilitres in volume and, if kept in a well-sealed container, will retain its potency for about one year

2,3,7,3) APOTHECARIES

Because of the skill and equipment required, it is often easier to take raw herbs or poisons to a professional apothecary, who will prepare tonics and ointments or oils for a fee. Apothecaries also stock a range of local herbs and poisons (the latter probably sold under the counter). They will also trade in imported and exotic, and therefore more expensive, herbs and poisons. (As a rule, herbs grow in the wild, rather than being cultivated. The Goddess of Plants does not suffer her herbs to be tamed like common wheat or grapes – except by the most favoured of her Druids.)

2,3,8) ADMINISTERING HERBS AND POISONS

Administering a herb to a patient, or a poison to a victim, will generally be a routine action, e.g. drinking a dose of tonic or applying ointment to a wound after combat, or smearing an oil on a sword beforehand. However, if the GM feels that the situation is stressful and a mistake could be made (e.g. raw ingredients are being used and/or the character is unsure of the doses), then an apothecary Action Roll (Medicine+RE) should be made versus a Difficulty equal to half of the relevant Rarity. If this roll is:

- successful, the dose of herb or poison is applied correctly;
- failed, the dose is applied incorrectly and the herb or poison is wasted, with no effect;
- fumbled, then, if a:
 - herb, the wrong dosage has been taken and detrimental effects will result – see *Overdoses* shortly;
 - poison, the character is exposed to the poison.

2,3,8,1) APPLYING POISONS TO WEAPONS

As mentioned previously, a common method for achieving exposure is to apply a normal or crystallising oil to a bladed weapon. Exposure then occurs when the weapon makes an attack which causes an injury. (If an attack misses or fails to cause an injury, perhaps because of armour, then the poison cannot affect the victim.)

A single application of a normal oil to a weapon may result in multiple poisonings. After an hour has passed or the weapon has been used to make LU attacks, whichever occurs soonest, the oil will have been rubbed or washed off and will cease to have any further poisonous effect. This will occur more quickly in wet conditions, e.g. rain, river fording, etc.

If a crystallising oil has been applied to the weapon, the poison is more persistent and can be assumed to have worn off after 24 hours or 1d10+LU attacks have been made, whichever is over soonest.

Similarly, assassins sometimes poison victims using a hidden spike on a ring or bracelet, concealed behind a removable gem. Guile is used to bring a victim so close that no Attack Roll is necessary. Instead, the GM might ask for an Action Roll (Legerdemain+AG) to

uncover the spike and then to conceal it from view. Luring the victim into reach, and even to remove armour and clothing so that their skin can be punctured with the spike, should either be role-played, or modelled with an Action Roll like Influence+BE or Influence+CH.

2,3,9) OVERDOSES

2,3,9,1) OF HERBS

Taking multiple doses of a herb never yields any beneficial effect. In fact, it may even kill. If X doses of the same type of herb are taken by a character within a 24 hour period, and $X > 1$, his player must roll $1d10+X-CO$. The GM consults the following table to determine the consequences:

1d10+X-CO	EFFECT OF OVERDOSE
1 to 2	Philia madness, focused on the overdosed herb, with a Severity equal to the player's roll (i.e. 1 or 2).
3 to 4	As the row above, plus... Pain inflicting a penalty to HI equal to Rarity/3 (minimum of 1), which lasts for the same number of days. The GM may allow this pain to be cured using Kingsfoil (assuming the overdose did not involve Kingsfoil), or the Balance Humour spell cast at master rank.
5	Unconsciousness for a number of days equal to Rarity/3 (minimum of 1). If roused prematurely using a spell or Laysorrel (assuming the overdose did not involve Laysorrel), the character suffers pain, as above.
6	Unconsciousness as above, plus the withering of one of the character's limbs – it becomes bent, shrivelled, paralysed, useless. The GM should apply a suitable Injury Penalty to actions involving the limb. To cure this affliction, the limb must be regenerated as if it was missing.
≥ 7	Death.

2,3,9,2) OF POISONS

If a character suffers from poisoning by X doses of the same poison within a 24 hour period, and $X > 1$, their Resistance Roll is made with a penalty equal to $-X$.

2,3,10) RESISTING POISONS

Poisons have negative effects that a character will wish to avoid. They can attempt to resist them by making a Resistance Roll, i.e. a Double CO Attribute Roll. If the Resistance Roll:

- beats or equals the poison's Potency, the poison has no effect;
- is worse than the Potency, the poison's effects manifest themselves;
- is fumbled, the poison may have enhanced effects.

In the case of a failure, the GM should note the difference between the Potency and Resistance Roll. This number, called the Severity, will often determine the severity of effects, and is abbreviated to SV.

If a character makes a successful Resistance Roll versus a particular poison, he gains a +1 bonus to his next Resistance Roll versus that poison. If further Resistance Rolls are passed against the same poison, the +1 bonuses are cumulative, giving him increased resistance.

Some plants have both beneficial and detrimental effects. To experience the benefits, the detriments must be suffered also. In such cases, a character's player may forgo making a Resistance Roll if they wish. The SV of the negative effects then equals Potency.

2,4) ARMOUR

TYPE (ARMOUR CLASS)	GARMENTS AVAILABLE	BODY LOCATIONS PROTECTED	WEIGHT (kg)	PRICE
Leather (AC 1)	Boots	Lower Legs, Feet	0.5	1 ○ ^S
	Coat	Torso, Arms	3	16 ☆ ^S
	Gloves	Hands and Wrists	0.5	1 ○ ^S
	Hauberk	Torso, Arms, Upper Legs	4	24 ☆ ^S
	Hood	Head (not Face or Throat)	0.25	1 ☆ ^S
	Jerkin	Torso (not Groin or Bottom)	2	8 ☆ ^S
	Shoes	Feet	0.25	6 ☆ ^S
	Trousers	Legs, Groin and Bottom	1.5	1 ○ ^S
Gambeson or wood (AC 2)	Clogs (wooden)	Feet	1	5 ☆ ^S
	Coat	Torso, Arms	3	5 ○ ^S
	Hauberk	Torso, Arms, Upper Legs	4	6 ○ ^S
	Hood	Head (not Face or Throat)	1	1 ○ ^S
	Jerkin	Torso (not Groin or Bottom)	2	3 ○ ^S
Mail (AC 3)	Chausses	Feet, Legs, Groin and Bottom	8	4 ☼ ^G
	Coat	Torso, Arms	12	4 ☼ ^G
	Coif	Head (not Face or Throat)	1	1 ☼ ^G
	Gauntlets	Hands and Wrists	1	3 ☼ ^G
	Hauberk	Torso, Arms, Upper Legs	15	55 ○ ^S
	Jerkin	Torso (not Groin or Bottom)	10	15 ○ ^S
	Socks	Ankles and Feet	1	3 ☼ ^G
Brigandine (AC 4)	Coat	Torso, Arms	10	16 ○ ^S
	Hauberk	Torso, Arms, Upper Legs	12	24 ○ ^S
	Jerkin	Torso (not Groin or Bottom)	8	8 ○ ^S
Plate (AC 5)	Breastplate	Torso (Front only)	3	2 ☼ ^G
	Codpiece	Groin	1	8 ○ ^S
	Cuirass	Torso (not Groin or Bottom)	6	45 ○ ^S
	Cuisses	Upper Legs (not Knees, Hips or Groin)	3	1 ☼ ^G
	Gauntlets	Hands and Wrists	1	5 ☼ ^G
	Greaves	Lower Legs and Knees (not Ankles)	2	1 ☼ ^G
	Helm, Full	Head (Crown and Neck but not Face)	2	35 ○ ^S
	Helm, Pot	Head (Crown only)	1	4 ○ ^S
	Helm, Visored	Head (Crown, Neck and Face)	3	85 ○ ^S
	Pauldrons	Shoulders and Upper Arms	2	15 ○ ^S
	Sabatons	Ankles and Feet (not Soles)	1	4 ☼ ^G
	Suit	All (assuming visored helm)	25	5 ☼ ^G
	Vambraces	Lower Arms and Elbows (not Wrists)	1	1 ☼ ^G

The prices listed above for metal armours are for steel – but iron equivalents are available. Indeed, iron armour may be the only type available, especially from a village blacksmith rather than an armourer in a town or city. Iron armour is 20% less costly than steel. However, Attack Strengths of strikes against iron armour are increased by 1, reflecting its relative softness compared to steel. (There is a similar mechanism for iron weapons rather than steel.

Attack Strength is unmodified for an iron weapon striking iron armour, or a steel weapon striking steel armour.)

2,5) CHESTS

ITEM	WEIGHT (kg)	PRICE	NOTES
Chest, small	0.5	11 ★ ^S	Wooden chest. <ul style="list-style-type: none"> Approximately 20x10x10 centimetres. Simple lock. With appropriate tools (e.g. axe or hammer and chisel), the wood can be split open in ≥ 1 minute.
Chest, medium	5	11 ○ ^S	As small chest but approximately 50x30x30 centimetres.
Chest, large	25	15 ○ ^S	As small chest but approximately 100x50x50 centimetres.
Treasure chest, small	15	3 ⚔ ^G	Wooden chest with iron reinforcing bands and rivets. Iron carrying handle on each end. <ul style="list-style-type: none"> Approximately 50x30x30 centimetres. Superior lock. With appropriate tools (e.g. hammer, chisel and crowbar) the wood can be split open in ≥ 10 minutes.
Treasure chest, medium	40	5 ⚔ ^G	As small treasure chest but approximately 75x40x40 centimetres.
Treasure chest, large	80	7 ⚔ ^G	As small treasure chest but approximately 100x50x50 centimetres.
Strongbox, small	1	5 ⚔ ^G	Steel chest with reinforcing bands and protective lock cover. Iron carrying handle on each end. <ul style="list-style-type: none"> Approximately 20x10x10 centimetres. Master lock. With appropriate tools (e.g. hammer, chisel and crowbar) the steel plate can be split open in ≥ 1 hour.
Strongbox, medium	23	9 ⚔ ^G	As small strongbox but approximately 50x30x30 centimetres.
Strongbox, large	60	15 ⚔ ^G	As small strongbox but approximately 75x40x40 centimetres.

Locks are described in the *Locks* section, shortly. Obviously, each kind of chest can be supplied with a different lock to the default listed above, or no lock at all. In such cases, the GM should recalculate the cost accordingly.

2,6) CLOTHING

The items of clothing listed in the following table are all light enough to leave the wearer's Armour Class unaffected. Heavier items, e.g. leather coats and boots, are listed in *Armour*, earlier this chapter. Most clothing is made from wool. However, hemp or linen can also be

purchased (referred to as cloth in the next table), though such items are rarer and more costly. Furs and silks are the most expensive, and will only be found for sale in cosmopolitan cities.

Obviously, the GM should increase the price shown if a garment is particularly well cut and decorated, e.g. embroidered, decorated with feathers or lace, etc.

ITEM	WEIGHT (kg)	PRICE	NOTES
Belt, leather	0.25	5 ★ ^S	
Cloak, hooded, wool	1.5	1 ○ ^S	
Cloak, hooded, cloth	1	2 ○ ^S	
Cloak, hooded, fur	2	7 ○ ^S	Wool with a fur lining.
Coat, long, wool	1.5	15 ★ ^S	Covers arms, body, upper & lower legs.
Coat, long, cloth	1	3 ○ ^S	
Dress, wool	1	15 ★ ^S	Sleeved with full length skirt.
Dress, cloth	0.75	3 ○ ^S	
Dress, silk	0.5	6 ☼ ^G	
Glove, cloth	0.25	1 ○ ^S	Pair.
Glove, silk	0.25	2 ☼ ^G	
Hat, wool	0.25	5 ★ ^S	
Hat, cloth	0.25	1 ○ ^S	
Hat, fur	0.5	35 ★ ^S	Wool with a fur lining.
Hose	0.5	5 ★ ^S	Woollen stockings.
Jerkin, wool	0.5	5 ★ ^S	Sleeveless vest.
Jerkin, cloth	0.25	1 ○ ^S	
Robe, wool	2	2 ○ ^S	Covers body from neck to ground.
Robe, cloth	1.5	4 ○ ^S	
Robe, silk	1	8 ☼ ^G	
Sandals, leather	0.5	2 ★ ^S	Pair.
Skirt, wool	0.5	5 ★ ^S	Ankle length, for modesty.
Skirt, cloth	0.25	1 ○ ^S	
Tunic, wool	0.75	1 ○ ^S	Sleeved jerkin.
Tunic, cloth	0.5	2 ○ ^S	

Clothing is often decorated, e.g. with embroidery, feathers, etc. and the more

2,7) JEWELLERY

VARIETY	WORN ON	VALUE (☼ ^G)
Pendant	Neck on cord	1
Broach	Clothing with pin	2
Buckle	Clothing on strap	4
Ear Ring	Ear lobe or nostril	8
Ring	Finger or ear lobe	16
Bangle	Wrist or ankle	32
Comb	Hair	64
Chain	Neck or wrist	128
Torc	Neck	256
Circlet	Head	512
Crown	Head	1024

The Value column of the previous table indicates the typical price in gold suns of each piece of jewellery, assuming it is made from gold. If the jewellery is made from another metal, apply the multiplier and coin denomination in the following table to the price above:

METAL	MULTIPLIER	DENOMINATION	EXAMPLE
Tin	x0.1	☪ ^B	tin bangle, 3 ☪ ^B
Copper	x0.1	☪ ^B	copper torc, 26 ☪ ^B
Bronze	x1	☪ ^B	bronze chain, 128 ☪ ^B
Pewter	x1	☪ ^B	pewter broach, 2 ☪ ^B
Iron	x1	☪ ^B	iron buckle, 4 ☪ ^B
Steel	x1	★ ^S	steel buckle, 4 ★ ^S
Silver	x1	○ ^S	silver comb, 64 ○ ^S
Gold	x1	☼ ^G	gold crown, 1024 ☼ ^G
Mithril	x300	☼ ^G	mithril ring, 4800 ☼ ^G

Pieces of jewellery will often have embedded precious stones (see *Precious Stones* shortly), and the GM should calculate the total value cumulatively. E.g. a silver torc with three diamonds would be worth $256 ○^S + (3 \times 1000) ☼^G = 30,256 ○^S$ or $302 ☼^G$ and $56 ○^S$.

2,8) LOCKS

All locks are supplied with only one key by default. Copying a key generally costs 1 ○^S.

LOCK	WEIGHT (kg)	PRICE	NOTES
Simple	0.5	1 ○ ^S	Difficulty versus lock picking attempts is 10. If the Pick Lock action roll is just passed, then the lock takes 10 seconds to pick.
Standard	1	1 ☼ ^G	As above, but Difficulty is 15 and 30 seconds to pick.
Superior	1	2 ☼ ^G	As above, but Difficulty is 18 and 1 minute to pick.
Master	1	10 ☼ ^G	As above, but Difficulty is 21 and 5 minutes to pick.
Dwarven Gate Master	2	50 ☼ ^G	As above, but Difficulty is 25 and 10 minutes to pick. And a failed lock picking Action Roll blocks the lock, preventing further picking. The lock must be reset with the real key (or an identical copy).

Important doors might have multiple locks. They might even have multiple locks connected by mechanisms that require all keys to be turned simultaneously, else a trap is activated or an alarm bell is rung.

2,9) MOUNTS

TYPE	QUALITY			MAXIMUM LOAD (KG)
	POOR	AVERAGE	HIGH	
Beetle, Ironclad	n/a	n/a	30 🐞 ^G	200
Boar, Giant	n/a	n/a	60 🐷 ^G	200
Boar, Wild	2 ☀ ^G	1 🐷 ^G	4 🐷 ^G	60
Camel	2 ☀ ^G	1 🐪 ^G	4 🐪 ^G	150
Donkey	5 🐎 ^S	2 ☀ ^G	1 🐷 ^G	75
Elephant	n/a	n/a	80 🐘 ^G	1,000
Elk, Giant	n/a	n/a	50 🐃 ^G	100
Horse, Heavy War	1 🐎 ^G	4 🐎 ^G	15 🐎 ^G	180
Horse, Light War	5 ☀ ^G	2 🐎 ^G	8 🐎 ^G	150
Horse, Pony	7 🐎 ^S	3 ☀ ^G	12 ☀ ^G	80
Horse, Riding	1 ☀ ^G	5 ☀ ^G	2 🐎 ^G	120
Lizard, Giant	n/a	n/a	120 🐸 ^G	300
Mantis, Tree	n/a	n/a	60 🐛 ^G	150
Peryton	n/a	n/a	200 🐉 ^G	60
Rhino, Woolly	n/a	n/a	120 🐃 ^G	400
Roc	n/a	n/a	500 🐉 ^G	500
Warg	n/a	n/a	30 🐷 ^G	100
Wyvern	n/a	n/a	300 🐉 ^G	150

See *The Bestiary* for further details of these creatures. Mounts other than horses and donkeys will rarely be found for sale outside of the most cosmopolitan cities, or the heartlands of particular races as noted in each creature's description in *The Bestiary*. Assume that their prices include customised riding tackle. Assume that mounts have been trained to bear riders (though Wargs are always rebellious). Unbroken mounts fetch half the standard price.

2,10) PRECIOUS STONES

VARIETIES	VALUE (🐞 ^G)
Calcite (colourless or white quartz)	1
Amber, Agate, Onyx, Rose Quartz, Smoky Quartz	2
Amethyst, Bloodstone, Garnet, Jasper, Moonstone	5
Aquamarine, Cat's Eye, Jet, Lapis Lazuli, Pearl, Peridot, Topaz	10
Opal, Sapphire	20
Emerald, Ruby	50
Diamond	100

These values are for precious stones about the size of an olive or grape, that have been cut and polished. Halve the value if presented with the untreated mineral.

2,10,1) HEALING WITH PRECIOUS STONES

Just as the Goddess of Plants seeded the world with herbs that heal the sick, the God of Earth allows the righteous and penitent to use precious stones to heal the injured and ailing. The process of healing with precious stones appears simple to the observer. The healer selects a precious stone of a specific variety and holds it against the patient's injury for a few seconds, whilst uttering a short prayer to the God of Earth. (This is not a magic prayer and healers can be lay-people not be priests.) If successfully done, the pain of the injury is

immediately relieved somewhat and it will heal more quickly than normal. For ailments, the stone is placed against the skin at a place corresponding to the ailing system of the body:

- circulation and respiration – sternum;
- digestion and growth – navel;
- reproduction – groin;
- perception and thought – forehead.

However, selecting the correct variety of precious stone is far from simple. The variety depends on many factors, including the severity of the injury or ailment, how much the God of Earth favours the healer and patient, and also the setting in which the healing act is performed. Dwarf scholars think that the movement of ley lines and their intersections affects which stone is required, but exactly how is unknown. A healer's competency at healing with precious stones is reflected by his Gem Physic skill value.

Healing with a precious stone requires the healer's player to make an Action Roll (Gem Physic+EM). To determine the Difficulty, the GM adds the score from this table:

TYPE...	...OF PATIENT								
	Priest of Earth, Apostle	Priest of Earth, Hierophant	Priest of Earth, Divine	Priest of Earth, Acolyte	Generally Lawful Good *	Generally good	Generally bad but penitent	Generally bad & unrepentant	Thoroughly evil
Priest of Earth, Apostle	0	0	0	1	2	3	4	5	6
Priest of Earth, Hierophant	0	0	1	2	3	4	5	6	7
Priest of Earth, Divine	0	1	2	3	4	5	6	7	8
Priest of Earth, Acolyte	1	2	3	4	5	6	7	8	9
Generally Lawful Good *	2	3	4	5	6	7	8	9	10
Generally good	3	4	5	6	7	8	9	10	10
Generally bad but penitent	4	5	6	7	8	9	10	10	10
Generally bad & unrepentant	5	6	7	8	9	10	10	10	10
Thoroughly evil	6	7	8	9	10	10	10	10	10

Key:

- * See *Alignment* in the *Magic* chapter. Use this if the healer or patient is a good person who believes in justice and the rule of law, respect for hierarchy, etc. This is the alignment of the God of Earth, and it can be assumed that his priests adhere to this world view too.

...to the score from either this table for injuries:

LOCATION	SEVERITY			
	Minor	Medium	Major	Mortal
Limb	1	2	4	6
Torso	2	4	6	8
Head	4	6	8	10

...or this table for ailments:

BODY SYSTEM	HUMOUR			
	Blood	Phlegm	Yellow Bile	Black Bile
Circulation & Respiration	2	3	4	6
Digestion & Growth	3	4	6	8
Reproduction	4	6	8	9
Perception & Thought	6	8	9	10

E.g. if the healer is a Hierophant of Earth, and the patient is a pretty good sort of fellow, then the first table yields a score of 4. If the patient has a major head wound, the injury table above gives an 8. The Difficulty of the gem physic Action Roll is therefore 4+8=12.

If the gem physic Action Roll is:

- successful, the healer knows which varieties of precious stone are required. Assuming he has one of these, he can place it on the injury or ailment site and utter his prayer. Then the precious stone will vanish and, in the case of an:
 - injury, the injury is stabilised, its Injury Penalty is halved, and its natural healing rate is doubled (a mortal injury no longer kills and is healed in 120/CO days);
 - ailment, the ailment stabilises (the patient's symptoms will not worsen due to this ailment), and is fully cured after a number of days equal to the Severity of a madness or the Potency a disease or poison.
- failed, the healer cannot identify the correct variety of precious stone to use – and any further attempts by him to use gem physic upon this particular injury or ailment will also fail.
- fumbled, the healer uses the wrong variety of precious stone. The injury immediately worsens to the next rank, i.e. medium becomes major, major becomes mortal slow and mortal (slow or fast) becomes fatal. An ailment also worsens, e.g. for a:
 - madness, increase the Severity by 1 point;
 - poison or disease, decrease the patient's CO by 1 point (they die if it reaches zero).

The precious stone vanishes and cannot be used again. Any further attempts by this healer to use gem physic upon this particular patient will fail; they must be healed by someone else.

To determine the varieties of precious stone that can heal this injury or ailment, the GM rolls on the following table. She rolls a number of times equal to the amount by which the gem physic Action Roll succeeded. Thus, multiple varieties of precious stone can heal the injury or ailment and, hopefully, the healer will have at least one such stone to hand. (The GM should reroll any result which matches the variety used by a fumbling healer. She must also reroll all of the results if the circumstances change, e.g. if the patient is moved somewhere else or a different healer tries to heal them.)

1d100	VARIETY	1d100	VARIETY
01 to 07	Amber	66 to 69	Aquamarine
08 to 14	Agate	70 to 73	Cat's Eye
15 to 21	Onyx	74 to 77	Lapis Lazuli
22 to 28	Rose Quartz	78 to 81	Pearl
29 to 35	Smoky Quartz	82 to 85	Peridot
36 to 40	Amethyst	86 to 89	Topaz
41 to 45	Bloodstone	90 to 92	Opal
46 to 50	Garnet	93 to 95	Sapphire
51 to 55	Jasper	96 to 97	Emerald
56 to 60	Jet	98 to 99	Ruby
61 to 65	Moonstone	100	Diamond

2,11) SHIELDS

COMPOSITION	TYPE	WEIGHT (kg)	PRICE
Wood	Medium	3	1 ★ ^S
Metal-Reinforced Wood (i.e. wood with metal boss, rim and studs)	Buckler	2	5 ★ ^S
	Medium	4	1 ○ ^S
	Tower	6	5 ○ ^S
Plate Metal (covering a wooden backing)	Buckler	3	5 ○ ^S
	Medium	6	1 ☼ ^G
	Tower	9	2 ☼ ^G

Add 50% to the price if spikes are required. These look fearsome, and make a Shield Bash attack deliver Puncture injuries rather than Crush.

2,12) TACKLE AND ARMOUR

ITEM	WEIGHT (kg)	PRICE	NOTES	
Saddle & stirrups, reigns & bridle	5	5 ○ ^S	For horses, camels, etc. Versions for rare types of mount will be much more expensive.	
Saddle bags (pair)	3	8 ★ ^S	Leather. 10 litre capacity each.	
Packs for beast of burden (pair)	4	1 ★ ^S	Canvas. 50 litre capacity each.	
Mail armour for war horse	Neck (crinet)	14	3 ☼ ^G	Mail sections with leather straps. Must attach to head armour.
Mail armour for war horse	Body and upper legs (barding)	68	15 ☼ ^G	Mail sections with leather straps. -2 Hindrance to horse and 20% reduction in its maximum movement rate.

ITEM		WEIGHT (kg)	PRICE	NOTES
Plate armour for war horse	Head (chanfron)	9	5 ☼ ^G	Metal plates linked with mail sections and leather straps.
	Neck (crinet)	18	6 ☼ ^G	Metal plates linked with mail sections and leather straps. Must attach to head armour.
	Body and upper legs (barding)	91	3 🐉 ^G	Metal plates linked with mail sections and leather straps. -3 Hindrance to horse and 33% reduction in its maximum movement rate.
	Foreleg shins (pair)	10	3 ☼ ^G	Metal plates with leather straps.

2,13) TRAIL RATIONS

ITEM	WEIGHT (kg)	PRICE	NOTES
Trail rations	5	1 ★ ^S	Nutrition for 1 person for 1 week. Keeps for 1 week. Generally consists of crusty bread, hard cheese and dried or smoked sausage or fish.
Blackgrot	0.5	3 ★ ^S	Nutrition for 1 person for 1 day. Keeps for 1 month. Flesh from a giant fungus which grows beneath populous underground settlements. Usually, it can only be purchased in such places as, despite being nutritious, it is also poisonous – making exposure to sunlight painful. See <i>Apothecary</i> earlier this chapter.
Dwarven Ironbread	2	1 ☼ ^G	Nutrition for 1 person for 1 week. Keeps for 1 year. Hard, tasteless and grey biscuits with a gritty texture. Known as “tunnel biscuits”.
Elven Waybread	1	2 ☼ ^G	Nutrition for 1 person for 1 week. Keeps for 1 month. Tough flatbreads with a golden colour and a strong taste of honey.

2,14) VEHICLES

2,14,1) LAND

ITEM	PRICE	NOTES
Cart	2 ☼ ^G	2 wheels. Seats 3 on exterior bench. Maximum load 400 kilograms. Requires 1 horse to pull.
Chariot	5 ☼ ^G	2 wheels. Transports 2 standing people. Maximum load 250 kilograms.
Coach, large	3 🐉 ^G	4 wheels. Seats 3 on exterior bench, 6 inside. Maximum load 1,000 kilograms. Requires 4 horses to pull.
Coach, small	1 🐉 ^G	4 wheels. Seats 2 on exterior bench, 4 inside. Maximum load 750 kilograms. Requires 2 horses to pull.

ITEM	PRICE	NOTES
Sleigh, large	6 ☼ ^G	Carries two people plus up to 200 kg of cargo. Hauled by 15 dogs or 8 reindeer.
Sleigh, small	2 ☼ ^G	Carries one person plus up to 100 kg of cargo. Hauled by 7 dogs or 4 reindeer.
Wagon	6 ☼ ^G	4 wheels. Seats 3 on exterior bench. Maximum load 750 kilograms. Requires 2 horses to pull.
Yacht, Sand	100 🐾 ^G	Double-masted flat-bottomed yacht with large wheels, for sailing on open and reasonably flat land – typically prairies or deserts. Length 10 metres. Minimum crew of 4. Cargo of 3 tonnes. Requires fair to strong wind.

Prices include all animal-to-vehicle tackle. For sleighs, triple the price to include the teams of trained dogs or reindeer. (The number of dogs is always odd, as there must be a lead dog in front.)

2,14,1,1) RANGE AND SPEED OF TRAVEL ON LAND

Assume the following average distances can be travelled per day (based on 12 hours of daylight – with 9 or 10 hours of travel and 3 or 2 hours for resting and grazing the horses):

- horse and rider – 50 to 100 kilometres a day;
- horse-drawn cart, wagon or coach – 20 to 40 kilometres per day;
- camel – 20 to 40 kilometres a day;
- sleigh with dogs – 45 to 75 kilometres per day (each dog requires 2 kilograms of meat or fish each day);
- sleigh with reindeer – 15 to 25 kilometres per day.

The GM should choose a value within the given range accounting for the circumstances, e.g.:

- the season, which limits the hours of daylight and affects the typical weather;
- the state of the roads, if there are any;
- whether the vehicle is part or fully laden.

To maintain their condition, animals need resting every third, sixth and seventh day during each week of travel. Alternatively, inns at large towns and cities or strategic points on major highways (“staging posts”) will provide fresh horses for a price.

Faster speeds than these will be possible as sprints sustained for several seconds, but will pose significant risk of harm to the vehicle and its contents. *The Bestiary* provides unladen movement rates for horses, camels, dogs and deer. Another way of increasing speed would be to connect extra horses to the vehicle, e.g. have two horses pull a cart or chariot, instead of one. As a rule of thumb, doubling the number of horses provides 25% extra average speed or range, but not both.

2,14,2) WATER

ITEM	PRICE	NOTES
Boat, rowing	1 ⚓ ^G	Simple rowing boat. Seats 5. Length 3 metres. Maximum load 400 kilograms.
Boat, sail	3 ⚓ ^G	Simple boat with single mast and sail. Seats 6. Length 5 metres. Maximum load 600 kilograms.
Canoe	1 ☀ ^G	1 man. Maximum load 100 kilograms. Multiply price and maximum load by X for an X man canoe.
Cog, large	200 ⚓ ^G	Single-masted cargo transport ship, high-sided and flat-bottomed. Length 25 metres. Minimum crew of 8. Cargo of 100 tonnes.
Cog, small	80 ⚓ ^G	Single-masted cargo transport ship, high-sided and flat-bottomed. Length 15 metres. Minimum crew of 6. Cargo of 40 tonnes.
Coracle	5 ○ ^S	1 man. Weighs 15 kilograms, maximum load 100.
Galley, large	300 ⚓ ^G	Twin-masted ship with oars, low-sided and flat-bottomed, with a battering ram. Length 40 metres. Minimum crew 12, plus 112 oarsmen working 56 oars. Cargo of 144 tonnes.
Galley, small	200 ⚓ ^G	Single-masted ship with oars, low-sided and flat-bottomed, with a battering ram. Length 30 metres. Minimum crew 8, plus 80 oarsmen working 40 oars. Cargo of 96 tonnes.
Longship	60 ⚓ ^G	Single-masted ship with oars, low-sided and flat-bottomed, light enough for beaching and carrying short distances. Length 17 metres. Minimum crew 41, including 40 oarsmen working 40 oars. Cargo 30 tonnes.

2,14,2,1) RANGE AND SPEED OF TRAVEL ON WATER

Here are examples of average cruising speeds for sailed vessels:

- sail boat – 8 kilometres per hour (2 metres per second);
- galley – 12 kilometres per hour (3 metres per second);
- longship – 16 kilometres per hour (4 metres per second).

The GM should add 50% to these speeds if the prevailing wind and currents are in the vessel's favour. If the vessel is moving against the wind and currents, halve these speeds instead. However, the oars of a galley or longship can halve this reduction for several hours (i.e. reduce the average speed by 25% not 50%).

A storm might blow a vessel hundreds of miles off course, or carry it a long way towards its destination port but leave it with serious damage. In any decent storm, there is a significant chance of being sunk, or wrecked if near the coast.

In fair weather, the range of a sailed vessel depends primarily on whether the captain is prepared to sail at night, and risk a collision. Few will be willing to do this near the coast, and risk being foundered on rocks. And most captains like to follow the coastline, to aid navigation and to keep supplies of food and water and safe anchorage within reach. Only a brave or reckless or very well-compensated captain will take his ship and crew out into the midst of the ocean, in the face of these risks and others... like the Fastitocalon and Kracken!

2,15) WEAPONS

NAME	WEIGHT (kg)	PRICE
Axe, Battle	4	13 O^S
Axe, Hand	2	5 O^S
Blackjack	1.5	5 O^S
Bow, Long	1.5	17 O^S
Bow, Short	1	9 O^S
Club	3	1 C^B
Crossbow, Heavy	4.5	22 O^S
Crossbow, Light	2.5	11 O^S
Cudgel	1.5	5 C^B
Dagger	0.5	3 O^S
Flail, Great	4	19 O^S
Flail, Military	2.5	16 O^S
Garrotte	0.5	3 C^B
Halberd	4.5	14 O^S
Hammer, Great	4	2 S^G
Hammer, War	2.5	15 O^S
Javelin	2	3 O^S
Lance	4	12 O^S
Mace	3	6 O^S
Mace, Great	4.5	1 S^G
Morning Star	2.5	1 S^G
Net, Gladiator's	1	3 O^S
Pike	4	12 O^S
Quarterstaff	2	5 C^B
Sling	0.5	15 S^S
Sling, Staff	1	2 O^S
Spear	2.5	23 S^S
Sword, Arming	1.5	1 S^G
Sword, Bastard	3	2 S^G
Sword, Falchion	1.5	15 O^S
Sword, Long	4	2 S^G
Sword, Rapier	1	22 O^S
Sword, Scimitar	1.5	1 S^G
Sword, Short	0.75	7 O^S
Trident	2.5	4 O^S
Whip	0.5	2 O^S

The prices listed above for metal weapons are for steel – but iron equivalents are available. Indeed, iron weapons may be the only type available, especially from a village blacksmith rather than an armourer in a town or city. Iron weapons are 20% less costly than steel. However, Attack Strengths of iron weapons are decreased by 1 (to a minimum of 1), reflecting their relative softness compared to steel. (There is a similar mechanism for iron armour rather than steel. Attack Strength is unmodified for an iron weapon striking iron armour, or a steel weapon striking steel armour.)

3) SERVICES

3,1) BANKING

Owned by merchants' guilds, banks are rare institutions found only in the largest cities. Here are suggestions for the services some will provide, and the associated fees.

3,1,1) MONEY LENDING

In most states, money lending with interest, or usury, is illegal. Most banks will only lend money to senior merchants. In exceptional cases, adventurers may be able to negotiate terms with a bank if they have sufficient collateral and repute.

However, most towns will have one or more pawn brokers. These establishments are far more common than banks, and they can legally make loans (without interest) if valuables are handed over as collateral. Some pawn brokers will also fence stolen goods, being linked to the Thieves' Guild.

PCs with insufficient assets and an expedition to fund will still be able to find a usurer and a loan (with hefty interest) if they make subtle enquiries in the right places. Many usurers are worshippers of the God of Darkness, and have a network of efficient debt collectors...

3,1,2) CONVERSION OF COIN DENOMINATION

Banks commonly charge between 10% and 20% of the value of any coinage for converting it into specified denominations. E.g. PCs may wish to exchange 100,000 bronze shields for 1 gold drake in order to facilitate its transport. They might be charged 1 gold sun for this. See *Weight of Coinage* in the *Treasure* chapter.

3,1,3) STORAGE IN VAULTS

Many banks have a secure vault in which coinage and other valuables can be stored. Typically, the bank will give each customer a numbered key for a corresponding strongbox in its vault. Whoever produces this key may access the box.

The bank will charge each customer a storage fee of up to 10 gold drakes per year. This charge is levied annually in advance and, if the charge is not paid, the bank is likely to take ownership of the banked item(s). Of course, no vault is impregnable and, if items are lost by the bank, then a typical contract will oblige the bank to pay the customer compensation.

3,2) COMMUNICATION

Guilds, councils and lords often have messengers in their staff for the delivery of important letters and small packages. However, messenger services can be unreliable over long distances (see *Travel* in *The GM* chapter). They are also expensive. A messenger will need a fast horse and at least 1 O^{S} for each day of their journey for expenses, e.g. food and lodging, tolls and bribes. The cost will be much greater if fresh horses must be purchased en route. In ideal conditions and without sparing the horse, a messenger on horseback might cover 100 kilometres in a day, though 50 would be far more likely given the state of roads. If the weather is bad or daylight short, or the messenger is accosted, then they may take even longer to reach their destination – if they do at all. Few messengers could be expected to ride for more than three days without then needing a full day's rest – unless they are instructed to handover to another messenger.

In some cases, homing pigeons might be available as an alternative to messengers. Many kings communicate with their lords by this means. Pigeons are trained to fly from their home at the palace to a specific lord's manor, up to 100 kilometres distant, where they are well fed. When released, they will fly back to the palace. A pigeon can fly this distance back and forth twice a day, whilst carrying a small scroll tied to one leg. It will fly at 100 kilometres per hour on average, though good weather is required. (Dovecotes also provide a useful source of fertiliser and saltpetre for the estate.)

Of course, there are spells that can facilitate travel and communication over great distances, e.g. Telepathy, Long Door, Teleport. These can be far faster and more reliable than a messenger on horseback or a homing pigeon – and will therefore be offered as a service to only the wealthiest of clients.

3,3) TRANSPORTATION

ITEM	PRICE	NOTES
Coach	2 🐾 ^B	Per person per kilometre. External seat costs half.
Boat	3 🐾 ^B	River or lake passage, per kilometre, per person or horse or 50 kilograms of baggage.
Ship	5 🐾 ^B	Sea or ocean passage, per 10 kilometres, per person or horse or 50 kilograms of baggage. Basic food and hammock included.

3,4) ACCOMMODATION

3,4,1) INNS

The following table sets out typical costs for accommodation at an inn. (Note that inn rooms will almost never have locks.)

SERVICE	QUALITY			NOTES
	POOR	AVERAGE	OPULENT	
Dormitory	5 ☹ ^B	1 🐾 ^B	5 🐾 ^B	One night per person. Straw mattresses on floor.
Shared room	1 🐾 ^B	2 🐾 ^B	1 ★ ^S	One night per person. Room sleeps 4, sharing 2 beds.
Private room	5 ☹ ^B	1 ★ ^S	5 ★ ^S	One night.
Hot bath	5 ☹ ^B	5 🐾 ^B	2 ★ ^S	Will be cheaper if your water is second-hand.
Stabling	1 ☹ ^B	2 ☹ ^B	5 ☹ ^B	One night per horse. Includes feed and water.

3,4,2) FOOD AND DRINK

SERVICE	QUALITY			NOTES
	POOR	AVERAGE	OPULENT	
Cold Meal	3 ☹ ^B	7 ☹ ^B	7 🐾 ^B	Per person.
Hot Meal	5 ☹ ^B	1 🐾 ^B	1 ★ ^S	Per person.
Ale or Mead or Cider	2 ☹ ^B	3 ☹ ^B	5 ☹ ^B	Per tankard (1 litre).
	6 🐾 ^B	9 🐾 ^B	15 🐾 ^B	Per barrel (30 litres).
Wine	3 ☹ ^B	4 ☹ ^B	8 ☹ ^B	Per cup (0.5 litre).
	9 🐾 ^B	12 🐾 ^B	24 🐾 ^B	Per barrel (30 litres).
Fortified Wine	4 ☹ ^B	5 ☹ ^B	9 ☹ ^B	E.g. port, sherry. Per small cup (0.25 litre).
	13 🐾 ^B	18 🐾 ^B	36 🐾 ^B	Per barrel (30 litres).
Spirit	5 ☹ ^B	6 ☹ ^B	1 🐾 ^B	E.g. brandy, gin. Per thimble (0.1 litre).
	15 🐾 ^B	18 🐾 ^B	3 ★ ^S	Per bottle (1 litre).
Goblin Tea	n/a	5 ○ ^S	5 ☼ ^G	Per cup (0.5 litre). See <i>Miscellany</i> in the <i>Treasure</i> chapter.
Pipeweed	1 ★ ^S	1 ○ ^S	1 ☼ ^G	0.25 kilograms of Halfling tobacco.
Winterbine Pipeweed	1 ○ ^S	1 ☼ ^G	1 🐾 ^B	0.25 kilograms. If a Halfling is able to have a leisurely and satisfying smoke of this special pipeweed, they regain 1 expended LURP. This benefit can only be gained once per day, and only by Halflings.

3,4,3) BATH AND PLEASURE HOUSES

The following table sets out typical costs for a public bath house. There will be hot and cold baths and separate facilities for men and women – but genders often mix in less reputable establishments which are effectively brothels.

Licensed brothels are found in designated streets in many towns and cities. They will be closed on holy days.

SERVICE	QUALITY			NOTES
	POOR	AVERAGE	OPULENT	
Bath House	5 🐾 ^B	5 ○ ^S	25 ☼ ^G	Per visit.
Brothel	Varies			Price subject to negotiation.

3,4,4) BUYING OR RENTING PROPERTY

As adventurers, PCs will often be travelling, taking their possessions with them. Successful adventurers may accumulate so much gear that they can no longer carry it around easily. They could hide spare cash and equipment in a (hopefully) secret location in the wilderness, or hire a vault in a bank. But it may be useful to rent or even buy a property, which can also be used as a base between expeditions – especially if the cost can be shared between the party of PCs.

Suggested prices are now given for different types of housing. The GM should adjust the prices to reflect her view of the local economy and supply and demand.

3,4,4,1) PROPERTY IN THE COUNTRYSIDE

In the countryside and in smaller towns, housing is invariably rented from the local lord of the manor. His steward might be willing to agree a lease of a remote property to outsiders if this is made worth his while – or if they have performed a great service to his lord. However, he will always be mindful of the need to house the villeins whose labour feeds his lord's household. Note that, invariably, residences in the countryside are clustered together for safety within a stockade with a gate, often guarded.

COUNTRY PROPERTY	RENT (monthly)	DESCRIPTION
Hovel	1 🏰 ^B	A single room shack made from wood, with a crude thatch roof. There is a single window with a wooden shutter. Heat and light comes from a stone fire pit in the centre.
Cottage, small	1 ★ ^S	Like hovel, but of timber frame construction with wattle and daub walls, resting on stone foundations.
Cottage, large	1 ○ ^S	Like small cottage, but with a larger floor area and a mezzanine loft for sleeping and storage.
Long House	5 ○ ^S	A long house is a rectangular stone building with thatched roof. It is divided into halves by a passage running from one long side to the other. One door from the passage opens into a chamber in which dwell the tenants. This has a couple of small windows with shutters, a fire place with stone chimney, and a mezzanine loft in which to sleep. On the other side of the passage is a larger doorway wide enough for cattle. The tenants' animals are kept in the other half of the building through the Winter months. An open gully channels their slurry out through a small drain in the end wall. Lofts overhead provide storage for fodder. (Long houses often suit adventurers, as they provide built-in stabling for their horses.)

Next, costs are given for halls and castles, as would house a lord, his family and staff. Such buildings would not normally be rented, but would be given by the monarch to members of the gentry or nobility, along with the surrounding estate, with its resident villeins, their houses, etc. The costs below are the expenditure required to maintain the building and to keep it furnished and stocked in a manner befitting its status. (These costs do not including staffing – see *Retainers* later in this chapter.) If this expenditure is not kept up, the building will fall into disrepair, worsening the loyalty of retainers and villeins.

Should the GM ever need the price of buying one of these properties, she can multiply the monthly cost by fifty.

COUNTRY PROPERTY	COST (monthly)	DESCRIPTION
Hall, small	2 ⚔ ^G	A large two-storey building of timber frame construction with wattle-and-daub walls, resting on stone foundations. The roof is stone slates. There are 2 stone or brick fireplaces and chimney breasts. There is a large hall and at least 6 smaller rooms, plus a barn, stables and outhouse.
Hall, large	10 ⚔ ^G	As small hall, but at least twice as large, with exterior walls of stone or brick on the lower storey. There are 3 or 4 fireplaces. The wings of the hall will enclose a small courtyard, entered via a gatehouse.
Mead Hall	10 ⚔ ^G	This building's design is ancient. It is rectangular, perhaps 50 metres long and 10 across. Its wattle-and-daub walls enclose a single chamber, with a pitched roof supported by two rows of tall pillars, carved and perhaps 5 metres high. In the central aisle between the pillars are large fire pits for cooking and to provide light. Smoke escapes through the thatched roof. In the side aisles are benches and tables for dining and carousing. There is a raised dais at one end of the hall, with the lord's throne and his long table, reserved for esteemed guests. The rear part of the dais is closed off by screens to make a private area in which the lord and his immediate family dwell. There are doors at either end of the hall - double doors in the wall opposite the dais, and a single door in the wall behind it. (In the poorest settlements, where people cannot afford even the simplest dwellings of their own, the whole population of the place will live in the mead hall – known then as a Great House. They sleep on cots or benches in the side aisles. There is little privacy.)
Fort	20 ⚔ ^G	Small stone-built castle with fortifications, including a curtain wall with battlements and a gate house. The wall encloses a small courtyard containing a well and stables. A small keep forms part of the curtain wall, opposite the gatehouse. The keep has 3 or 4 storeys with arrow-slit windows, and is topped with a flat roof with battlements.
Castle	50 ⚔ ^G	Large stone-built castle with fortifications, including a moat and curtain wall with battlements, and a gate house with a drawbridge. The curtain wall has bastions at its corners, and encloses a courtyard containing a well, stables, smithy, outhouses, and a large keep at the centre. The latter has 5 or 6 storeys with arrow-slit windows, and is topped with a flat roof with battlements.

3,4,4,2) PROPERTY IN THE TOWN

In the largest towns and cities (those with royal charters making their residents freemen), residents can rent or buy all manner of premises. These privileges are not available to non-residents, however, who are expected to lodge at inns or with their guild or temple. However, it may be possible for a PC to purchase residential status if the right alderman is bribed.

If premises are purchased outright, then take the monthly rental cost to be the expenditure required to cover maintenance, stocking, taxes, etc. (These costs do not including staffing – see *Retainers* later in this chapter.)

TOWN PROPERTY	RENT (monthly)	PURCHASE	DESCRIPTION
Hovel	1 ★ ^S	5 ○ ^S	Like country hovel.
Flat	1 ○ ^S	5 ★ ^S	A single room in a larger building, with shared entrance and staircase.
Townhouse, small	1 ☼ ^G	5 🌀 ^G	Like large country cottage.
Townhouse, large	1 🌀 ^G	50 🌀 ^G	A narrow three-storey building of timber frame construction with wattle and daub walls, resting on stone foundations. The roof is stone slates. There is 1 fireplace and chimney breast, made of brick. The ground floor has large shutters at the front so that goods can be sold onto the street.
Mansion	10 🌀 ^G	500 🌀 ^G	Like large country hall, except the only outbuildings will be a stable.
Inn	4 🌀 ^G	200 🌀 ^G	Large inn with an entertaining hall, kitchen and private quarters on the ground floor, and a dormitory and 4 private rooms upstairs. There is a single brick-built fireplace and chimney breast. A courtyard to the rear leads to a brewhouse and stables for up to 8 horses.
Warehouse, dockside	6 🌀 ^G	300 🌀 ^G	Warehouse with large doors for access by horse and cart from the dock. To the rear are several lockable rooms for use as offices, or for securing valuable goods.

If a PC allows an inn or warehouse that he owns to operate as a normal business, with a competent manager, it will generate income. The GM can assume that, by default, each year the business generates an income in gold suns equal to twice its staffing cost. E.g. if a city warehouse's staffing cost is 1,620 ☼^G a year, then it will generate 3,240 ☼^G a year. Of course, from this income, the cost of staffing (1,620 ☼^G) and maintenance (60x12=720 ☼^G) must be subtracted, leaving a profit of 900 ☼^G a year. Thus, it will take 3000/900=3.3 years to pay off the purchase cost of the building.

Apply the multiplier from the following table to the annual profit. This reflects some years being good (bountiful harvest, treaty signed, etc.) and others lean (war, famine, etc.).

1d100+LU	PROFIT MULTIPLIER	MODIFIER TO NEXT YEAR'S ROLL
≤10	-2	+20
11 to 30	-1	-10
31 to 70	1	0
71 to 85	2	+10
86 to 95	3	+20
≥96	5	-50

E.g. the PC's player rolls a result of 05, so the profit from his city warehouse this year is $-1,800 \text{ } \text{☉}^G$ rather than $900 \text{ } \text{☉}^G$, i.e. he loses two years' profits. But, for next year, he will roll $1d100+LU+20$ and, hopefully, do better.

3,5) RETAINERS

Some Player Characters will accumulate sufficient wealth to be able to hire retainers to undertake tasks for them. This could be a blacksmith to repair weapons and armour, or a scribe to copy out a text or to undertake research in a library. Retainers differ from general tradesmen and hirelings in that they are paid a fee to secure their services. A PC will make repeated use of his retainers and may develop a long-lasting relationship with them. If the PC has property, then some or all of his retainers might live therein and even manage his estate while he travels. Retainers would generally be hired through guilds or, if the PC is of high social status, from the PC's family network.

Examples of different types of retainers are given in the following table, along with their typical fee. If paid monthly, this fee is in silver moons. If paid as an annual salary, the fee is in gold suns. A retainer hired on an annual basis would expect his bed and board to be paid for, and facilities for his trade to be provided, e.g. a workshop, in addition to his wages. For simplicity, assume that the annual fees in gold suns include these extra costs. In return for this significant investment, the retainer makes his services available exclusively to his employer. Hiring a retainer on a monthly rate is a much cheaper and looser relationship. Such a retainer would generally work from his own premises, and undertake work for several local employers. He would not expect to have his living costs paid for, nor his facilities.

The GM can assume that a retainer has average attributes for their race, and a value of 6 for the skills relating to their trade. The GM can change the skill value to:

- 7 for a particularly skilled retainer (this doubles the standard fee);
- 5 for a cheap retainer (this reduces the standard fee by one-third);
- 4 for an apprentice (this halves the standard fee).

(Halfling cooks, dwarf masons and wood elf musicians are particularly prized. Their fees are doubled, but their professional skill is advantaged.)

Some retainers will frequently work in teams, e.g. guards, labourers, sailors. These teams will need leaders (e.g. guard sergeants, gang leaders, ship's mates) which are paid double the standard rate (assume they have $\text{Influence}+\text{CH}=5+4=9$ for Action Rolls to command their team). Leaders of leaders (e.g. guard captains, gang masters, ship's captains) are paid four times the standard rate (assume they have $\text{Influence}+\text{CH}=7+4=11$ for Action Rolls to command their team).

A retainer's fee will depend chiefly on the value of the skill he brings – how long it has taken him to develop and hone that expertise, and the scarcity of those skills in the market. As a crude guide, the GM should double the listed fees for retainers working in or near a town, and triple them for a city. (She could apply the same multipliers if retainers are recruited to work at remote or very remote premises.) A retainer's fee will also relate to the cost of the facilities he needs to perform his trade. E.g. a blacksmith would need a workshop with a forge, a supply of water and a store for raw materials, tools and finished products. If the blacksmith is hired as a live-in retainer, his employer will need to provide and maintain such a workshop, as well as providing food and accommodation – and this is reflected in the annual fees in gold suns.

It would be in the employer's interests to reward an especially valuable retainer with high quality accommodation and facilities, in order to boost that retainer's loyalty and productivity. Greed and access to information can also affect a retainer's fees. E.g. advisors, bodyguards and stewards will be in positions from whence they can see the employer's affairs closely – his successes and failures, his interactions with allies and enemies, and his income – meaning that they could be in a position to negotiate better wages in order to maintain their loyalty.

Here is the table listing common retainers and their typical fees and skills. This is not meant to be a comprehensive list of medieval professions, but those most likely to be employed by PCs at premises they own.

RETAINER	FEE	TRADE SKILLS	NOTES & SPECIAL FACILITIES
Advisor	204	History, Influence, Lores (several), Observation, Trading	
Apothecary	204	Botany, Medicine	Requires a workshop for the preparation of ointments and tonics.
Armourer	120	Leather Working, Manoeuvre in Armor, Metal Working, Trading	Smith specialising in the production of armour and weapons. Requires a workshop with a forge and a supply of water.
Assassin	96	Ambush Weapon, Bows, Daggers/Knives, Death Prod, Disarm, Gymnastics, Observation, Prediction, Reflex, Stealth	
Bailiff	72	Club/Hammer/Mace One-Handed, History, Influence, Mathematics	Oversees a manor's estate, collecting rents and managing its accounts. Also executing the legal business of the local court.
Baker	24	Cookery	Requires a kitchen.
Barber Surgeon	120	Barbering, Medicine	Undertakes cutting of the body – from hair and beards to surgical procedures including amputation and blood-letting. And sometimes torture.
Bard	48	Expression, History, Influence, Music	Provides entertainment and status.
Blacksmith	48	Club/Hammer/Mace One-Handed, Fletching, Leather Working, Mechanics, Metal Working, Trading	Smith producing general metal work, inc. weapons, horse tackle, etc. Requires a workshop with a forge and a supply of water.

RETAINER	FEE	TRADE SKILLS	NOTES & SPECIAL FACILITIES
Bodyguard	36	Brawn, Daggers/Knives, Disarm, Feint, Observation, Resilience, Swords One-Handed, Unarmed Grapples	Specialist in close quarters combat. Requires accommodation beside the employer's. Team hierarchy: Bodyguard, Guard Sergeant, Guard Captain.
Bowyer	48	Bow Making, Bows, Crossbows, Fletching, Trading, Wood Working	Craftsman producing bows and arrows. Requires a workshop.
Brewer	24	Brewing	Commonly makes ale – which is consumed in huge quantities by young and old, being often much safer to drink than water. Requires a brew house with a clean water supply and heat.
Butcher	24	Cookery	Requires a kitchen and a cold store.
Carpenter	48	Building, Wood Working	Requires a workshop. Team hierarchy: Carpenter, Journeyman Carpenter, Master Carpenter.
Chandler	48	Chandlery	Requires a workshop.
Clerk	72	Calligraphy, Languages (several), Mathematics, Trading	An accountant.
Coachman	24	Geography, Riding	
Cook	24	Cookery	Requires a kitchen.
Cooper	48	Coopering	Requires a workshop.
Courtesan	72	Expression, Influence, Music, Observation	
Diplomat	204	History, Influence, Languages (several), Observation, Trading	
Double	96	Brawn, Daggers/Knives, Disarm, Feint, Influence, Observation, Resilience, Swords One-Handed, Unarmed Grapples, plus 3 skills in which the employer excels (not Magic skills)	A bodyguard selected for his physical resemblance to the employer, and trained enough to mimic the employer and undertake certain duties in his guise. Requires private quarters linked to the employer's.
Errand Boy	3		
Food Taster	12	Observation	This role could be performed by a slave – in which case the fee is zero.
Fool	48	Expression, History, Influence, Observation	Provides entertainment and status.
Game Keeper	24	Bows, Fishing, Fletching, Observation, Stealth, Trap Setting, Zoology	Manages the game on the lord's estate.

RETAINER	FEE	TRADE SKILLS	NOTES & SPECIAL FACILITIES
Gardener	24	Botany, Farming	
Gong Farmer	12		Collects the waste from privies and cess pits, and takes it to a midden outside of the settlement.
Guard	36	Crossbows, Daggers/Knives, Axes Two-Handed, Unarmed Grapples	Team hierarchy: Guard, Guard Sergeant, Guard Captain.
Healer	240	Botany, Healing, Medicine	As apothecary, but with skill in Healing magic also.
Huntsman	24	Bows, Fishing, Fletching, Observation, Stealth, Trap Setting, Zoology	
Inn Keeper	72	Brewing, Cookery, Influence, Observation, Trading	Requires a tavern or inn.
Knight	96	Inspire, Manoeuvre in Armour, Riding, Spears, Swords One-Handed, Unarmed Strikes	Man-at-Arms, a mounted soldier. Requires stabling for horse.
Labourer	12	Brawn, Building, Farming, Riding	Team hierarchy: Labourer, Gang Leader, Gang Master.
Maid	12		Team hierarchy: Maid, Senior Maid, Housekeeper
Mason	48	Building, Stone Working	Requires a workshop. Team hierarchy: Mason, Journeyman Mason, Master Mason.
Messenger	24	Daggers/Knives, Geography, Riding, Running	Requires provision of a fast horse and money for expenses (e.g. fresh horses, lodging).
Miller	48	Farming, Mechanics, Trading	Runs a water- or wind-powered mill to produce flour.
Potter	48	Pottery	Requires a workshop with a kiln.
Sailor	20	Climbing, Daggers/Knives, Fishing, Geography, Trading, Unarmed Trips/Throws, Watercraft, Weather Lore	Team hierarchy: Sailor, Mate, Captain.
Scribe	48	Calligraphy, Expression, History, Language (several)	
Soldier	36	Axes, Two-Handed, Bows, Club/Hammer/Mace One-Handed, Unarmed Strikes	Foot soldiers and archers. Team hierarchy: Soldier, Sergeant, Captain.
Spinner	24	Weaving	

RETAINER	FEE	TRADE SKILLS	NOTES & SPECIAL FACILITIES
Stable Hand	24	Riding	
Steward	240	History, Influence, Mathematics, Trading	An administrator who manages the daily business of an estate for his lord – including in his absence. Requires an office and at least one clerk.
Tailor	48	Needlecraft	
Tanner	48	Leather Working	
Thief	36	Climbing, Gymnastics, Legerdemain, Observation, Pick Lock, Stealth	
Woodcutter	12	One-Handed Axes, Two-Handed Axes	

Thus, the annual cost of retainers to staff a:

- large cog is 380 ☼^G
for a captain, mate, 6 sailors;
- small hall (countryside) is 264 ☼^G
for a bailiff, house keeper, cook, maid, brewer, gardener, stable hand, labourer, game keeper, woodcutter, gong farmer;
- large hall (countryside) is 939 ☼^G
for a bailiff, clerk, guard sergeant, 3 guards, house keeper, cook, 2 maids, messenger, food taster, bard, fool, errand boy, blacksmith, carpenter, tailor, bowyer, baker, brewer, gardener, stable hand, 2 labourers, 2 game keepers, woodcutter, gong farmer;
- fort (countryside) is 1,578 ☼^G
for a steward, clerk, 2 sergeants, 10 soldiers, body guard, house keeper, cook, 4 maids, messenger, bard, errand boy, armourer, blacksmith, carpenter, mason, bowyer, baker, brewer, 2 stable hands, labourer gang leader, 2 labourers, 2 huntsmen, woodcutter, gong farmer;
- castle (countryside) is 3,381 ☼^G
for a steward, bailiff, clerk, scribe, captain, 2 sergeants, 20 soldiers, 2 bodyguards, butler, house keeper, 2 cooks, 5 maids, 2 messengers, food taster, 2 bards, fool, 3 errand boys, apothecary, armourer, barber surgeon, blacksmith, 2 carpenters, 2 masons, tailor, chandler, miller, potter, tanner, bowyer, cooper, spinner, baker, brewer, butcher, gardener, 3 stable hands, labourer gang master, labourer gang leader, 5 labourers, 3 huntsmen, 2 woodcutters, gong farmer;
- large townhouse (town) is 168 ☼^G
for a house keeper, cook, maid, stable hand;
- mansion (town) is 1,014 ☼^G
for a clerk, guard sergeant, 2 guards, house keeper, 2 cooks, 2 maids, messenger, food taster, bard, errand boy, gardeners, 2 stable hands, labourer;
- inn (town) is 744 ☼^G
for an inn keeper, guard, house keeper, 2 maids, head cook, 2 cooks, baker, brewer, butcher, 2 stable hands;
- warehouse (town) is 1,080 ☼^G

for a clerk, messenger, guard sergeant, 3 guards, carpenter, cooper, stable hand, labourer gang master, labourer gang leader, 6 labourers.

The town costs in these examples are double the defaults in the table. They can be multiplied by 1.5 to give the city equivalents.

The annual cost of retainers for building a fort is 3,828 ⚔^G for 50 labourers, 5 labourer gang leaders, a master labourer, 10 masons, 2 journeyman masons, a master mason, 10 carpenters, 2 journeyman carpenters, a master carpenter, 10 guards, a guard sergeant, 3 cooks, a brewer, a baker, a blacksmith, 3 stable hands, 2 messengers, 3 huntsmen, 3 woodcutters, a gong farmer, an apothecary, a scribe and a steward. This team would need employing for several years, depending on the size of the fort. If the fort is in a particularly remote area, the cost might be doubled or tripled. It might be cheaper for a party of PCs to acquire an existing fort. It will then need staffing, of course...

For simplicity, assume that the annual fees in gold suns include paying for each retainer's bed and board, plus any specific facilities for their trade. So the building site of a fort would be crowded with tents and temporary wooden sheds, to house the workers...

If a PC is not going to be resident for a significant length of time at premises he owns, he may wish to reduce staffing to a skeleton crew to save money. He will then have to re-employ staff when he returns. Staff are generally easy to come by as, often, people are poor and plentiful and employment is scarce and valued. But, frequent changes in staff induce disloyalty amongst the whole household. Leaving premises unmanned for any length of time is likely to see them being misappropriated or falling into disrepair.

3,5,1) DISLOYALTY

The GM should give every significant retainer NPC, with whom a PC will develop a relationship, a Disloyalty attribute (DI). Disloyalty ranges from 1 to 10, as follows:

- 10 – despises his employer;
- 8 to 9 – dislikes his employer;
- 6 to 7 – discontent with his employer;
- 3 to 5 – content with his employer;
- 2 – admires his employer;
- 1 – devoted to his employer.

The lower a retainer's Disloyalty, the more loyal he is and the better his work, in terms of quality and speed. A retainer with a high Disloyalty will be more likely to make trouble, and to produce poor quality work and take longer about it.

The GM does not set a retainer's Disloyalty value arbitrarily. Rather, it should be set at 5 for a new retainer, and then adjusted by Loyalty Rolls.

3,5,2) LOYALTY ROLL

A Loyalty Roll should be made at periodic intervals (e.g. annually) and especially after any significant event that might strain or strengthen the relationship between the employer and his retainer. Examples could be the employer ordering the retainer to undertake an unpleasant task above and beyond normal duties, or the employer disciplining the retainer harshly or unfairly, or the retainer being exposed to temptation, such as an unattended

valuable of the employer's. Alternative events triggering a roll might be the employer rewarding the retainer with public praise or unexpected gifts.

To make a Loyalty Roll, the employer's player throws 1d10 plus Influence+CH, versus a Difficulty equal to twice the retainer's Disloyalty attribute. If the Loyalty Roll is:

- passed by an amount equal to the retainer's Disloyalty or greater, then the retainer's Disloyalty decreases by one point (to a minimum of 1);
- passed by an amount less than the retainer's Disloyalty, then the retainer's Disloyalty remains unchanged;
- failed, the retainer's Disloyalty increases by one point (to a maximum of 10);
- fumbled, his Disloyalty increases by 3 points (to a maximum of 10).

The GM may skip Loyalty Rolls for a retainer with a Disloyalty of 1 or 2. For such a retainer, Loyalty Rolls are only triggered by extremely significant events in their relationship with the employer. E.g. such a retainer would work for free for a short period, without triggering a Loyalty Roll, knowing that the employer will recompense him with interest in the near future. Or he would undertake an unpleasant task, above and beyond normal duties, without a Loyalty Roll. He sees his long term interests as being aligned with his employer's.

A retainer with a Disloyalty ≥ 8 may abandon his employment at any time. He will be considering his position, and looking for better employment elsewhere.

Once a retainer's Disloyalty equals 10, he only stays employed in order to harm or betray his employer's interests. He sees his employer's interests as opposed to his own, and will be encouraging disquiet amongst the household, and even spying for his employer's enemies.

3,5,3) RETAINERS IN COMBAT

If the GM needs more detailed characteristics for a retainer, e.g. because he will be travelling through dangerous lands with a PC and may need to fight, she can adapt some of the NPCs listed in *The Bestiary*.

Note that most types of retainers will flee from significant danger. Exceptions to this would be guards, bodyguards, doubles, assassins and, to an extent, sailors – for whom danger is part of their trade. However, of these types of retainer, only those with a Disloyalty of 1 or 2 would consider fighting to the death to defend their employer.

4) TOLLS AND TAXES

Tolls and taxes are an effective way for the GM to take wealth from PCs. PCs, as travelling adventurers, are likely to be asked to pay the following four types most frequently.

TAX	LEVEL			NOTES
	REASON- ABLE	AVERAGE	EXTORTION- ATE	
Murage	1 🐾 ^B	5 🐾 ^B	1 ★ ^S	
Pavage	5 🍷 ^B	1 🐾 ^B	5 🐾 ^B	On foot.
	1 🐾 ^B	5 🐾 ^B	1 ★ ^S	With horse.
	5 🐾 ^B	1 ★ ^S	5 ★ ^S	With laden wagon

TAX	LEVEL			NOTES
	REASON- ABLE	AVERAGE	EXTORTION- ATE	
Pontage	1 ☐ ^B	5 ☐ ^B	1 🏰 ^B	On foot.
	5 ☐ ^B	1 🏰 ^B	5 🏰 ^B	With horse.
	1 🏰 ^B	5 🏰 ^B	1 ★ ^S	With laden wagon
Treasure Duty	10%	25%	50%	

4,1) MURAGE, PAVAGE AND PONTAGE

The following three taxes will be collected together at a gate house when entering a settlement.

- Murage is a tax levied for the building and repair of the walls and other fortifications around a settlement.
- Pavage is a tax levied for the paving of streets and market places, and also for the creation and maintenance of roads between settlements.
- Pontage is a tax levied for the building and repair of the bridges within a settlement.

4,2) TOLLS FOR CROSSING RIVERS

Some strategic river crossings will have bridges, especially those not too far from towns or cities, or on the routes linking them. As maintaining bridges is costly, these invariably have a manned guard house, where a toll is collected from those that wish to cross. The GM can use the same rates as for pontage, using the reasonable rate for small bridges, and the extortionate rate for the larger ones.

More often, ferries are used to cross rivers near to settlements that have not been bridged and are too dangerous to ford. The simplest might be an unmanned raft tethered to a thick rope (or possibly an iron chain) spanning the river, tied to trees at either end. Poles are used to push the ferry across. The smallest of these might be unmanned and so free to use. Larger ferries, especially those big enough for a traveller's horse, will be crewed. The GM can set the toll's level as she would for pontage.

Most frequently, rivers are forded on foot. Locals periodically deposit logs and shingles into the ford, to try to ease the crossing – but these are regularly washed away...

4,3) TREASURE DUTY

Whilst murage, pavage and pontage are levied indiscriminately, treasure duty is a tax directed solely at successful adventurers who are bringing treasure into a settlement to sell – peasants, commoners and normal merchants will not be taxed. And rather than being earmarked for specific developments, it simply funds the local lord's coffers.

Generally a percentage of the value of the treasure must be paid, though collectors may take payment in the form of valuable items. The exact rate that must be paid, precisely who must pay it and who need not, and what constitutes treasure and what does not, all vary from place to place. Sometimes a crude estimate of the value of treasure will be sufficient to calculate the level of the tax. In other places, skilled assessors are ready to log and value all artefacts brought into the city. Such tax collectors will be well guarded.

Of course, adventurers are resourceful people and will generally try to avoid paying this tax whenever possible. It may be possible to bribe one's way into a settlement without paying the full duty, or to smuggle treasure inside. Alternatively, adventurers may cache treasure in the wilderness somewhere, rather than carry it into town. And so treasure chests are buried in fields or lowered onto river beds, tied up in high trees, stashed on cliff ledges or in the bowels of hidden caves or isolated ruins. Many of these are forgotten and lost, until they are discovered by the fortunate...

4,4) OTHER TAXES

There are other taxes too, of course, which PCs may have to pay, particularly if they take up residence somewhere for any length of time. E.g. if a state has changed hands due to military conquest, the losing monarch may impose an ad-hoc tax on his lords, so that he can pay a tribute to the victor. The lords will pass on the tax to their vassals, of course. PCs who do not contribute would face arrest by the bailiffs. The tribute could be so large that whole populations are rendered destitute.

Many lords avoid their knight-service by paying a tax to the monarch called scutage. Customarily, a lord would be expected to spend forty days each year supporting the monarch's armies, either personally leading an armed company of his vassals, or providing a larger host for another lord to lead. Paying scutage alleviates the lord of this duty (except in exceptional circumstances). Scutage is normally levied at a rate of 1 gold drake per day of absence from knight-service. A PC would not be liable for scutage unless they are a member of the gentry or nobility. But an unscrupulous lord might pay for his scutage by increasing the taxes and rents paid by his vassals. If a villein, a PC could be commandeered into a lord's company to fight as part of his knight-service.

5) GENERAL LIVING COSTS

The GM may find it useful to have suggested living costs for PCs. These costs cover expenditure on renting accommodation (short-term) and stabling, maintaining mundane gear like clothing and shoes, armour and weapons (non-magical), horse tackle, etc., and buying consumables like food, ale, candles, parchment, whetstones, arrows... Rather than role-playing every transaction, the GM can ask each player to cross off the relevant amount of money from their *Character Sheet* each month, depending on the luxuriousness of the PC's lifestyle and where they reside.

LIFESTYLE	GENERAL LIVING COST, MONTHLY			
	HAMLET	VILLAGE	TOWN	CITY
Squalid	10 ○ ^S	15 ○ ^S	2 ☼ ^G	3 ☼ ^G
Poor	13 ○ ^S	23 ○ ^S	3 ☼ ^G	4 ☼ ^G
Middling	n/a	30 ○ ^S	4 ☼ ^G	5 ☼ ^G
Wealthy	n/a	n/a	6 ☼ ^G	8 ☼ ^G
Opulent	n/a	n/a	n/a	10 ☼ ^G



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CHAPTER 6 – TREASURE

All Player Characters are adventurers because nobody would want to role-play a cobbler or weaver for very long, and one of the main rewards of undertaking risky adventures is finding treasure – useful items that either become part of a PC’s armoury or are sold off to raise funds for the next adventure.

This chapter helps the GM to quantify the value of interesting items found as treasure. A worked example is provided – see *An Example of Treasure Generation* later.

1) TREASURE RATING

Treasure can be found in the personal belongings carried by a beggar, or the huge glittering pile slept upon by a dragon. The GM should first decide how valuable is the haul of treasure that the PCs have found. Relative degrees of value are categorised into the following Treasure Ratings:

TREASURE RATING	EQUIVALENT STATUS RANK
None	0
Impoverished	1
Poor	2
Mediocre	3
Normal	4
Wealthy	5
Rich	6
Obscenely Rich	7

The higher the rating, the greater the value of the find of treasure and the more likely it is to contain unusual and powerful items as well as ordinary ones. (In some circumstances, the Treasure Ratings can be thought of as corresponding to Status Ranks – see the *Character Generation* chapter.)

Treasure Ratings are referred to throughout the tables of this chapter. The GM may always choose an appropriate rating for herself or may use the suggested ratings given in *The Bestiary* for creatures’ carried belongings and hoards of treasure in lairs.

2) SIZE

The GM may roll 1d100 and consult the following tables to work out the size of a find of treasure, based on the Treasure Rating. There is a table for treasure found as the carried belongings on a person or creature, or for treasure deposited as a hoard in a vault or lair. The result is the number of interesting items (including amounts of coinage) within this find.

Interesting items are likely to be found amongst an array of prosaic things on the person of a defeated enemy, or in his lair. If her players take an interest in such commonplace objects, the GM must describe them too. This chapter cannot help with that task.

2,1) CARRIED BELONGINGS

TREASURE RATING	1d100				
	01 to 30	31 to 55	56 to 75	76 to 90	91 to 100
0 None	0	0	0	0	0
1 Impoverished	0	0	0	1	1
2 Poor	0	0	1	1	2
3 Mediocre	0	1	1	2	3
4 Normal	1	1	2	3	4
5 Wealthy	1	2	3	4	5
6 Rich	2	3	4	5	6
7 Obscenely Rich	3	4	5	6	7

2,2) HOARD

TREASURE RATING	1d100				
	01 to 30	31 to 55	56 to 75	76 to 90	91 to 100
0 None	0	0	0	0	0
1 Impoverished	1	1	1	2	4
2 Poor	1	1	2	4	6
3 Mediocre	1	2	4	6	8
4 Normal	2	4	6	8	10
5 Wealthy	4	6	8	10	12
6 Rich	6	8	10	12	16
7 Obscenely Rich	8	10	12	16	20

3) COMPOSITION

Once the GM has determined how many interesting items are in a find of treasure, she must choose the category of each. She is encouraged to decide this for herself, to better match the circumstances. However, if the GM really wants to let dice make the decision, the following table will help:

1d100	CATEGORY
01 to 05	Armour *
06 to 35	Coinage
36 to 50	Clothing *
51 to 55	Foodstuff
56 to 60	Herb
61 to 62	Jewellery *
63 to 66	Miscellaneous item *

1d100	CATEGORY
67	Poison
68 to 71	Potion
72 to 75	Shield *
76	Spell book *
77 to 80	Spell scroll
81 to 100	Weapon *

If the item is asterisked in the previous table, e.g. a piece of armour, clothing or jewellery, etc., then the GM can roll 1d100 on the next table to see if it is magical or not, depending on the Treasure Rating. Potions are automatically magical, by their nature. It should be assumed that coinage, foodstuffs, herbs, poisons and spell scrolls are never magical.

TREASURE RATING		CHANCE OF ITEM BEING MAGICAL			
0	None	0			
1	Impoverished	1%			
2	Poor	2%			
3	Mediocre	4%			
4	Normal	8%			
5	Wealthy	66% first item		11% others	
6	Rich	100% first item	33% second item	11% others	
7	Obscenely Rich	100% first item	66% second item	33% third item	11% others

The GM should bear in mind whether or not the item is degradable, e.g. made of wood, paper, leather, etc. If the find of treasure is especially ancient, or if the environment is particularly damp, organic items are likely to have decayed so much that they are useless, and may even be just debris and dust. If such items are magical, they will survive unsullied, however.

Once the GM knows an interesting item's category, and whether it is magical or not, she can use the following sections to help describe it further.

3,1) ARMOUR

If a piece of armour has been found, the GM should choose its exact type using the table in the *Armour* section of the *Goods and Services* chapter, e.g. gambeson hauberk, mail coat, plate cuirass. She should bear in mind that very old leather, gambeson and brigandine armour may have decayed beyond use, as will the straps and ties on metal armour. Metal armour might have rusted beyond repair. Magical armour might be dusty or dirty, but will otherwise survive the passage of time intact.

If the armour is magical, roll on the following table a number of times equal to the Treasure Rating, and list any powers that result. (The powers are described later this chapter.) A roll is wasted if it:

- produces the same power as an earlier roll;
- would produce an item with more than three different Enhancement powers;
- would produce an item with both Skill and Attribute Enhancements.

If the rolls fail to produce either Skill Enhancement or Attribute Enhancement, then one of the rolled powers must be replaced with Skill Enhancement.

1d100	POWER
01 to 60	Skill Enhancement
61 to 90	Spell Enhancement
91 to 97	Dimorphic Enhancement
98	Sentience *
99	Constant Spell Enhancement
100	Attribute Enhancement

* Helmets are the only kinds of armour which may be sentient.

3,2) CLOTHING

If a piece of clothing has been found, the GM should choose its exact type using the table in the *Clothing* section of the *Goods and Services* chapter, e.g. fur cloak, feathered cloth cap, leather belt, etc. She should bear in mind that very old cloth, leather and furs may have decayed beyond use if non-magical.

If the clothing is magical, roll on the following table a number of times equal to the Treasure Rating, and list any powers that result. (The powers are described later this chapter.) A roll is wasted if it:

- produces the same power as an earlier roll;
- would produce an item with more than three different Enhancement powers;
- would produce an item with both Skill and Attribute Enhancements.

If the rolls fail to produce either Skill Enhancement or Attribute Enhancement, then one of the rolled powers must be replaced with Skill Enhancement.

1d100	POWER
01 to 60	Skill Enhancement
61 to 96	Spell Enhancement
97 to 98	Dimorphic Enhancement
99	Constant Spell Enhancement
100	Attribute Enhancement

3,3) COINAGE

This section identifies the value of finds of coinage. First, roll on the following table to determine the denomination of the coins that have been found:

TREASURE RATING	1d100					
	01 to 40	41 to 70	71 to 86	87 to 94	95 to 98	99 to 100
1 Impoverished	☪ ^B	☪ ^B	☑ ^B	☑ ^B	★ ^S	★ ^S
2 Poor	☪ ^B	☑ ^B	☑ ^B	★ ^S	★ ^S	○ ^S
3 Mediocre	☑ ^B	☑ ^B	★ ^S	★ ^S	○ ^S	○ ^S
4 Normal	☑ ^B	★ ^S	★ ^S	○ ^S	○ ^S	☼ ^G
5 Wealthy	★ ^S	★ ^S	○ ^S	○ ^S	☼ ^G	☼ ^G
6 Rich	★ ^S	○ ^S	○ ^S	☼ ^G	☼ ^G	☼ ^G
7 Obscenely Rich	○ ^S	○ ^S	☼ ^G	☼ ^G	☼ ^G	☼ ^G

Roll on the next table to determine the quantity of coins found. For coins found in hoards, roll as indicated for carried treasure and multiply the result by the hoard multiplier.

TREASURE RATING	NUMBER OF COINS	
	CARRIED	HOARD MULTIPLIER
0 None	0	0
1 Impoverished	1d10	x2
2 Poor	1d10+10	x3
3 Mediocre	2d10+15	x5
4 Normal	3d10+20	x10
5 Wealthy	4d10+25	x12
6 Rich	5d10+30	x15
7 Obscenely Rich	6d10+40	x20

3,3,1) WEIGHT OF COINAGE

Large numbers of coins can be very heavy. The following table gives dimensions and weights of coins, and assumes that gold is twenty times as valuable as silver, and that silver is twenty times as valuable as bronze.

COIN	DIA-METER (mm)	THICK-NESS (mm)	WEIGHT (grams for individual; kilograms for 1,000)	COINS IN 1 kg
Gold Drake	65	6	40	25
Gold Sun	30	3	4	250
Silver Moon	40	6	8	125
Silver Star	20	3	0.8	1,250
Bronze Crown	20	6	1.5	666
Bronze Shield	10	3	0.2	5,000

Thus, 1 gold drake weighs 40 grams, 25 drakes weigh 1 kilogram, and 1,000 drakes weigh 40 kilograms.

3,3,2) PRECIOUS STONES

Occasionally, the GM may wish to substitute precious stones for coinage (see the *Precious Stones* section of the *Goods and Services* chapter). However, whilst coins can be counted, a character should have to pass an appraisal Action Roll (Trading+RE) to know the value of any particular gem.

3,4) FOODSTUFFS

Adventurers may be interested in recovering foodstuffs from the loot they discover – they will often be hungry, and Weakness Penalties apply if they do not eat regularly (see *Hunger and Thirst* in the *Harms Beyond Combat* chapter). However, such items are perishable and only residues are likely to be found in old treasure hoards. A lazy GM can use this table to randomly determine types of foodstuffs found in fresh loot.

1d100	RAW FOOD
01 to 20	Raw meat
21 to 40	Fresh fish, e.g. lamprey
41 to 80	Vegetables
81 to 95	Fruit
96 to 100	Honey

1d100	TOBACCO
01 to 99	Pipeweed
100	Winterbine Weed

1d100	DRINK
01 to 15	Water
16 to 30	Milk
31 to 45	Ale
46 to 60	Mead
61 to 75	Cider
76 to 90	Wine
91 to 99	Fortified wine, e.g. rum
100	Spirit, e.g. whiskey

1d100	COOKED FOOD
01 to 13	Bread
14 to 26	Vegetables, e.g. baked potato
27 to 39	Meat, e.g. sliced ham
40 to 52	Sausage, e.g. pork and leek
53 to 65	Pie, e.g. fish pie
66 to 78	Stew, e.g. mutton stew
79 to 91	Cheese
92 to 96	Fruit pie
97 to 100	Cake

1d100	PRESERVED FOOD
01 to 13	Salted meat
14 to 26	Salted fish
27 to 39	Smoked meat
40 to 52	Smoked fish
53 to 65	Fruit jam
66 to 78	Pickles
79 to 91	Dried fruit
92 to 96	Dwarven Ironbread
97 to 100	Elven Waybread

3,5) HERBS

Adventurers are frequently wounded (or about to be) so should be very interested in any herbs that they can lay their hands on. The GM should use the *Herbs by Effect* section of the *Goods and Services* chapter to select the types of herbs found in treasure. These will usually have been made into tonics or ointments to ease application and increase longevity (to 1 year). Tonics are customarily kept in small ceramic bottles with cork stoppers, and ointments are stored in small lidded jars, made of wood or ceramic and sealed with beeswax (see *Adventuring Equipment* in *Goods and Services*).

Note that herbs are perishable and unlikely to survive in ancient treasure hoards. They lose their potency, or evaporate or leak from their phials and jars...

3,6) JEWELLERY

If a piece of jewellery has been found, the GM should choose its exact type using the table in the *Jewellery* section of the *Goods and Services* chapter (e.g. plain bronze pendant, silver ring with a diamond, golden torc with twin rubies). She should bear in mind that very old cords and thongs may have decayed beyond use, if the jewellery is non-magical.

If the jewellery is magical, roll on the following table a number of times equal to the Treasure Rating, and list any powers that result. (The powers are described later this chapter.) A roll is wasted if it:

- produces the same power as an earlier roll;
- would produce an item with more than three different Enhancement powers;
- would produce an item with both Skill and Attribute Enhancements.

If the rolls fail to produce either Skill Enhancement or Attribute Enhancement, then one of the rolled powers must be replaced with Skill Enhancement.

1d100	POWER
01 to 60	Skill Enhancement
61 to 90	Spell Enhancement
91 to 97	Dimorphic Enhancement
98	Sentience *
99	Constant Spell Enhancement
100	Attribute Enhancement

* Rings and crowns are the only kinds of jewellery which may be sentient.

3,7) MISCELLANEOUS ITEMS

This category of item includes tools, musical instruments, ornaments, etc. – basically, any variety of interesting and portable objects other than those covered in other categories (i.e. not armour, clothing, coinage, etc.).

If a miscellaneous item has been found, the GM should choose its exact type, bearing in mind that organic items may have degraded if non-magical. She could pick something from the table in the *Adventuring Equipment* section of the *Goods and Services* chapter. Further examples of miscellaneous items are given here:

1d00	ITEM	NOTES
01 to 02	Backpack	Or sack.
03	Bagpipes	
04 to 07	Book	E.g. a ledger of transactions, a diary or journal, a religious text, or a treatise on a particular subject. Reading the latter may, at the GM's discretion, bestow a +1 bonus to a relevant skill value (e.g. reading a bestiary gives +1 to Zoology).
08 to 09	Bowl	
10 to 11	Brazier	
12 to 13	Cauldron	
14 to 15	Chalk	
16	Comb	Carved ivory.
17	Crystal ball	
18 to 19	Dice	How many sides?
20	Disguise	For a specific local official, known to one of the PCs.
21	Divination gear	E.g. tarot cards, rune stones.
22 to 23	Drinking horn	
24	Drum	
25 to 29	Ewer	
30	Flute	
31 to 32	Fork	
33 to 34	Game set	Board and pieces, e.g. chess, nine men's morris, etc.
35 to 36	Goblet	
37	Gong	With mallet.
38	Harp	
39 to 40	Ink	

1d00	ITEM	NOTES
41 to 42	Key	
43 to 44	Ladder	
45 to 49	Lantern	
50	Lute	Medieval guitar.
51 to 55	Map	X marks the spot...?
56 to 57	Mirror	Generally hand-sized but possibly full-length.
58 to 59	Oil flask	
60 to 61	Ornament	E.g. gilded skull, stuffed bird, set of antlers, etc.
62 to 63	Painting	Or engraving – likely of an illustrious ancestor, or a deity.
64 to 65	Parchment	Blank sheets of paper or vellum
66 to 67	Pipe	For smoking.
68 to 69	Platter	
70	Rebec	Medieval violin.
71 to 72	Rope	
73	Rug	Carpet or animal skin.
74	Sackbut	Medieval trombone.
75 to 76	Saddle	
77	Scroll case	With documents, e.g. love letter, will. Blackmail potential?
78	Seal	Signet ring or other wax seal.
79	Shawm	Medieval oboe.
80	Skull	
81 to 82	Spoon	Or ladle.
83 to 84	Statuette	Or idol.
85	Strongbox	Small.
86	Stuffed animal	
87	Timbrel	Medieval tambourine.
88 to 92	Tinderbox	
93	Trumpet	
94 to 95	Urn	Containing someone's ashes?
96	Vampire fangs	False teeth for impersonating the undead.
97	Vase	
98 to 99	Water skin	
100	Whistle	Small recorder.

If the item is magical, roll on the following table a number of times equal to the Treasure Rating, and list any powers that result. (The powers are described later this chapter.) A roll is wasted if it:

- produces the same power as an earlier roll;
- would produce an item with more than three different Enhancement powers.

If the rolls fail to produce the Skill Enhancement power, then one of the rolled powers must be replaced with Skill Enhancement.

1d100	POWER
01 to 60	Skill Enhancement
61 to 99	Spell Enhancement
100	Constant Spell Enhancement

3,8) POISONS

Exactly as with herbs, the GM should use the *Poisons by Effect* section of the *Goods and Services* chapter to select the types of poisons found in treasure. These will usually have been made into oils, kept in small ceramic bottles with cork stoppers. However, they are perishable and unlikely to survive in ancient treasure hoards.

3,9) POTIONS

A potion is a magical liquid which contains a single spell that automatically affects the drinker once he has imbibed it (see the Make Potion spell in the Alchemy discipline). It can be assumed that each potion found in treasure is held in a single-dose glass phial (the narrow neck of the phial is snapped off to allow the liquid to be poured down the throat and swallowed in one gulp). If kept in this manner, potions do not lose their power.

The GM should roll on the next table to determine the variety of each potion found. Some of the potions listed have bizarre effects, and the art of their preparation was lost a long time ago. (Though perhaps adventurers sometimes come across ancient texts which hint at these forgotten rituals.) Remember that a potion's effects can only be identified by reading its label (if there is one), casting the Identify Power spell, or by taking a gamble and drinking it...

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
01 to 50	01 to 30	Healing, Very Weak	Heals one minor or medium injury on a limb.	1
	31 to 55	Healing, Weak	Heals one injury of the following severity: <ul style="list-style-type: none"> • limb – minor, medium or major; • torso – minor or medium. 	36
	56 to 75	Healing, Common	Heals one injury of the following severity: <ul style="list-style-type: none"> • limb – minor to mortal; • torso – minor, medium or major; • head – minor or medium. 	64
	76 to 90	Healing, Strong	Heals one injury of the following severity: <ul style="list-style-type: none"> • limb – minor to mortal; • torso – minor to mortal; • head – minor, medium or major. 	100
	91 to 100	Healing, Very Strong	Heals one minor, medium, major or mortal injury on any body location.	144
51 to 60	n/a	Luck	Gives the drinker one free Luck Reroll. (The drinker's normal maximum can be exceeded.)	33
61 to 70	01 to 23	Blood	Restores the level of the sanguine humour (blood) throughout the drinker's body to a healthy level, curing any related ailments.	125
	24 to 46	Black Bile	Restores the level of the melancholic humour (black bile) throughout the drinker's body to a healthy level, curing any related ailments.	125

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
61 to 70	47 to 69	Yellow Bile	Restores the level of the choleric humour (yellow bile) throughout the drinker's body to a healthy level, curing any related ailments.	125
	70 to 92	Phlegm	Restores the level of the phlegmatic humour (phlegm) throughout the drinker's body to a healthy level, curing any related ailments.	125
	93 to 100	Humours	Restores the level of all humours throughout the body to a healthy level, curing all ailments.	200
71 to 80	01 to 30	Dispelling, Very Weak	Cancels a single spell which is currently affecting the drinker. Works exactly as a Dispel Magic spell (see the Wizardry discipline) with a Spell-Casting of 5. If the drinker is subject to more than one spell effect, the potion seeks to dispel the weakest. (Note that irrevocable or permanent magic effects cannot be dispelled.)	50
	31 to 55	Dispelling, Weak	As the Very Weak Dispelling Potion, but with a Spell-Casting of 7.	70
71 to 80	56 to 75	Dispelling, Common	As the Very Weak Dispelling Potion, but with a Spell-Casting of 9.	90
	76 to 90	Dispelling, Strong	As the Very Weak Dispelling Potion, but with a Spell-Casting of 12.	120
	91 to 100	Dispelling, Very Strong	As the Very Weak Dispelling Potion, but with a Spell-Casting of 15.	150
81 to 90	n/a	<i>As spell</i>	Use the <i>Random Spell Generator</i> , later this chapter, to select the spell in the potion. Note, though, that some spells will not lend themselves to affecting the drinker of a potion and so should be rerolled.	(SC) ²
91 to 100	01 to 02	Agility	For the next 1d10 minutes, the drinker's AG attribute is increased to 7.	200
	03	Altruism	For the next 1d10 hours, all of the drinker's thoughts concern promoting the welfare of others.	50
	04 to 05	Beauty	For the next 1d10 minutes, the drinker's BE attribute is increased to 7.	200
	07 to 07	Charisma	For the next 1d10 minutes, the drinker's CH attribute is increased to 7.	200
	08 to 09	Clumsiness	For the next 1d10 minutes, the drinker's AG attribute is decreased to 1.	100
	10 to 11	Cold Protection	For the next 1d10 minutes, the drinker is immune to harm caused by cold.	200
	12 to 13	Constitution	For the next 1d10 minutes, the drinker's CO attribute is increased to 7.	200

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
91 to 100	14	Cthulhu's Blessing	The drinker receives a gift from the Chaos God (see <i>Gifts</i> in the <i>Pious Magic</i> section of the <i>Magic</i> chapter). This appears on next waking from sleep. If the drinker's player rolls 1d100 and scores \leq LU, the gift is temporary, lasting a number of days equal to the 1d100 result, and then vanishing. Otherwise, the gift is permanent. (Ministers of Doom may attempt to resist this effect using their Fervour versus a roll of 1d10+20 by the GM.)	333
	15	Demon Gate	The drinker, and any worn or carried equipment, is immediately teleported into the Labyrinth (see the <i>Demonic Realm</i> in <i>The GM</i> chapter). After 1d100 hours, he is teleported back to his previous position in the Natural Realm.	666
	16 to 17	Detect Magic	For the next 1d10 minutes, the drinker sees the auras of all active profane magics as if he had cast a Detect Magic spell (with an SC of 15).	200
	18 to 19	Dis- enchantment	For the next 1d10 minutes, the drinker's EN attribute is decreased to 1.	100
	20	Eel Form	The drinker, and any worn or carried equipment, is immediately turned into a giant electric eel (see <i>The Bestiary</i>). This normally lasts for 1d100 minutes but, if the result is a double (other than 100), the effect lasts for hours not minutes. If the result is 100, the effect lasts for 100 days.	300
	21 to 22	Empathy	For the next 1d10 minutes, the drinker's EM attribute is increased to 7.	200
	23 to 24	Enchantment	For the next 1d10 minutes, the drinker's EN attribute is increased to 7.	200
	25 to 26	Fearlessness	For the next 1d10 minutes, the drinker feels no fear.	200
	27	Flight	For the next 1d10 minutes, the drinker is able to fly through the air at a speed of 1 metre per second. He can effortlessly control his orientation within the air.	250
	28 to 29	Frailty	For the next 1d10 minutes, the drinker's CO attribute is decreased to 1.	100
	30	Fumbling	For the next 1d100 minutes, whenever the drinker's player makes an Action Roll, natural 2s and 3s are treated as 1s.	100
31	Ghouling	The drinker is affected as if they had cast upon themselves the necromancy spell Path of Flesh – First Step.	99	

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
91 to 100	32	Goat Form	The drinker, and any worn or carried equipment, is immediately turned into a goat (see <i>The Bestiary</i>). This normally lasts for 1d100 minutes but, if the result is a double (other than 100), the effect lasts for hours not minutes. If the result is 100, the effect lasts for 100 days.	300
	33	Heat Protection	For the next 1d10 minutes, the drinker is immune to harm caused by heat and fire.	200
	34	Ignore Exhaustion	For the next 1d10 minutes, the drinker will not tire. He may ignore Exhaustion Penalties and need make no Exhaustion Rolls (see Exhaustion Roll in the <i>Combat</i> chapter).	300
	35 to 36	Ignore Pain	For the next 1d10 minutes, the drinker ceases feeling pain. Injury Penalties are halved during this period.	400
	37 to 38	Indifference	For the next 1d10 minutes, the drinker's EM attribute is decreased to 1.	100
	39 to 40	Intelligence	For the next 1d10 minutes, the drinker's RE attribute is increased to 7.	200
	41 to 42	Intemperance	For the next 1d10 minutes, the drinker's SD attribute is decreased to 1.	100
	43 to 44	Invisibility	For the next 1d10 minutes, the drinker, and any worn or carried equipment, is immediately turned invisible. During this time, the drinker can only be seen through use of Detect Magic spells.	500
	45	Invulnerability	For the next 1d10 minutes, the drinker is immune to harm from non-magical weapons.	500
	46	Iron Lungs	For the next 1d10 minutes, the drinker does not need to breathe, and cannot be asphyxiated or poisoned by immersion in liquids or gases.	200
	47	Light	For the next 1d10 hours, the drinker glows with a faint luminescence. In darkness, this illuminates a 3 metre radius around the drinker, as if they bore a candle. In daylight, they appear to have a faint and eldritch aura, which bestows a +2 bonus to Action Rolls involving Influence.	300
	48	Lightning Protection	For the next 1d10 minutes, the drinker is immune to harm caused by lightning or electricity.	200
49 to 50	Loquaciousness	For the next 1d100 hours, the drinker will speak aloud any conscious thought that enters his head.	100	

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
91 to 100	51	Longevity	The drinker's physical (rather than mental) age is instantly reduced by 25%.	2222
	52	Love	The drinker falls head over heels in love with the next person he sees. If they are sexually compatible, the drinker's infatuation includes a fiery physical lust. Otherwise it is a deep platonic admiration and friendship. The infatuation lasts for 1d100-SD days (minimum of 1). Whether the target is deserving or reciprocates is to be seen...	100
	53	Minerva's Blessing	The drinker loses all gifts from the Chaos God, their body being restored to its normal state. (Deviant's of Chaos may attempt to resist this effect using their Fervour versus a roll of 1d10+20 by the GM.)	333
	54 to 55	Misfortune	For the next 1d10 minutes, the drinker's LU attribute is decreased to 1. The drinker's LURPs are also decreased accordingly.	100
	56 to 57	Mistrust	For the next 1d10 minutes, the drinker's CH attribute is decreased to 1.	100
	58	Newt-Blood	For the next 1d10 minutes, the drinker is a fast regenerating creature.	500
	59	Rat Form	The drinker, and any worn or carried equipment, is immediately turned into a rat (see <i>The Bestiary</i>). This normally lasts for 1d100 minutes but, if the result is a double (other than 100), the effect lasts for hours not minutes. If the result is 100, the effect lasts for 100 days.	300
	60	Raven Form	The drinker, and any worn or carried equipment, is immediately turned into a raven (see <i>The Bestiary</i>). This normally lasts for 1d100 minutes but, if the result is a double (other than 100), the effect lasts for hours not minutes. If the result is 100, the effect lasts for 100 days.	300
	61 to 62	Reflect Magic	For the next 1d10 minutes, any spell aimed at the drinker is immediately reflected back at its caster (as if by a Reflect Magic spell).	400
	63	Regeneration	A single extremity of the drinker's body which was lost is immediately regrown.	500
64	Rest	The drinker's body and mind are instantly refreshed, as if they had just woken from a satisfying night's sleep.	50	

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
91 to 100	65	Restoration	The drinker immediately regains any lost ability to cast spells.	200
	66	Restored Agility	The drinker regains one point lost from his AG attribute. This potion cannot restore a temporary boost to AG which has ended.	1,000
	67	Restored Beauty	The drinker regains one point lost from his BE attribute. This potion cannot restore a temporary boost to BE which has ended.	1,000
	68	Restored Charisma	The drinker regains one point lost from his CH attribute. This potion cannot restore a temporary boost to CH which has ended.	1,000
	69	Restored Constitution	The drinker regains one point lost from his CO attribute. This potion cannot restore a temporary boost to CO which has ended.	1,000
	70	Restored Empathy	The drinker regains one point lost from his EM attribute. This potion cannot restore a temporary boost to EM which has ended.	1,000
	71	Restored Enchantment	The drinker regains one point lost from his EN attribute. This potion cannot restore a temporary boost to EN which has ended.	1,000
	72	Restored Luck	The drinker regains one point lost from his LU attribute. This potion cannot restore a temporary boost to LU which has ended.	1,000
	73	Restored Reasoning	The drinker regains one point lost from his RE attribute. This potion cannot restore a temporary boost to RE which has ended.	1,000
	74	Restored Self-Discipline	The drinker regains one point lost from his SD attribute. This potion cannot restore a temporary boost to SD which has ended.	1,000
	75	Restored Strength	The drinker regains one point lost from his ST attribute. This potion cannot restore a temporary boost to ST which has ended.	1,000
	76	Resurrection	When sprinkled on a reasonably complete corpse or skeleton, this potion restores the creature to life. Their body reconstitutes to a healthy state at the age they had just before death – and they wake. If a particular individual has been resurrected by such a potion before, there is a chance that the magic goes awry and the corpse arises as a Zombie or Lesser Skeleton. The chance equals Xx20%, where X is the number of Potions of Resurrection already used by this individual.	6,666
	77 to 78	Self-Discipline	For the next 1d10 minutes, the drinker's SD attribute is increased to 7.	200

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
91 to 100	79 to 80	Seven League Stride	The drinker's next step will take him to any location that he can see (as if he had been teleported there).	500
	81	Slaying	For the next 1d10 minutes, the drinker's attacks are slaying against any opponent.	400
	82	Slothfulness	For the next 1d100+EN minutes, the default duration of the drinker's actions is increased by 2 seconds.	100
	83	Slumber	The drinker immediately falls asleep. This slumber lasts for 1d100 days, during which time he cannot be woken by normal means.	100
	84	Spirit Gate	The drinker immediately falls into a coma, his spirit entering the Spirit Realm (see <i>The GM</i> chapter). After 1d100 hours, his spirit returns to his body and he awakes.	333
	85	Statue Form	The drinker, and any worn or carried equipment, is turned into a granite statue as if by a Statue Form spell. This normally lasts for 1d100 minutes but, if the result is a double (other than 100), the effect lasts for hours not minutes. If the result is 100, the effect lasts for 100 days. Or, if poured onto someone who has been petrified, this potion will reverse the petrification.	300
	86 to 87	Strength	For the next 1d10 minutes, the drinker's ST attribute is increased to 7. Attack Strengths for melee and thrown attacks will also increase accordingly.	200
	88 to 89	Stupidity	For the next 1d10 minutes, the drinker's RE attribute is decreased to 1.	100
	90	Suspension	All of the drinker's injuries are healed. However, after 1d100+EN minutes, the injuries reappear again, exactly as before. (Any injuries received after drinking are unaffected.)	333
	91 to 92	Sustenance	The drinker's player must roll 1d10 each morning. If the result is \leq CO, the drinker needs no food or drink that day. Once the result is $>$ CO, the potion's effect ends.	500
93 to 94	Truth	For the next 1d100-SD minutes (minimum of 1), the drinker must tell the truth and is incapable of lying. Withholding information when questioned is only possible if an Attribute Roll (Double SD) is passed versus a Difficulty of 21.	100	
95 to 96	Ugliness	For the next 1d10 minutes, the drinker's BE attribute is decreased to 1.	100	

1st 1d100	2nd 1d100	POTION OF	DESCRIPTION	VALUE (☼ ^G)
91 to 100	97	Water- Breathing	For the next 1d100+EN minutes, the drinker can breathe underwater.	50
	98 to 99	Weakness	For the next 1d10 minutes, the drinker's ST attribute is decreased to 1. Attack Strengths for melee and thrown attacks will also decrease accordingly.	100
	100	Yew Form	The drinker, and any worn or carried equipment, is immediately turned into a small yew tree. This effect normally lasts for 1d100 minutes but, if the result is a double (other than 100), the effect lasts for hours not minutes. If the result is 100, the effect lasts for 100 days. The drinker can see and hear normally but cannot move. Inflicting damage to the tree does not harm the drinker, unless the tree is felled or otherwise destroyed – this will kill the drinker.	300

If a potion is made by a powerful spell-caster, it will often have effects that are more potent and of a longer duration and range. Thus, the value of some potions is given by SC squared, where SC is the Spell-Casting ability of the caster of the spell embedded in the potion, and is the sum of his relevant magic skill and EN attribute values. E.g. consider a Detect Magic potion, which contains the novice rank spell from the Wizardry discipline. If a magician with a Wizardry skill of 2 and EN attribute of 3 (i.e. SC of 5) created the potion, then it will allow the drinker to perceive magical auras (whilst he concentrates) for the next 5 minutes, and it will be worth $5 \times 5 = 25$ ☼^G. However, if a magician with SC of 10 created the potion, then its effects will last for 10 minutes and it will be worth $10 \times 10 = 100$ ☼^G.

3,10) SHIELDS

If a shield has been found, the GM should choose its exact type using the table in the *Shields* section of the *Goods and Services* chapter (e.g. wooden tower shield, plate metal normal shield with spikes). She should bear in mind that wood and leather may have decayed beyond use in damp environments, and metal corroded, if the shield is non-magical.

If the shield is magical, roll on the following table a number of times equal to the Treasure Rating, and list any powers that result. (The powers are described later this chapter.) A roll is wasted if it:

- produces the same power as an earlier roll;
- would produce an item with more than three different Enhancement powers.

If the rolls fail to produce the Skill Enhancement power, then one of the rolled powers must be replaced with Skill Enhancement.

1d100	POWER
01 to 60	Skill Enhancement
61 to 99	Spell Enhancement
100	Constant Spell Enhancement

3,11) SPELL BOOKS AND SCROLLS

Adventurers may come across transcripts of spells in treasure. These take the form of spell scrolls or spell books – the former being a sheet of parchment containing the instructions in Magicka for casting a single spell, the latter being a book containing instructions for multiple spells.

The following table determines how many different spells are transcribed within a spell book. The GM is encouraged to restrict these to a few disciplines and difficulties.

TREASURE RATING	1d100					
	01 to 40	41 to 70	71 to 86	87 to 94	95 to 98	99 to 100
1 Impoverished	2	3	4	5	6	7
2 Poor	3	4	5	6	7	8
3 Mediocre	4	5	6	7	8	9
4 Normal	5	6	7	8	9	10
5 Wealthy	6	7	8	9	10	11
6 Rich	7	8	9	10	11	12
7 Obscenely Rich	8	9	10	11	12	13

The GM can use the *Random Spell Generator*, next, to choose which spells are listed within a book, or the specific spell written on a scroll.

Note that scrolls and books are fragile and likely to have rotted or crumbled to dust in damp or ancient treasure hoards (although magical spell books will have survived).

3,11,1) RANDOM SPELL GENERATOR

These tables can be used to generate a spell of any discipline and rank.

1d100	DISCIPLINE
01 to 08	Aeromancy
09 to 16	Alchemy
17 to 24	Curses
25 to 32	Force
33 to 44	Healing
45 to 52	Hydromancy
53 to 60	Lithomancy
61 to 68	Mind
69 to 76	Nature
77 to 84	Necromancy
85 to 92	Pyromancy
93 to 100	Wizardry

1d100	RANK
01 to 40	Novice
41 to 70	Dabbler
71 to 86	Apprentice
87 to 94	Proficient
95 to 98	Expert
99 to 100	Master

3d10-2	SPELL
1	1st
2	2nd
3	3rd
4	4th
5	5th
6	6th
7	7th
8	8th
9	9th
10	10th
11	11th
Etc.	Etc.

Most disciplines' difficulties have ≤ 10 spells, in which case roll 1d10 to select the spell. Otherwise – if the 3d10-2 score exceeds the number of spells of the selected discipline and rank, then reroll.

E.g. if the PCs find a spell scroll, the GM can roll on each of the three tables above. If she scores 45, 08 and 03, then a transcript of the third spell in the novice section of the Hydromancy list has been found, i.e. Summon Water.

3,11,2) SPELL COMPONENTS

If a treasure hoard belongs to a spell-caster, the GM should consider whether vectors and/or dies have also been found (see *Components* in the *Magic* chapter). Dies would usually only be found in treasure belonging to a skilled magic user who casts spells of proficient rank or greater. They can be very precious, so are likely to be carefully protected.

3,11,3) WANDS, STAVES AND STAFFS

If carried treasure belongs to a skilled magic user who casts spells of proficient rank or greater, then it may also contain a wand, stave or staff (see the *Wand of Aeromancy* spell in the *Magic* chapter). Although these are magical items, their powers only benefit their creators – so others will have little use for them (except, perhaps as a vector).

3,12) WEAPONS

If a weapon has been found, the GM should choose its exact type using the tables in the *Types of Attack* section of the *Combat* chapter (e.g. long sword, lance, heavy crossbow). She should bear in mind that wood and leather may have decayed beyond use in damp environments, and metal rusted, if the weapon is non-magical.

If the GM chooses a missile weapon, she should also consider whether stocks of ammunition would be found with it.

If the weapon is magical, roll on the following table a number of times equal to the Treasure Rating, and list any powers that result. (The powers are described later this chapter.) A roll is wasted if it:

- produces the same power as an earlier roll;
- would produce an item with more than three different Enhancement powers.

If the rolls fail to produce the Skill Enhancement power, then one of the rolled powers must be replaced with Skill Enhancement.

MELEE WEAPON	
1d100	POWER
01 to 60	Skill Enhancement
61 to 75	Injury Enhancement
76 to 85	Spell Enhancement
86 to 94	Dimorphic Enhancement
95 to 97	Slaying Enhancement
98 to 99	Sentience
100	Constant Spell Enhancement

MISSILE / THROWN WEAPON	
1d100	POWER
01 to 60	Skill Enhancement
61 to 75	Range Enhancement
76 to 90	Injury Enhancement
91 to 94	Spell Enhancement
95 to 97	Dimorphic Enhancement
98 to 99	Slaying Enhancement
100	Constant Spell Enhancement

4) POWERS

Descriptions of an item's magical powers follow.

4,1) ATTRIBUTE ENHANCEMENT

See the Attribute Enhancement spell in the Alchemy discipline. Powerful alchemists may use this spell to create magical items. It increases a specific attribute's value by +1 whilst the magical item – a piece of clothing, jewellery or armour – is worn. The GM can use this table to randomly choose an attribute for the bonus:

1d10	ATTRIBUTE
1	AG ility
2	BE auty
3	CH arisma
4	CO nstitution
5	EM pathy
6	EN chantment
7	LU ck
8	RE asoning
9	Self-D iscipline
10	ST rength

Example of alchemical parlance:

- A gold circlet giving +1 to SD. Alchemists would call this a “gold circlet of augmented self-discipline”.
- A silver anklet giving +1 to AG. Alchemists would call this a “silver anklet of augmented agility”.

4,2) CONSTANT SPELL ENHANCEMENT

See the Constant Spell Enhancement spell in the Alchemy discipline. It is strongly suggested that, rather than choosing the constant spell in an item using the *Random Spell Generator*, the GM selects it for herself, ensuring that its effects complement the item. Many spells will not suit being embedded as a constant spell in an item.

Example of alchemical parlance:

- A +3 ring with a constant Invisibility to Undead spell embedded into it, which turns anyone who wears the ring invisible to undead and gives them a +3 bonus to their Undead Lore skill until they take off the ring. Alchemists would call this an “extremely gifted magic ring of undead lore which constantly casts Invisibility to Undead”.
- A +1 shield with a constant Fire Protection spell embedded into it, such that anyone who uses the shield gains +1 to their Shield Bash skill and is continuously affected by the Fire Protection spell. Alchemists would call this a “gifted magic shield which constantly casts Fire Protection”.
- A spy-glass with a +1 bonus applying to its user's Observation skill and with the Detect Magic spell embedded within it, so that its user can see magical auras. Alchemists would call this a “gifted magic spy-glass of observation which constantly casts Detect Magic”.

4,3) DIMORPHIC ENHANCEMENT

See the Dimorphic Enhancement spell in the Alchemy discipline.

4,3,1) DIMORPHIC WEAPON

A dimorphic magical weapon strikes with the Attack Strength of a different type of weapon – usually one that is more damaging (although some weapons may be cursed to be weaker than they appear). The GM must therefore choose which particular weapon the dimorphic weapon will strike like, ensuring that both types of weapon share the same primary damage type and that there is a loose similarity in terms of their functionality. E.g. a dimorphic mace could strike as though it were a great mace, but not as though it were a sword.

Example of alchemical parlance: “a gifted dagger that strikes as a long sword”.

4,3,2) DIMORPHIC ARMOUR, CLOTHING OR JEWELLERY

If a magical piece of clothing or jewellery is dimorphic, it protects the wearer as if he were wearing a piece of armour. Likewise, a magical piece of armour can also be dimorphic – it will protect as if it were a different (usually heavier) type of armour.

The GM must choose which particular piece of armour the dimorphic item will protect like, ensuring that both are worn on the same first division body locations. E.g. a magical silk blouse (which covers the wearer’s torso and arms) might protect like a mail coat, but not like a mail hauberk.

Example of alchemical parlance: “a gifted silk blouse that protects as a mail coat”.

4,4) INJURY ENHANCEMENT

See the Injury Enhancement spell in the Alchemy discipline. To determine the type of additional injury randomly, use this table:

1d100	INJURY TYPE
01 to 25	Acid
26 to 50	Cold
51 to 75	Electricity
67 to 100	Heat

Example of alchemical parlance: a +2 war hammer which delivers a Heat injury in addition to any Puncture injury delivered. Alchemists would call this a “very gifted burning magical war hammer”.

4,5) RANGE ENHANCEMENT

See the Range Enhancement spell in the Alchemy discipline. To determine the range multiplier randomly, use this table:

TREASURE RATING	1d100				
	01 to 30	31 to 55	56 to 75	76 to 90	91 to 100
1 Impoverished	x1.5	x1.5	x1.5	x1.5	x1.5
2 Poor	x1.5	x1.5	x1.5	x1.5	x1.5
3 Mediocre	x1.5	x1.5	x1.5	x1.5	x2
4 Normal	x1.5	x1.5	x1.5	x2	x2
5 Wealthy	x1.5	x1.5	x2	x2	x3
6 Rich	x1.5	x2	x2	x3	x3
7 Obscenely Rich	x2	x2	x3	x3	x3

Examples of alchemical parlance:

- A short bow with a +1 bonus and 1.5 times the normal maximum range. Alchemists would call this a “gifted far-reaching magical short bow”.
- A light crossbow with a +1 bonus and twice the normal maximum range. Alchemists would call this a “gifted and very far-reaching magical light crossbow”.
- A sling with a +1 bonus and three times the normal maximum range. Alchemists would call this a “gifted and extremely far-reaching magical sling”.

4,6) SENTIENCE

See the Sentience spell in the Alchemy discipline. Each of these items – a magical ring, crown, helmet or melee weapon – has an active soul which must be created and role-played (normally by the GM). Such items are very powerful and the GM should think carefully before giving them to characters.

4,7) SKILL ENHANCEMENT

See the Skill Enhancement spell in the Alchemy discipline. This spell is used to create most magical items. To determine the level of the item's magic bonus randomly, use this table:

TREASURE RATING	1d100				
	01 to 30	31 to 55	56 to 75	76 to 90	91 to 100
1 Impoverished	+1	+1	+1	+1	+1
2 Poor	+1	+1	+1	+1	+1
3 Mediocre	+1	+1	+1	+1	+2
4 Normal	+1	+1	+1	+2	+2
5 Wealthy	+1	+1	+2	+2	+3
6 Rich	+1	+2	+2	+3	+3
7 Obscenely Rich	+2	+2	+3	+3	+3

Examples of alchemical parlance:

- A silk glove which increases its wearer's Legerdemain skill by +1. Alchemists would call this a “gifted magical glove of legerdemain”.
- A cloak which bestows a +2 bonus to its wearer's Stealth skill. Alchemists would call this a “very gifted magic cloak of stealth”.

- A saddle which gives a +3 bonus to the rider’s Riding skill. Alchemists would call this an “extremely gifted magical saddle of riding”.
- A hand axe which increases its wielder’s One-Handed Axes skill by +1. Alchemists would call this a “gifted magical hand axe” (there is no need to specify that the +1 bonus applies to the user’s One-Handed Axes skill, as this is obvious).

4,8) SLAYING ENHANCEMENT

See the Slaying Enhancement spell in the Alchemy discipline. The GM could use the tables in the *Creatures by Habitat and Threat* section of *The Bestiary* to randomly determine the type of creature which is slain by the weapon.

Example of alchemical parlance: a +3 staff-sling which slays lycanthropes. Alchemists would call this an “extremely gifted lycanthrope-slaying magical staff-sling”.

4,9) SPELL ENHANCEMENT

See the Spell Enhancement spell in the Alchemy discipline. The following table gives the number of embedded spells in the item (which varies depending on whether the item was made magical using the Skill Enhancement spell or the more powerful Attribute Enhancement):

1d100	ITEM’S MAGIC BONUS			
	FROM SKILL ENHANCEMENT			FROM ATTRIBUTE ENHANCEMENT
	+1	+2	+3	+1
01 to 30	1	1	1	1
31 to 55	1	1	2	2
56 to 75	1	2	2	3
76 to 90	1	2	3	4
91 to 100	1	2	3	4

It is suggested that the GM chooses which spells are embedded in the item for herself, so that only spells which suit being cast from an item are selected. Of course, spells could be chosen randomly via the *Random Spell Generator* earlier.

Examples of alchemical parlance:

- A +1 short sword within which is embedded the Heat Weapon spell. Alchemists would call this weapon a “gifted magic short sword which casts Heat Weapon”.
- A +1 metal flask which has the Summon Water spell embedded within it, so it can be magically filled. Alchemists would call this a “gifted magic flask which casts Summon Water”.

Remember that a command word is needed to cast an embedded spell. With luck, this word will be engraved on the item (or perhaps a riddle leading to it will be). Otherwise, an Identify Power spell must be used to learn the command word. An embedded spell can be cast a number of times each day equal to the magic bonus of the item into which it has been embedded, or up to four times a day if the item was made magical with Attribute Enhancement.

4,10) BLESSED ITEMS

The magic powers of items described thus far all result from spells in the Alchemy discipline. If she wishes, the GM may substitute such an item with one that is magical because it has been blessed by a priest (see *Prayers of Blessing* in the *Magic* chapter). However, blessings are usually temporary – the majority last for no more than one or two weeks. Because of this, magical items found in ancient hoards of treasure will almost invariably have been created by alchemy.

The exception is if a powerful priest – an apostle or archbishop – places a permanent and major or most potent blessing upon an item. Such items are rare in the extreme and can have incredible powers, so the GM should not hand them out carelessly.

5) VALUE

In order to determine the value of a magical item (other than potions, whose values are listed above), use the following table to determine the price modifier for each magical power:

POWER		PRICE MODIFIER
Attribute Enhancement		1,000
Constant Spell Enhancement		Difficulty x 50
Dimorphic Enhancement	Weapon	300
	Armour, Clothing or Jewellery	AC x N x 50
Injury Enhancement		200
Range Enhancement	x1.5	50
	x2.0	100
	x3.0	150
Sentience		2,000
Skill Enhancement	+1	50
	+2	100
	+3	200
Slaying Enhancement	Individual (e.g. a specific fire dragon)	400
	Species (e.g. all fire dragons)	500
	Type (e.g. all dragons)	600
Spell Enhancement		Difficulty x 5

...where Difficulty is that of the embedded spell, N is the number of first division body locations protected by a piece of armour, clothing or jewellery, and AC is the Armour Class that it bestows.

The price modifiers for all of the item's powers should be added together. This overall total is then multiplied by the standard price of a normal, non-magical version of the item. For example, a:

- normal falchion usually costs $1.5 \text{ } \text{⚡}^G$;
- +1 falchion costs $50 \times 1.5 = 75 \text{ } \text{⚡}^G$;
- +1 falchion which slays wolves costs $(50 + 500) \times 1.5 = 825 \text{ } \text{⚡}^G$.

Obviously, items with multiple powers quickly become very expensive.

5,1) VALUE AND COMMERCE

In most cultures, the value of even a weak magic sword would far exceed that which would be affordable by the peasants comprising most of the population. (Whose annual income might average 12 gold suns in a good year.) Even were a peasant to come into some wealth, they would likely spend it on food, housing, livestock or taxes, not buying magic swords. In contrast, the PCs, as adventurers, may well come across magic items occasionally (or learn to make their own through alchemy). They may even acquire more magic items than they need. What they do with this surplus will be affected by the kind of society created by the GM, and its attitude to commerce.

She may wish to have a world where there is a lively trade in magic items, with market stalls and bazaars buying and selling them in most cities and the largest towns. Perhaps, in some places, the powerful Guild of Mages seeks to control this trade. In other places, rulers enforce laws that oblige magic items to be heavily taxed, or even turned in to equip their armies – such that there is only a black market for them and smuggling is rife. In some settings, commerce may be rare. Perhaps coins are not minted due to political instability, or a lack of precious metals like gold and silver. Perhaps the acquisition of monetary wealth is seen as vulgar or sinful. Instead, the PCs might trade magic items for favours like sanctuary and healing, or donate them to their favoured temple. Perhaps what hoards of coin there are were minted in ages long past, and are cursed after being the treasure of an avaricious dragon or foul wight...

6) AN EXAMPLE OF TREASURE GENERATION

The PCs have slain an old fire dragon in its cavern lair. *The Bestiary* gives the Treasure Rating of its hoard as 7, i.e. obscenely rich. The GM consults the table in the *Hoard* section and rolls a 50. The hoard therefore contains ten interesting items. The dragon was clearly lying amongst a pile of treasure.

What are these items' categories? The GM consults the first table in the *Composition* section and rolls ten 1d100s, getting:

- 01 – a piece of armour;
- 06, 16, 26 – three lots of coinage;
- 51 – a foodstuff;
- 63 – a miscellaneous item;
- 68 – a potion;
- 76 – a spell book;
- 81, 91 – two weapons.

The coinage and foodstuff cannot be magical. The potion is automatically magical. The miscellaneous item, spell book and weapons might be magical. The GM consults the second table in the *Composition* section for each. She has a party of fighters, so she decides that the weapons will be the first and second items of the haul, and the armour the third.

- The first weapon has a 100% chance of being magical.
- The second weapon has a 66% chance. She rolls 1d100 and scores 78, so it is not magical.
- The piece of armour has a 33% chance. She rolls 14, so it is magical.
- The miscellaneous item has an 11% chance. She rolls 03, so it is magical.

- The spell book also has an 11% chance. The GM rolls 66, so it is not magical.

The GM now knows the category of each item and whether it is magical or not. She must now decide each item's type.

6,1) THE FIRST WEAPON

The GM decides that the first weapon is an arming sword (a PC's favourite). It is magical, but what are its powers? As the hoard had a Treasure Rating of 7, the GM rolls seven times on the first table in the *Weapons* section. She gets the following results:

- 10 – Skill Enhancement;
- 40 – Skill Enhancement;
- 42 – Skill Enhancement;
- 53 – Skill Enhancement;
- 63 – Injury Enhancement;
- 77 – Spell Enhancement.
- 91 – Dimorphic Enhancement.

Four different enhancement powers have been generated, but no item can have more than three, so the GM decides to discard Spell Enhancement. This gives the arming sword three magical powers: Skill Enhancement, Injury Enhancement and Dimorphic Enhancement.

The GM consults the table in the *Skill Enhancement* section. She rolls 14, indicating that this is a +2 arming sword. She consults the table in the *Injury Enhancement* section. She rolls 27, indicating that the arming sword delivers additional cold injuries. She consults the *Dimorphic Enhancement* section, and decides that the arming sword has the Attack Strength of a long sword. In alchemical parlance, the PCs have found a very gifted freezing arming sword which strikes as a long sword.

An arming sword is normally worth 1 ☼^G. This arming sword will be worth $1 \times (100 + 200 + 300) = 600$ ☼^G or 60 ☼^G.

6,2) THE SECOND WEAPON

The second weapon was not magical. The GM decides it is a battle axe, worth 13 ○^S.

6,3) THE ARMOUR

The GM decides that the piece of armour is a plate breastplate. It is magical, but what are its powers? As the hoard had a Treasure Rating of 7, the GM rolls seven times on the first table in the *Armour* section. She gets the following results:

- 02 – Skill Enhancement;
- 12 – Skill Enhancement;
- 35 – Skill Enhancement;
- 58 – Skill Enhancement;
- 85 – Spell Enhancement;
- 90 – Spell Enhancement;
- 100 – Attribute Enhancement.

Three different enhancement powers have been generated, but it is not possible for an item to have both Skill and Attribute Enhancements. The GM decides to drop the weaker Skill

Enhancement. This gives the breastplate two magical powers: Attribute Enhancement and Spell Enhancement.

The GM consults the table in the *Attribute Enhancement* section. She rolls 7, indicating that the breastplate boosts the wearer's LU by +1. She consults the table in the *Spell Enhancement* section. She rolls 30, indicating that the breastplate has one embedded spell. She consults the *Random Spell Generator*, rolling 23, 86 and 6, i.e. the sixth apprentice spell in the Curses discipline, Paralysis. In alchemical parlance, the PCs have found a plate breastplate of augmented luck which casts Paralysis. The breastplate has a leering demonic face emblazoned across its front. Engraved into its inner side are the words, "Share the demon's gifts and be blessed" – one of which will be the command word to trigger the spell.

A plate breastplate is normally worth 2 ✨^G . This one will be worth $2x(1000+(7x5))=2070 \text{ ✨}^G$ or 207 ⚡^G .

6,4) THE MISCELLANEOUS ITEM

The miscellaneous item is magical, but nothing else is known of it yet. The GM consults the first table in the *Miscellaneous Items* section. She rolls 22, indicating a drinking horn. What are its powers? As the hoard had a Treasure Rating of 7, the GM rolls seven times on the second table in the *Miscellaneous Items* section. She gets the following results:

- 28 – Skill Enhancement;
- 40 – Skill Enhancement;
- 47 – Skill Enhancement;
- 54 – Skill Enhancement;
- 86 – Spell Enhancement;
- 87 – Spell Enhancement;
- 92 – Spell Enhancement.

Two different enhancement powers have been generated: Skill and Spell Enhancement.

The GM consults the table in the *Skill Enhancement* section. She rolls 83, indicating that this is a +3 drinking horn. While it was obvious that the arming sword's magic bonus would boost the user's One-Handed Swords skill, she must decide which skill the drinking horn's +3 bonus will benefit. She plumps for Music – he who drinks from the horn finds their singing voice magically enhanced (+3 to their Music skill value for 1 hour). Next, she consults the table in the *Spell Enhancement* section. She rolls 11, indicating that the horn has one embedded spell. Rather than consulting the *Random Spell Generator*, she chooses Deafen as quite fitting, a dabbler spell in the Curses discipline. In alchemical parlance, the PCs have found an extremely gifted drinking horn of singing, which casts Deafen. The horn has a gold rim, engraved with the command word for the spell, "Roar".

The value of gold-rimmed drinking horns is not listed in the *Goods and Services* chapter. The GM decides this fine horn would be worth 5 ✨^G if it were non-magical. This one will be worth $5x(200+(4x5))=1100 \text{ ✨}^G$ or 110 ⚡^G .

6,5) THE SPELL BOOK

A non-magical spell book was found. Which spell transcripts does it contain? The GM consults the table in the *Spell Books and Scrolls* section. She rolls 67, so there are nine spells in the book. Next, she uses the *Random Spell Generator* to choose their discipline. She rolls 66 on the first table – Mind. She rolls on the middle table to select their highest rank. She scores

50 – dabbler rank. She decides that the spell book contains transcripts for Blur, Enthral, Passion, Find Soul, Speak Language and Stun. That is six spells not nine, so she uses the *Random Spell Generator* once more to find three further spells. She rolls 76 and 48, meaning the dabbler spells in Nature. She picks Ears of the Owl, Eyes of the Hawk and Nose of the Wolf.

A spell scroll customarily costs the spell's difficulty squared in gold suns. This book contains two novice, four dabbler and three apprentice rank spells, so is worth $(2 \times 1^2) + (4 \times 4^2) + (3 \times 7^2) = 213 \text{ } \text{☉}^G$.

6,6) THE COINAGE

Three lots of coinage were found. To quantify the:

- first lot, the GM throws 1d100 on the first table in *Coinage*. She scores a 14, indicating that silver moons have been found. The second table indicates that she should roll $6d10+40$ and multiply the result by 20. She throws $(10+1+7+2+6+4+40) \times 20 = 1400$, so 1400 ○^S have been found.
- second lot, the GM throws 1d100 on the first table. She scores a 99, indicating gold drakes. Rolling $(6d10+40) \times 20$ gives her 1300 ☉^G .
- third lot, the GM throws 1d100 on the first table. She scores a 70, indicating more silver moons. Rolling $(6d10+40) \times 20$ gives her 1500 ○^S .

Thus, there are 2900 ○^S and 1300 ☉^G in the hoard – a decent carpet of coins for the dragon to have slept upon – with a total value of 1329 ☉^G , and a weight of 75.2 kilograms.

6,7) THE FOODSTUFF

A foodstuff was also found in the fire dragon's hoard. The GM decides to roll 1d100 on the Drink table above. She scores an 80. There is a small wooden cask amongst the treasure, branded with the mark of a famous vineyard.

6,8) THE POTION

Finally, a potion was found. The GM rolls two d100s on the table in the *Potions* section, scoring 91 and 86. A potion of strength has been found, worth 20 ☉^G .

6,9) SUMMARY

By slaying the fire dragon, the PCs have earned themselves:

- 2900 ○^S and 1300 ☉^G ;
- a very gifted freezing arming sword which strikes as a long sword;
- a plate breastplate of augmented luck which casts Paralysis;
- an extremely gifted drinking horn of singing, which casts Deafen;
- a potion of strength;
- a spell book with Mind and Nature spells;
- a cask of vintage wine;
- a battle axe.

The total value of the hoard is 1707 ☉^G , plus whatever the wine is worth – although that will almost certainly be drunk rather than sold!

7) CATALOGUE OF MAGICAL ITEMS

Some examples of magical items are provided now to inspire the GM.

The GM can always invent magical items without using the process for item generation given earlier in this chapter. She could produce items that have powers unlike any known profane spell if she wishes. These could be apostles' relics if they seem to align with a god's aspects, or they could be ancient items made by arcane magic, long since lost to modern alchemists. Some of the following are such items.

Remember that the most powerful magical items should always be very hard to find and very hard to keep. Such items invariably have an influential destiny, which might not be compatible with that of their current owner...

7,1) ARMOUR

7,1,1) BOOTS OF THE DWARVEN INFANTRY

These sturdy brigandine leather boots (4 kilograms) are shod with iron and bestow a +1 bonus to the wearer's Encumbrance Penalty. Also, EN times a day, they will magically prevent the wearer from being knocked over or from falling down. However, the wearer suffers a -2 penalty to stalking Action Rolls because their footfalls are loud.

7,1,2) BRIGANDINE OF THE FOREST

The metal scales on this slim brigandine jerkin (7 kilograms) are shaped to look like beech leaves. The wearer benefits from a +1 bonus to his Encumbrance Penalty and Bows skill. However, attacks made against the wearer with axes are slaying.

7,1,3) BRIGANDINE OF THE PYTHON

This densely scaled brigandine hauberk (10 kilograms) has a +1 magic bonus, applying to Encumbrance Penalty. The command word "Cobroza" is engraved into a small plate at the left wrist. Once a day, speaking this word causes the wearer to transform into a Python (as if by the Shapechange spell cast with SC 13).

7,1,4) CUIRASS OF THE SCARAB

This +1 plate cuirass (5 kilograms) has a greenish sheen to it and is decorated with insect-like motifs. It is able to mould itself to fit any wearer (medium-sized). The command word "Shkaravel" is inscribed inside the collar. When this word is spoken by the wearer, the whole cuirass disintegrates, transforming into a (medium-sized) swarm of Flesh Scarabs (see *The Bestiary*). The swarm flies to attack a nearby target being pointed at by the wearer. The transformation and flight to the target takes just 3 seconds and produces a buzzing cloud of emerald green streaming through the air from person to person. When the cuirass' wearer speaks the command word again, the swarm immediately flies back and reforms into the cuirass upon their body. This also happens once the swarm has eaten its fill of flesh...

7,1,5) GAUNTLET OF STRIKING

This gauntlet is a mitten of articulated metal plate (1 kilogram), to be worn over a leather glove. On each of its four knuckles is mounted a small polished topaz. The command word "Forssa" is engraved inside the wrist. If the wearer utters this word, their next melee Attack Roll receives a +1 bonus. On making this attack, whether successful or otherwise, one of the

gems loses its colour. Once four such attacks have been made, the gauntlet's magic is consumed. It is not known if it can be recharged somehow.

It is known that at least three hundred of these gauntlets were made for the bodyguard of Emperor Catolac the Fifth. And there were rarer and more powerful versions of the gauntlet for the battalion's captains and general, bestowing +2 and +3 bonuses respectively.

7,1,6) HELM OF BRAVERY

This plate pot helm bestows a +1 bonus to its wearer's Encumbrance Penalty, and any Resistance Rolls versus fear.

7,1,7) HELM OF COWARDICE

This cursed plate pot helm bestows a -1 penalty to its wearer's Encumbrance Penalty, and any Resistance Rolls versus fear. Anyone wearing the helm must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 18 to remove it. Such an attempt can be made but once a year.

7,1,8) HELM OF THE FORGE-MASTER

This ancient plate helm is made from mithril (2 kilograms). It has a hinged visor, shaped with a Dwarf's face with a fearsome scowling expression. Its wearer:

- is unharmed by 44% of all injuries to the head (and related second and third division body locations);
- gains a +4 bonus to their Resistance Rolls versus magical fire and heat;
- has his Encumbrance Penalty reduced by 4 points.

7,1,9) MAIL OF THE NINTH WAVE

The rings of this mail jerkin (3 kilograms) are made of sea shell rather than metal, protecting as Armour Class 2. It has a +2 magic bonus which applies so as to reduce the wearer's Encumbrance Penalty. In addition, whenever the wearer's head is submerged underwater, a constant Gills of the Pike spell takes effect upon them.

7,1,10) MAIL OF SUCCOUR

This hauberk of silver mail (13 kilograms) is a relic of Saint Nancinha, an apostle of the Goddess of Love who was famously swallowed whole by the Storm Worm Skylofix. The mail was undamaged by this experience and became part of the dragon's hoard.

Apart from a +3 bonus, which reduces its wearer's Encumbrance Penalty, the mail has another magical power, stunning to witness. If its wearer utters the command word "Ajuda" whilst pointing at a nearby ally in need of aid, then each link of the mail breaks apart and transforms into a glittering winged insect. The swarm flies to the ally and reforms into the mail armour upon their body. This whole process takes just 3 seconds and produces a shining splash of silver streaming through the air from person to person. The flight is accompanied by a loud, metallic-sounding whirring. This spectacle has been known to so distract combatants from their violence that battles have ended peacefully. When the mail's owner repeats the command word, the mail flies back to them. The mail is able to change to fit a person of any shape or size, within the medium size band.

7,1,11) MASK OF DEATH

This magical mask (0.5 kilograms) is exquisitely carved from yew wood and covers the whole face, save for holes for the eyes, nostrils and mouth. It magically binds to the face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 2, and likewise the face second division body location. Those within 12 metres of the wearer who fail a Resistance Roll (i.e. a Double SD Attribute Roll, or Undead Lore+SD if better), versus a Difficulty of 12, henceforth perceive and believe the wearer to be a Lesser Skeleton, until the mask is removed. Even undead can be affected, thinking the wearer to be one of their own. (The GM should require a Resistance Roll versus madness with a Difficulty of 12 for witnesses that have not seen a Lesser Skeleton before.) The wearer also gains a +3 modifier to his Undead Lore skill value, but his Observation skill is modified by -1. In addition, the wearer is affected by any spells that specifically target undead, e.g. Spectre Light, Invisibility to Undead, Repel Undead, etc. (If a person watches the mask being put on, they receive +5 to their Resistance Roll. If a person passes their Resistance Roll, they are unaffected by the mask for the rest of the day, and gain a +1 bonus to their next Resistance Roll against it.)

7,1,12) MASK OF THE HUORN

This magical mask (0.5 kilograms) is made from Green Man Wood and covers the whole face, save for holes for the eyes, nostrils and mouth. It is carved to look like a strange face peering through many leaves. It magically binds to the wearer's face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 2, and likewise the face second division body location. Whenever the wearer stops moving, they are immediately cloaked with an illusion making them appear to be a short, slender tree (the wearer can choose the variety). Observers may not make Resistance Rolls to see through this illusion. But it only lasts whilst the mask's wearer remains still, ending the moment they take a step.

7,1,13) MASK OF THE INFILTRATOR

This magical mask (0.25 kilograms) of finely stitched red leather covers the whole face, save for holes for the eyes, nostrils and mouth. It magically binds to the face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 1, and likewise the face second division body location. Those within 12 metres of the wearer who fail a Resistance Roll (i.e. a Double SD Attribute Roll), versus a Difficulty of 12, henceforth no longer notice the mask and perceive and believe the wearer to be a specific person chosen by the wearer, until the mask is removed. The wearer must have observed this person within the previous hour. The wearer also gains a +1 modifier to their Influence skill value, but their Observation skill is modified by -1. (If a person watches the mask being put on, they receive +5 to their Resistance Roll. If a person passes their Resistance Roll, they are unaffected by the mask for the rest of the day, and gain a +1 bonus to their next Resistance Roll against it.)

7,1,14) MASK OF THE MEEK

This magical mask (0.5 kilograms) of smoky glass covers the whole face, save for holes for the eyes, nostrils and mouth. It magically binds to the face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 6, and likewise the face second division body location. Those within 12 metres of the wearer who fail a Resistance Roll (i.e. a Double SD Attribute Roll), versus a Difficulty of 12, henceforth no longer notice the mask and perceive and believe the wearer to be a weakling, until the mask is removed. If they are his enemies, they will see him as the least threatening opponent

in any company. Consequently, enemies often direct attacks at the wearer's allies, rather than himself. Of course, some enemies like to pick off the weakest first... The wearer also gains a +1 modifier to their Stealth skill value, but their Observation skill is modified by -1. (If a person watches the mask being put on, they receive +5 to their Resistance Roll. If a person passes their Resistance Roll, they are unaffected by the mask for the rest of the day, and gain a +1 bonus to their next Resistance Roll against it.)

The mask originated in Jashk, City of Lamps, which is renowned for its glass makers, and rumoured to be home to several temples to the Goddess of Deception.

7,1,15) MASK OF MIASMATA

This beaked plague-doctor's mask (0.5 kilograms), with black leather hood and red glass lenses over the eyes, bestows a +3 bonus to the casting of Curses spells related to miasmata. It also gives a +3 bonus to its wearer's Resistance Rolls versus disease. It protects the whole head with Armour Class 1. Finally, the wearer sees miasmata as if constantly affected by the Reveal Miasmata spell.

7,1,16) MASK OF THE OVERLORD

This magical mask (2 kilograms) of beautifully engraved gold covers the whole face, save for holes for the eyes, nostrils and mouth. It magically binds to the face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 5, and likewise the face second division body location. Those within 12 metres of the wearer who fail a Resistance Roll (i.e. a Double SD Attribute Roll), versus a Difficulty of 12, henceforth no longer notice the mask and perceive and believe the wearer to be a powerful lord or lady to whom they owe allegiance, until the mask is removed. They feel a strong emotion of loyalty towards the wearer, in their presence. The wearer also gains a +1 modifier to their Influence skill value, but their Observation skill is modified by -1. (If a person watches the mask being put on, they receive +5 to their Resistance Roll. If a person passes their Resistance Roll, they are unaffected by the mask for the rest of the day, and gain a +1 bonus to their next Resistance Roll against it.)

7,1,17) MASK OF THE OWL

This magical mask (0.5 kilograms) is made from leather stitched with an intricate feather-like pattern, and has lenses of smoky crystal for the eyes, giving the wearer an owl-like visage. It covers the whole face, with holes for the nostrils and mouth. It magically binds to the face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 1, and likewise the face second division body location; the eye third division body locations are AC 6. In addition, the wearer sees in the dark as if it was daylight, and receives a +2 modifier to their Observation skill value for visual and auditory Action Rolls.

7,1,18) MASK OF THE PRETENDER

This magical mask (0.5 kilograms) of fine, translucent pottery covers the whole face, save for holes for the eyes, nostrils and mouth. It magically binds to the face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 6, and likewise the face second division body location. Those within 12 metres of the wearer who fail a Resistance Roll (i.e. a Double SD Attribute Roll), versus a Difficulty of 12, henceforth no longer notice the mask and perceive and believe the wearer to be a member of their own race, until the mask is removed. The wearer also gains a +1 modifier to their History skill (for all races), but their Observation skill is modified by -1. They also gain the

ability to cast Speak Language (as if a native speaker) twice a day, using the command word “Galingu”. (If a person watches the mask being put on, they receive +5 to their Resistance Roll. If a person passes their Resistance Roll, they are unaffected by the mask for the rest of the day, and gain a +1 bonus to their next Resistance Roll against it.)

This mask is much sought after by trolls, dragon-newts and kalamen (and also monsters like liches) to help them mix in the societies of the standard PC races. It magically fits the faces of people of the small, medium and large size bands.

7,1,19) MASK OF THE TROLL

This magical mask (2 kilograms) is made of roughly carved quartz. It covers the whole face, save for holes for the eyes, nostrils and mouth. It magically binds to the face without needing straps, and only the wearer can then remove it. It protects the head first division body location as AC 6, and likewise the face second division body location. Those within 12 metres of the wearer who fail a Resistance Roll (i.e. a Double SD Attribute Roll), versus a Difficulty of 12, henceforth no longer notice the mask and perceive and believe the wearer to be a fearsome Common Troll, until the mask is removed. The wearer also gains a +1 modifier to their ST attribute (to a maximum of 6) and a -1 modifier to their RE (to a minimum of 3). Additionally, they gain a +3 modifier to History skill in relation to Trolls, and their Observation skill is modified by -1. (If a person watches the mask being put on, they receive +5 to their Resistance Roll. If a person passes their Resistance Roll, they are unaffected by the mask for the rest of the day, and gain a +1 bonus to their next Resistance Roll against it.)

7,1,20) PLATE OF THE DEATH KNIGHT

This suit of ancient-looking metal plate armour, which includes a full helm, bestows a +2 bonus to the wearer’s Encumbrance Penalty. Additionally, its wearer is turned invisible – including their clothing and worn gear, but not including the armour or any carried items. The effect is to make the wearer appear to be a Death Knight – an empty yet animated suit of armour. If any piece of the armour is removed or destroyed, this illusion ends.

7,1,21) PLATE OF THE LONG MARCH

This suit of metal plate armour is complete except for the helmet. Apart from bestowing a +3 bonus, which reduces its wearer’s Encumbrance Penalty, the suit’s magic can make its wearer walk without the least effort or input from the wearer. They could even sleep whilst the suit marches, if they can ignore the unceasing motion of their limbs. Thus, the wearer can utter the command word “Laparra-ja” (inscribed upon the inside of the cuirass), followed by a distance and a direction, and the suit will march them to that location. This can be up to 200 kilometres away. The suit marches at a steady 6 kilometres per hour. It maintains balance whilst walking and will detour around obstacles and rough terrain. The suit cannot run, jump, climb or swim and, if a barrier is too difficult to bypass, it stops and its wearer must take control.

The suit can march for a total of 200 kilometres before its energy is spent. After marching 100 kilometres, the suit’s magic bonus decreases to +2. A further 100 kilometres reduces the suit’s bonus to +1, at which point it can march no further under its own steam. It must be allowed to recharge for 200 hours, at which point its power is fully restored.

It is believed that twenty sets of this armour were made for the Paladins of Dawn, but this cult disappeared centuries ago. Now, the suits are only ever found singularly.

The GM should note that wearers who fall asleep on long marches have a tendency to wake and find themselves in unexpected places...

7,1,22) PLATE OF MORNKYR

Mornkyr was a notorious Dwarven Death Knight which guarded the mithril mines of Skothrahl. He was slain and banished to the Spirit Realm by an apostle cleric whose name is not recorded in the annals of that ancient time. Mornkyr's suit of armour – the last remnants of this evil being – retained some magical powers. The pieces have long since been split apart, dispersed through the hands of many different treasure hunters. It is written in some of the texts that describe the armour that, should the suit be reunited, Mornkyr himself will be resurrected.

The armour is a full suit of metal plate consisting of visored helm, cuirass, pauldrons, vambraces, gauntlets, codpiece, cuisses, greaves and sabatons, plus a hooded mail hauberk. Each piece is made of a strangely dark, almost purplish metal, decorated with gemstones of jet, and always feels cold to the touch. Anyone who wears a piece of the armour gains a +1 magic bonus to their Encumbrance Penalty, and also to their Two-Handed Axes and Stagger skill values. If a person is slain by the wearer, these bonuses increase to +3 for 1 hour, and the wearer gains a feeling of immense satisfaction, combined with a lust for more death-dealing. (Wearing multiple pieces of the armour, or killing multiple people in quick succession, does not multiply these effects.)

7,2) BOOKS

7,2,1) THE BESTIARY OF FERYLT

This large book, whose vellum pages are 77 centimetres on each side, is bound with engraved plates of silver. It is chained to a special lectern in the Library of the Ferylt in great Afaraon, and access to it is restricted. Anyone studying it for long enough will have their Zoology skill value raised by 1 point (to a maximum of 10). This requires a number of consecutive days of study equal to the person's current Zoology value. A particular person may only benefit from the book once; further study yields no further insight.

The GM may allow PCs to discover other books which can boost different skills in the same manner.

7,2,2) THE BOOK OF BIOGRAPHY

When found, this thick tome (1.5 kilograms) will contain the life story of some person or other, named on the title page. Close examination shows that the text is full of rich detail, perspective and insight. Whether this biography is of any interest obviously depends upon the identity of the subject.

The book is neatly bound in black leather. On the front cover is painted the symbol of a white hand, fingers splayed and life-sized. If someone presses their hand upon this symbol for a minute, they trigger powerful magic. Their own life story is written into the book's pages, replacing the biography currently therein. If they wish, they can repeat this process periodically, so as to keep their biography up to date.

7,2,3) THE BOOK OF DILIGENT ALCHEMY

This venerable tome (3 kilograms), whose pages are protected by covers of polished gold plate, rewards those who have some competency with the alchemical arts. What happens to anyone attempting to read its text depends on their current Alchemy skill value. If this is:

- 1 to 5, the reader's player must pass a Double SD Attribute Roll (or Alchemy+SD if better), versus a Difficulty of 18, or the reader suffers a Lightning injury with a Damage Score of 1d10+10;
- 0, as previous but the Damage Score is 3d10+10;
- ≥ 6 , the reader gains +1 to his Alchemy skill value (to a maximum of 10). If his Alchemy is already 10, he gains +1 to his LU attribute instead.

This book vanishes the moment it is read, appearing in some other person's library.

There are stories of people encountering other versions of this book for other skills.

7,2,4) LEDGER OF GLASKEEP

This aged book (2.5 kilograms) is very thick and bound with leather and silver metal reinforcing. It is entitled the Ledger of Glaskeep. Its hundreds of pages contain what appears to be a detailed inventory of the contents of a stronghold – presumably named Glaskeep, or perhaps that is or was the name of the stronghold's steward... The writing is cramped and spidery, and in a dark green ink. The stronghold is not described, beyond the names given to it and its most important rooms. Other rooms are simply numbered. There are many, and they appear to be full of humdrum items at best, or junk at worst. Most readers quickly bore of interminable entries about wooden spoons, pans, stools, fur rugs, etc. The persistent will notice that many entries have been crossed out, suggesting items that are no longer present. The sharpest-eyed spot interesting items, such as rare books and alchemical equipment.

There are six cut and polished sapphires inlaid on the front cover, with holes where another six gems were mounted. The sapphires can be prized out fairly easily. As soon as one is removed, it and the person holding it vanish. They appear, an instant later, in a large chamber. The walls, floor and ceiling are made of smooth ice. The air is cold. There are several braziers, alight and mounted on squat stone plinths, which illuminate the space. Four dark tunnel mouths open onto this chamber.

If the person with the sapphire has leafed through the ledger, they will soon realise as they explore that they must be in Glaskeep now. They will pass through dozens of chambers, linked by tunnels, all cut out of ice. Some of these chambers are empty but others are furnished as kitchens, larders, dining areas, bedrooms, or just piled with junk. There are several libraries and laboratories. At no point can a door or window to the outside be found.

If the explorer ever puts down the sapphire, they are immediately teleported back to the ledger's side. The sapphire will have returned to its position on the book's cover. If the explorer left anything behind in Glaskeep, there will be a new entry listing it in the ledger.

7,2,5) THE NECRONOMICON

This fabled grimoire, said to contain mad mage Alhazred's notes of his dreamings, has been lost ever since Liche-King Xalifoss rose to power in the Blue Mountains. Its history is also linked to the fall of the Dwarven and Wood Elven kingdoms in that land. The Dwarves tell a cautionary tale of their greedy ruler, Smeltmaster Narn Glangin the Seventeenth, who discovered an immeasurably rich seam of gold close to their mountain halls. As the Dwarves

mined the seam, they dug ever closer to the surface and the forest kingdom of the Wood Elves on the southern flanks of the Blue Mountains. The two races had traded peaceably for many generations, but the gold lust of Glangin trumped any empathy he felt for his neighbours. Knowing that it would be impossible to extract the gold without felling most of the Elvish forest, and also that it would be impossible to persuade the Elves to move, Glangin resorted to dark magic and violence. So it is said that he purchased a copy of the *Necronomicon* from Human pirates whose ship had recently returned from the coastlands near the southern desert – a marginal land known for its desolate ruined cities. Wood Elf legends tell the next part of the tragedy. They say that, on the fateful night, Glangin entered the heart of the Elvish forest with a small company of guards and, before they could be challenged, all took part in a short but bloody magical ritual, climaxing in their suicidal disembowelment. And then the stars suddenly began to move in the night sky above, first circling overhead and then spiralling round and down towards the ground. As they came closer, the stars resolved into small but dazzling orbs, of different colours, drifting down over the land and leaving a blank black sky above. The Wood Elves say that these orbs unleashed a terrible magic – lifting people into the air and then sucking out the blood through the skin of their helpless victims. Only those locked indoors or underground survived that night. In the morning, the star vampires had returned to the heavens, leaving the land for hundreds of miles around littered with blanched and bloodless corpses. Of course, the Dwarves in their underground halls survived this stellar assault better than other peoples. But, no sooner had they learnt of what had befallen those outside, than the myriad corpses in the countryside before their gates staggered to their feet and gathered into a great undead host – commanded by Liche-King Xalifoss. Even the Dwarves were unable to survive the siege laid by this foul force and, before a year had passed, they had to abandon their mountain halls, escaping through secret tunnels to the North. Ever since, the Blue Mountains have been the Liche-King's stronghold – an evil place, abandoned by the living. And none have seen the *Necronomicon* since.

7,2,6) ON THE REALIGNMENT OF THE HEART

This small, ancient-looking book is written in beautifully illuminated Wood Elvish. Anyone unfortunate enough to attempt to read the text must immediately resist the book's magic. They must pass a Double SD Attribute Roll (or Mind+SD if better), versus a Difficulty of 15, or have their alignment altered.

First, the GM chooses the alignment that best reflects the reader currently, from those described in the *Alignment* section of the *Magic* chapter. The reader's new alignment is selected by consulting the alignment diagram there. If the current alignment is:

- one of the corner alignments on the diagram, then the new alignment is in the opposite corner. E.g. if the reader's current alignment is Lawful Good, they become Chaotic Evil;
- one of the neutral alignments, other than True Neutral, then the new alignment is in the centre of the opposite side of the diagram. E.g. if the reader's current alignment is Neutral Good, they become Neutral Evil;
- True Neutral, then the reader's player rolls on the following table to select the reader's new alignment:

1d100	ALIGNMENT
01 to 12	Lawful Good
13 to 24	Lawful Neutral
25 to 36	Lawful Evil
37 to 48	Neutral Good
49 to 60	Neutral Evil

1d100	ALIGNMENT
61 to 72	Chaotic Good
73 to 84	Chaotic Neutral
85 to 96	Chaotic Evil
97 to 100	<i>Reroll</i>

The reader's player must role-play this change in his character's outlook. It is possible to dispel the curse, but it resists with 1d10+13.

This book vanishes the moment it is read, appearing in some other unfortunate's library.

7,2,7) ORACLE OF WYRD

This magical scroll of calf-skin is sealed with a thick lump of orange wax, stamped with a design depicting a hooded cobra. Breaking the seal and opening the scroll reveals several lines of ornate script, written in the native tongue of the reader and seemingly in blood. The words are wise and perceptive advice about how the reader should tackle his most challenging predicament. The moment that the scroll has been read, it crumbles to dust. It will reappear elsewhere, to be found by some other confused soul...

7,2,8) THE PESSIMISTIC TREATISE OF TOTAL INACTION

This grand-looking tome, bound with leather and ebony, and with the title embossed in fine silver filigree, contains thirteen leaves of vellum. These are covered in dense text. Anyone unfortunate enough to attempt to read the text must immediately resist the book's magic. They must pass a Double SD Attribute Roll (or Mind+SD if better), versus a Difficulty of 15, or fall into a state of complete lethargy. Any action – even speech, eating or drinking – becomes too much effort for the victim. They will sit, motionless and withdrawn, until they eventually waste away. It is possible to dispel the curse, but it resists with 1d10+13.

This book vanishes the moment it is read, appearing in some other unfortunate's library.

7,2,9) THE TOMB OF TRIALS

This imposing tome is bound with crocodile hide embedded with emeralds. Anyone unfortunate enough to read any of the contents must immediately resist the book's magic. The reader's player must pass a Double SD Attribute Roll, versus a Difficulty of 15, or the reader is teleported into a labyrinthine dungeon.

They appear in the centre of a pentagram, delineated by metal inlaid in the flagged floor of a large chamber. There are several archways off this chamber, leading into passages and further rooms. The walls are clad with stone and there are no windows; light comes from occasional sputtering torches mounted in iron brackets. As the reader explores the maze, they will come across little of note except for:

- one or both medium-sized clay golems which are tasked with maintaining the dungeon, keeping the torches lit, etc. They will ignore the reader unless attacked;
- occasional blood stains, and scratches on the stonework;
- a monster, of a species chosen by the GM. This monster must be slain in order for the reader to return to whence they came. The second the monster dies, the reader teleports back to the spot where they read the book.

This book vanishes the moment it is read, appearing in some other unfortunate's library.

7,2,10) THE VAULT 'NEATH MINNINGLOW

This unassuming book is bound in leather, with a brass clasp to keep it closed. It is thick, with hundreds of fine leaves of vellum, containing a beautifully illuminated manuscript. Anyone fortunate enough to read any of the contents must immediately resist the book's magic. The reader's player must pass a Double SD Attribute Roll (or Wizardry+SD if better), versus a Difficulty of 12, or the reader falls into a waking dream. They suddenly find themselves in a different place. They are standing in a vast windowless chamber, lit by hundreds of torches mounted on brackets on walls made of huge stone blocks. The reader is in the centre of the chamber, on a raised dais and, immediately behind them, is a large sarcophagus of white marble. The lid is carved in the shape of a sleeping Human knight, in plate armour holding a long sword to his bosom, and with a crown instead of a helmet. Before the reader, and stretching over the floor right up to the distant walls, is a dazzling carpet of treasure. There must be millions of gold and silver coins, with gem stones scattered amongst them. And there are thousands and thousands of items strewn across the coins – swords, helms, pieces of armour and jewellery, books and scrolls, glittering glass phials containing bizarrely coloured liquids, etc...

No sooner have they taken in their surroundings, than the reader will be struck by the urgent certainty that this dream is about to end. He has LU seconds to snatch an item of treasure. If the reader does this then, when he wakes back in reality, he will find himself holding the item that he grabbed.

To resolve the nature of the item, the reader's player may choose one category of item from the table in the *Composition* section earlier this chapter. The GM should then generate a magical item of that category, assuming a Treasure Rating of 7 (Obscenely Rich).

This book vanishes the moment it is read, appearing in some other person's library. As to where is Minninglow, nobody knows...

7,3) CLOTHING

7,3,1) BELT OF GIANT STRENGTH

This broad leather belt (actually made of mastodon hide) has a buckle of lhachelang metal. Its wearer benefits from a +3 bonus to their Brawn skill. Also, three times daily they may cast Augment Damage (master variant).

7,3,2) BOOTS OF AIR STEPPING

These leather boots have hobnails on their soles made of mithril. They bestow a +2 bonus to Expression skill for Action Rolls involving dancing. Twice a day, by saying the command word "Escadesca", the wearer can climb up into the air as if they had scaled EN+10 steps. They may then stand there in mid-air for up to EN+10 minutes. Or, at any time, they may jump down to the ground without risking injury.

7,3,3) BOOTS OF FROST

The wearer of these boots is immune to harm from cold. Their soles freeze the ground beneath his feet. This makes his footsteps easy to track through vegetation. But he can walk on water because the boots freeze it into a raft of ice (the water freezes out to a 2 metre radius and to 10 centimetres thickness).

7,3,4) CHOKER OF QUEEN BERÚTHIEL

This choker is of fine black silk with a silver and emerald clasp. If worn on the throat by a female character, she will notice that cats are attracted to her. If she walks through a settlement, they will often gather around and follow her, rubbing against her legs. The more she dislikes cats, the more they will seem to like her.

After a month of wearing the choker, the wearer will realise that, if she places the choker as a collar around a cat's neck, it will magically shrink to fit and, suddenly, her senses of sight and hearing will share the cat's viewpoint. She can also steer its wanderings. This effect lasts until she wishes it to end, at which point the choker reappears around her own neck and her senses return to normal.

After a year of wearing the choker, the wearer will realise that she has been effected by a Become Lycanthrope spell and is now a Were-Cat.

7,3,5) CLOAK OF DEMONHIDE

This cloak, made of an unusual purple leather, has an adamant clasp. The wearer gains a Demonic Wrongness field inflicting a -1 HI penalty to all within EN metres. In addition, EN times per day, the wearer can trigger a phantasm which makes him look like a Felv (see *The Bestiary*) for EN minutes. (There is a command word for this, "Abadabadon", inscribed behind the clasp.) Observers may resist being fooled by this phantasm if their Resistance Roll beats a Difficulty of 4xEN. Each time the phantasm power is used, there is a chance equal to EN% that the wearer instantly swaps places with a real Felv in the Labyrinth. They remain swapped until either dies. (If a person sees the phantasm take effect, they receive +5 to their Resistance Roll. If a person passes their Resistance Roll, they are unaffected by the cloak for the rest of the day.)

7,3,6) CLOAK OF THE DESERT SERPENT

This long and hooded cloak (2 kilograms) is made from sand-coloured snakeskin. It is light and supple, keeping the wearer cool even in the midday desert sun. The wearer gains a +2 magic bonus to Action Rolls involving Stealth skill on sand, and also to his CO attribute for the purpose of determining Weakness Penalties due to hyperthermia.

7,3,7) CLOAK OF FLITTING

The wearer of this coveted cloak is able to teleport to any location clearly within sight by using the command word "Nictus". This is engraved on the underside of the cloak's brass clasp. This power can be used EN times a day. In addition, the cloak is reversible, being shabby brown cotton on one side, and a golden velvet on the other. Wearing the brown side outwards bestows a +1 bonus to the wearer's Stealth skill, whilst wearing the green side outwards bestows a +1 bonus to Influence.

7,3,8) CLOAK OF HIDING

These grey hooded cloaks are of Elven make. They bestow +3 to Stealth skill in rural environments, and +1 in urban settings. They are cool in summer and warm in winter.

7,3,9) CLOAK OF ILL-FITTING

This cloak looks like a Cloak of Hiding until it is put on. It is cursed, such that its colouration is always a garish hue which contrasts with whatever background the wearer is against. This completely eliminates the wearer's Stealth skill value for Action Rolls for not being seen.

Anyone wearing the cloak must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 18 to remove it. Such an attempt can be made but once a year.

7,3,10) CLOAK OF THE MAGUS

Balthus Dire, the greatest Bone Elf mage, made these cloaks (each weighs 0.5 kilograms). It is not known how many he created but at least a dozen are known. They are all of brightly dyed cloth and each protects as a hooded mail hauberk. Each bestows a +2 bonus to its wearer's Magic Lore skill. Most importantly, each reduces by one third the duration of any loss of spell-casting ability due to spell-casting failure.

7,3,11) CLOAK OF THE PENTAGRAM

The inside of this plain hemp cloak (1 kilogram) is embroidered with an ornate pentagram design laid out in silver. The cloak's magic is triggered when its wearer removes the cloak and flings it out to lie flat upon the ground, pentagram side upwards. On doing so, the cloak swells so as to cover an area EN+10 metres wide. The pentagram, which has the same diameter, can henceforth be used for casting spells requiring a pentagram. When the cloak is gathered up, it shrinks to its normal size once more.

7,3,12) CLOAK OF THE SPECTRE

This tattered cloak (1 kilogram) appears to be little more than scraps of dirty cloth, but it conceals great magic. When put on, the cloak is transformed from rags into a very fine cloak of black velvet, and the wearer becomes ethereal like a ghost. This bestows upon him several powers:

- First, the wearer becomes translucent – hard to see and so hard to hit, thus increasing his Stealth skill and his Defence by 3 (like a Blur spell).
- Second, the wearer may move silently, and through solid (non-magical) objects like walls and doors as if they were not there. He must, however, follow surfaces like the ground and floors as normal, for the cloak bestows no ability to fly.
- Thirdly, the wearer can clearly see all undead within sight, regardless of whether they are invisible or not.

7,3,13) CLOAK OF THE SQUIRREL

This thick fur cloak (1 kilogram) is warm but flexible. It bestows upon its wearer a +3 bonus to their Climbing skill. Additionally, three times a day, its wearer may cast the Landing spell (as if with an SC of 10), by saying the command word "Penakeda".

7,3,14) CLOAK OF TUNNEL-FIGHTING

The Dwarves make many different types of these long hooded cloaks (2 kilograms). They do not willingly part with them, and keep the secret of their manufacture close. The cloth of each cloak incorporates exceedingly fine threads of metal, which give a slightly stiff and crinkly texture. And each cloak is designed to match the colour and texture of the local stone. Wearing such a cloak bestows a +3 bonus to Action Rolls for hiding in poorly-lit caves and tunnels underground. (The GM may reduce the bonus if a cloak is worn in locations with the wrong type of rock.) Many times, a pursuing gang of goblins has run past a Dwarf hidden under one of these cloaks, mistaking him for a boulder...

7,3,15) COAT OF ENSNARLING

This long coat of fine crimson silk (1 kilogram) has a stiff collar and cuffs, and twenty ivory buttons up the front. It is embroidered all over with a complex pattern of interwoven lines

of golden thread. The coat protects the wearer as if they wore a mail hauberk. Additionally, by speaking the command word “Armardil”, its wearer can trap a creature within the coat. The creature must be within EN+10 metres and sight of the wearer. They are teleported into the coat’s pattern – suddenly finding themselves in a complex maze of enclosed passages. After EN+10 seconds, they may make a Double RE Attribute Roll to escape, versus a Difficulty of EN+10. If this roll is:

- successful, they stumble across the exit to the maze and reappear in the location from which they vanished;
- failed, they may try again after EN+10 minutes. If that roll is also failed, they may try again after EN+10 hours. If that roll is also failed, they may try again after EN+10 days. If that roll is also failed, they are seemingly lost in the maze forever...

The coat’s wearer can use this trapping power up to three times a day. Thus, up to three creatures can be trapped within the coat’s maze at any one time. The GM may wish to consider what happens if trapped creatures encounter each other within the maze. Could this lead to combat? Or could it lead to cooperation, and a bonus to the roll to escape?

7,3,16) GOWN OF SCARABS

This beautiful gown seems to be made of fine silver metal, as flexible and lustrous as the best silk. It magically moulds itself to fit any wearer (medium-sized), but cannot be donned unless it is the only garment being worn (otherwise, it always slides off the body to the floor). The command word “Moda” is inlaid inside the hem. Uttering this causes the fabric to reshape itself in seconds into virtually any style desired by the wearer. The cut and drape could be made to match the latest fashion, or current practical needs, but the fabric’s silvery hue cannot be changed. A further benefit to the wearer is that the gown protects as Armour Class 5 (no gambeson is required). Less helpfully, the gown must be “fed” a silver coin each day, or it cannot be donned. And, occasionally, the gown feels itchy as if it is crawling across the skin.

7,3,17) LOINCLOTH OF THE BARBARIAN

This seemingly worthless scrap of boar hide (0.5 kilograms) is actually highly magical.

- First, it makes its wearer immune to the effects of natural cold and heat, including sun-burn.
- Second, it conceals a pocket dimension, 1 m³ in size, which works exactly as the Magic Chest spell.
- Third, the loincloth protects the wearer’s nether-regions and seat as if with Armour Class 3.

Note, however, that all of the loincloth’s magical powers are negated the moment the wearer puts on any other items of clothing or armour (it seems to tolerate a single pair of footwear and a scanty bikini top, however). Negation of the pocket dimension does not damage any items therein, but nothing may be stowed within or retrieved from the dimension until the offending clothing or armour is removed.

7,3,18) MASK OF YIDHRA

This magical mask (0.5 kilograms) is made of delicate porcelain, painted like a stylised doll with black brows, pink cheeks and red lips. It covers the whole face, lacking holes for eyes or mouth. If ever put against the face, the wearer must pass a Double SD Resistance Roll versus a Difficulty of 15. If this roll is:

- passed, the wearer senses something amiss – that there is something alien and somehow unwholesome about the mask – and can remove it from their face;
- failed, the wearer immediately collapses into a deep sleep, from which they cannot be woken by non-magical means for 1 day per point of failure. The mask binds to their face and cannot be removed. During their slumber, the wearer is transformed into a Child of Yidhra (see *The Bestiary*). (If they were a PC, they become an NPC.)

7,3,19) ROBES OF THE ABYSS

These heavy cowled robes (3 kilograms) are floor length but slit to facilitate movement and riding. They are utterly black and seem to absorb light. To look upon them is to feel as if one is falling into a deep pit. Anyone (except the wearer) looking upon them from a distance of less than 3 metres must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 15 or be struck with such a bout of dizziness that they collapse to the ground. (If a person passes their Resistance Roll, they are unaffected by the robes for the rest of the day.) The robes also bestow a +3 bonus to the wearer's Stealth skill in the dark.

7,3,20) SLIPPERS OF THE DANCER

These slippers are made of silk and deer skin. They bestow a +2 bonus to the wearer's Action Rolls involving Expression or Gymnastics skill and the AG attribute. They also allow the wearer to cast the Leaping spell twice a day, using the command word "Elcus!" and as if with an SC of 9.

7,3,21) SLIPPERS OF THE SALAMANDER

These slippers are made from some kind of smooth and supple animal hide with a golden hue. They are embroidered with the pattern of a salamander, coiled around the exterior of each shoe. The wearer receives a +1 bonus to Resistance Rolls versus heat or fire. In addition, once per day, the wearer can cause a wall of fire to spring up behind him. This is one metre wide and two high, and lies along the path of his footprints for ENx10 metres. It burns for EN+10 minutes before vanishing. The wall's effects are as those of the Fire Wall spell.

7,3,22) SLIPPERS OF SILENT RUNNING

These fine leather slippers are decorated with hummingbird feathers and are affected by a constant spell of flight. They make the wearer glide over the ground without needing to walk, at up to EN metres per second. The slippers cannot fly higher than a few centimetres above the ground, and nor can they pass over water. The wearer would need to remove the slippers to put their feet on the ground or to climb. They bestow a +3 bonus to the wearer's Stealth skill for Action Rolls involving stalking and silent movement. In addition, up to three times per day, the wearer can use the command word "Pulfo" to cast Leaping as if with SC 15.

7,3,23) TABARD OF LIFE

This tabard is of silvery velvet with a fine sheen, and has a heraldic device embroidered in black thread on the front panels, depicting ravens. If the wearer is undead, they are cloaked by a powerful phantasm which makes them look as they did whilst alive and in their prime. If the wearer is not undead, they gain no particular benefit from the tabard. Worse, they are always surrounded by a faint odour of rotting flesh.

7,4) INSTRUMENTS

7,4,1) BAGPIPES OF FURY

These pipes (1 kilogram) bestow a +3 bonus to their user's Music skill. However, any tune played upon them has an angry tone, inducing feelings of rage in the audience (as if they were struck by a powerful Passion spell). The player can direct the audience's anger at a particular person or creature if he wishes; otherwise, it is directed at himself.

7,4,2) CYMBALS OF PONOS

This is a set of bronze cymbals (0.5 kilograms) dedicated to Ponos, the God of Toil. Their surfaces are embossed with depictions of orcs working in mines or battling enemies. When the cymbals are struck, 1d10+LU wooden spoons and bowls of stew appear on the ground nearby, or on a table if there is one. (The number of bowls appearing never exceeds the number of diners present. The bowls vanish, along with uneaten food, after 1 hour.) The stew is thick, hot, spicy and wholesome. The meat is nondescript but pleasant enough, though it is hard to identify its origins. (Any orc will tell you that they have just one word for meat in their language. Any non-orc will tell you that this is because orcs have a taste for cannibalism. Any orc will rebut that they do as they must when times are hard, and that times are about to get very hard for the non-orc...)

If the cymbals are used greedily, especially by undeserving diners who have not worked up an appetite through labour, then a Wight always appears. This was Gabbadoc, the famed orcish cook to General Grast the Elf-Lopper. She wields a large meat-cleaver, with which she will admonish some of the diners before vanishing. The cymbals vanish too, to be found by some more deserving worshipper of Ponos.

7,4,3) DRAGONBONE FLUTE

This beautifully carved flute (0.5 kilograms) bestows a +3 bonus to its user's Music skill. However, any tune played upon it has a melancholy tone, inducing feelings of intense sadness and despair in the audience (as if they were struck by a powerful Passion spell). Worse, the GM requires a Resistance Roll to be passed, with a Difficulty of 12, for listeners to avoid madness. The player is unaffected.

7,4,4) DRUM OF CALLING

This snare drum (3 kilograms) is of Orcish construction, and is made of a heavy wood and a reptile skin of some sort. It bestows a +1 bonus to the user's Music skill. It also conveys messages to people that hear it and are designated as the intended recipients by the user. Whilst everyone in the vicinity will hear the drum's beats, the intended recipients will also clearly understand their meaning. Every three beats corresponds to a syllable. Thus, the user might tap twenty-four times and signal to his allies, "Help me! Three zombies attacking."

7,4,5) FLUTE OF FANCY

In the hands of a skilled player (whose Music skill value is ≥ 7), this silver flute can produce almost any natural sound. E.g. the calls and roars of creatures (but not speech), or environmental noises like wind, thunder, waves, rain, a landslide, a conflagration, etc. The player can choose which sound to create and its volume, and can also make the sound seem to originate from a location that he can see. An Action Roll (Observation+RE) versus a Difficulty of 12 must be passed for a listener to notice the slightly metallic timbre of the sound.

7,4,6) GONG OF DISTURBANCE

This magical gong is made of copper. It is 50 centimetres across and 3 thick, and weighs 5 kilograms. It is supported by an oak pole and silk cords. When struck with a mallet, it produces a loud metallic crash. The sound lasts for a full minute, and anyone within 60 metres of the gong – decreasing by 1 metre per second – must pass a Resistance Roll (Double SD) versus 12 to successfully use a magic spell or prayer. (If a person passes their Resistance Roll, they are unaffected by the gong for the rest of the day.)

7,4,7) HARP OF SCRYING

This beautiful magical harp (3 kilograms) is carved from ivory and has strings of golden Wood Elf hair. When a specific tune is played upon it, the musician and those around him who are listening attentively are able to see in their mind's eye the location wherein the tune was composed. They can see what is happening there as the tune is playing. The tune acts as a vector for that precise location.

The musician can memorise up to V different tunes as vectors for V different locations, where V equals his Music skill value. He can forget one tune to memorise another whenever he wishes. The musician can only use a tune as a vector if he composed it himself, and each tune must be unique, distinctive, at least 1 minute long and composed in a different place.

7,4,8) HORN OF THE HOUND

Blowing this slender brass horn (0.5 kilograms) summons forth a bloodhound. The hound is a devoted servant and will obey verbal commands from the horn's owner to the best of its ability. The hound is particularly effective at following scent trails – its Action Rolls for this activity are made with $1d10+13$. It will fight to the death for the horn's owner but, the instant that it is first injured, the hound vanishes to whence it came. It also disappears when slain, or EN hours after being summoned.

7,4,9) HORN OF THE SPECTRAL BISON

This large curving bison horn (1 kilogram) is decorated with fine carvings representing frolicking bison. Whilst these carvings appear Neolithic, the horn's point is capped with a mouthpiece of mithril fitted during a much later epoch. If the horn is blown, the ghost of a large bull bison is summoned. This will defend the summoner and fight his enemies. $1d100+13$ seconds after being summoned, the ghost vanishes. It can be summoned no more than 13 times between successive full moons.

Arcane texts refer to a similar but larger horn which summons the dracowight of a fire dragon in a similar fashion.

7,4,10) TRUMPET OF FOG

Thick fog issues from this small brass trumpet (0.5 kilograms) when it is blown, rather than sound. The roiling fog will fill a volume 4 metres high and 2 in radius around the trumpet's player in the first second of the note – with the radius increasing by another 2 metres each second that the note is sustained. Observation Action Rolls within the fog are penalised by -1 per metre between observer and subject. The fog clears after $1d100+EN$ minutes. The trumpet is always cold to the touch, and speckled with pearly dewdrops drops.

7,5) JEWELLERY

7,5,1) AMULET OF LIGHT

This amulet has a polished opal, the size of a grape, in a gold mount, on a chain of gold loops. The command word “Loosh” is engraved on the rear of the amulet. This will trigger the opal to emit a bright yellow light. In the dark, this clearly illuminates the area in front of the wearer to a distance of 20 metres, and across an arc of 90 degrees. The light lasts for 20+EN minutes. This power can be activated three times each night.

7,5,2) AMULET OF RESURRECTION

This amulet is made of a polished pebble of amber, inside which is a small feather. Despite the amber, the feather shimmers with beautiful scarlet, orange and golden iridescence. The amulet is worn on a cord of leather. If its wearer is slain as a result of violence, their corpse and the amulet suddenly disappear in a gout of intense but strangely cold flames. After just a few seconds, naught but ashes remain. The wearer is resurrected 1d100 hours later, suddenly reappearing hale and hearty in the place they call home. The amulet is also reconstituted, but it does not appear with its former wearer. It reforms elsewhere, for someone else to find...

7,5,3) AMULET OF SUCCOUR

This amulet is made of a disc of polished amethyst, which glows with a faint purple light. It hangs on a chain of fine silver links. The first time that the wearer suffers a mortal or fatal injury, the amulet’s magic will reduce it to a major injury instead. The amulet then ceases to glow and will provide no further aid to this wearer. It must be passed on to a new owner to work again.

7,5,4) AMULET OF TROLL FORM

This amulet is a polished quartz rhombic dodecahedron set in a copper chain. The command word “Broddingnagian” is engraved on one of the crystal’s faces. This only produces a magical effect if uttered by a Halfling wearer, and functions but once a day. In an instant, the wearer’s body is transformed into that of a Great Troll (their worn and carried equipment vanishing temporarily). The wearer remains in troll form for 1d100+LU seconds, before reverting to their normal form (their equipment reappearing). Whilst transformed, the wearer retains their mental faculties but their physical abilities are hugely altered. (This includes petrification if exposed to sunlight. Petrification is permanent, preventing transformation back into Halfling form.)

It is not known whether, every time a Halfling uses this amulet, a Great Troll somewhere is transformed into a Halfling.

7,5,5) AMULET OF WARNING

This amulet consists of a large cut sapphire on a delicate silver chain. If any person within sight of wearer intends to kill them, the amulet becomes cold to the touch. It cools further as the enemy gets nearer. Once the enemy is within melee range, the amulet feels so cold that it inflicts a -1 Injury Penalty to its wearer, until removed.

7,5,6) BRACELET OF DAGON

This beautiful silver bracelet, formed to look like a coiling octopus’ tentacle, would be worth at least 50 Ⓞ^s were it unmagical. However the wearer:

- is protected as if they were wearing a mail sleeve and glove;
- is unharmed by 22% of all injuries to the arm (and related second and third division body locations, e.g. the hand);
- gains a +2 bonus to their Zoology skill in relation to fish and sea creatures.

7,5,7) BROOCH OF THE ALBATROSS

This brooch is made of ivory, carved into the form of an albatross. It has a silver backing and pin. On its rear face is engraved the command word “Gooney”. EN times per day, the wearer can utter this command word and magically summon hundreds of nearby sea gulls. Within a few minutes, they form a large flock wheeling over the brooch’s wearer’s head. The GM should use the characteristics of the Crow from *The Bestiary*, and decide how large the flock is based on the weather, proximity to the nearest nesting grounds, etc. For EN minutes, the flock will obey the wearer’s verbal orders to the best of its ability. Obvious tasks for the flock might be to attack enemies such as sailors on a nearby boat’s deck, catch fish and drop them at the wearer’s feet, or guide the wearer to the nearest land (which might be little more than a guano-encrusted rock). More complex tasks may exceed the flock’s capabilities.

7,5,8) CHAIN OF THE HELM

This chain is made of fine silver loops, to be worn around the neck. Its wearer benefits from a constant phantasm which makes them appear to be wearing a visored plate helm. This has been shaped with a fearsome visage, like a snarling wolf. The phantasm often deters attackers from striking the head.

7,5,9) CIRCLET OF LIGHT

This exquisite mithril circlet is of Dwarven making and magically fits any wearer’s brow. In darkness, it emits light as bright as a flaming torch, sufficient to illuminate the 10 metres around the wearer, save the 90 degree arc behind him. Uttering the command word “Keesoh-kaan”, inscribed on the inside of the band, allows the wearer to extinguish or ignite the light at will.

7,5,10) CIRCLET OF QUEEN WEALTH

This ornate gold tiara (0.5 kilograms) is encrusted with emeralds and would be worth at least 70 g were it unmagical. However the wearer:

- is protected as if they were wearing a mail coif;
- is unharmed by 33% of all injuries to the head (and related second and third division body locations);
- gains a +3 bonus to their History skill in relation to Humans.

7,5,11) COMB OF PROTECTION

This beautiful hair comb is made of shell from a Fastitocalon, though few know this. It magically protects its wearer’s head as if they wore a visored plate helm.

7,5,12) CROWN OF BLITHERING

This exquisitely crafted and slender crown of platinum (0.5 kilograms) protects the wearer as if they were wearing a plate pot helm, and negates 10% of all injuries to the head (including related second and third division body locations). However, it comes with a curse. The crown whispers the wearer’s thoughts aloud. The wearer cannot hear these whispers but those beside him will. This effect is continuous, stopping only when the wearer is asleep or otherwise unconscious. Anyone wearing the crown must pass a Resistance Roll (i.e. a Double

SD Attribute Roll) versus a Difficulty of 18 to remove it. Such an attempt can be made but once a year.

7,5,13) CROWN OF THE OWL

This crown (0.5 kilograms) is made of finger bones skilfully bound together with sinew and decorated with little feathers. Its small size limits wearers to Halflings, Goblins and perhaps slight Elves and Humans. It bestows a +1 bonus to the wearer's ST attribute. Additionally, if the wearer screeches in the right way, their call will be heard by the nearest four of their kinsfolk, regardless of distance. These people will know that the crown's wearer needs aid, and understand the direction and distance to travel.

7,5,14) EARRING OF PERCEPTION

If the wearer taps this thick brass ear hoop as someone speaks, he magically learns their basic intent, e.g. loving, good, indifferent, bad, evil.

7,5,15) EARRINGS OF THE OCEAN

This pair of earrings is made of mithril. Each ring is shaped like a curling seashell. If two people wear an earring each, then each person can hear the other's voice, regardless of the distance between them. If both earrings are worn by the same person, all they can hear is the crashing of ocean waves.

7,5,16) EGG OF ISHTAR

This ruby is priceless because of its great size – it is like a hen's egg – but also because of its magical nature. It is a thing of evil lust, and a Resistance Roll (Double SD) must be made whenever someone looks upon it for longer than a glance, versus a Difficulty of 12. If this roll is failed, the person falls victim to an insatiable desire to possess the ruby at absolutely any cost. Consequently, the ruby regularly changes hands by acts of violence. Its long history is a tale of murder.

If a year and a day goes by without ever seeing the ruby, then a person's obsession with it will cease. Also, the ruby's enchantment upon someone can be dispelled using Dispel Magic, but it resists as with an SC of 12.

The ruby is rumoured to have been cut from the stomach of Akaxarak, the mighty cave drake that almost levelled the ancient city of Bry. At one time the ruby was mounted on the headdress of the High Priestess of Ishtar in Ulk-Amal. The worshippers of the Goddess of Spiders have repeatedly claimed the ruby as their own, and they have repeatedly lost it too. The most recent rumours of the ruby are associated with its alleged theft by the Grand Master of the Guild of Assassins of Pootann. The tales go on to claim that she drowned in the wreck of the Pelican, which inexplicably foundered in the harbour of that port, just days after the ruby's latest disappearance...

7,5,17) LOCKET OF CONVERSION

This oblong copper locket is mounted on a chain to be worn around the neck. The locket can be opened with a hidden catch to reveal a tiny scroll of religious scripture, devoted to a particular god – generally an evil one. The locket is otherwise featureless. The moment that it is donned, the wearer's personality immediately changes to match the alignment of the god whose scripture is contained within the locket. The wearer becomes devoted to that god, and will obey its priests without question. The wearer will fight to the death to prevent the

removal of the locket or any tampering with it. If the scroll is somehow removed from the locket, or the locket from the wearer, these effects upon them end immediately.

7,5,18) NECKLACE OF STRANGLING

This cursed item is a favourite of assassins, and many versions of it have been made over the centuries, though the art is now lost. Each is a beautiful necklace of fine gold chain with a polished gem stone of some sort, which would glitter irresistibly against the skin. However, once put around the neck, the wearer's player must pass a Double CO Resistance Roll versus some Difficulty, typically 15. If this roll is:

- failed, the chain immediately constricts around the throat, choking the wearer to death. Due to the chain's magical nature, it cannot be broken by mundane means. The chain only loosens when the wearer is dead.
- successful, the clasp comes undone so that the necklace falls away. The clasp will never close properly for that wearer, making the necklace useless to them.

7,5,19) RING OF THE BLACK PORTAL

This ring of silver is engraved with skulls. It allows its wearer to summon a Greater Skeleton once a day. This vanishes after 1 minute, during which time it will defend the wearer and fight his enemies.

7,5,20) RING OF BLOOD FRENZY

This ring is carved from some form of chitinous shell (Kalamen would recognise it as their own). The wearer is able to control up to EN sharks within his sight as if with a Subjugate Beast spell. Additionally, the wearer gains an extra tier of advantage (maximum strongly advantaged) to melee Attack Rolls whilst submerged in bloodied water.

7,5,21) RING OF BURDENING

This cursed ring is made of unadorned lead. Anyone putting it on feels as if they bear an extra 25 kilograms of weight, and suffers the relevant Encumbrance Penalty. The ring cannot be removed whilst the wearer is alive, unless a Dispel Magic spell is successfully cast versus a Difficulty of 18 (only one attempt can be made each month). Some would choose to lose a finger rather than suffer this burden...

7,5,22) RING OF CAROUSING

This pewter ring is decorated with a motif of hops. After wearing it for at least EN consecutive days, the wearer loses 1 point from their RE and SD attributes but gains 1 point to their CH and EM. And, once per day, they can dip their ring finger in alcohol, e.g. a tankard of ale, and have one injury upon their person magically healed.

7,5,23) RING OF CONVICTION

Everything that the wearer of this ring says appears true, whether to those listening normally or to those using Detect Lie spells. The ring makes the caster effectively believe that everything he says is true, even though he remains capable of lying and will know that his lies are falsehood. A Detect Magic spell will reveal the aura around the wearer. Each time the wearer puts on the ring, the GM should require a Resistance Roll versus madness with a Difficulty of 12 (see *Madness* in the *Harms Beyond Combat* chapter).

7,5,24) RING OF DEFENCE

A thick gold ring with a shield-shaped upper – the shield having a small peridot for its boss. The wearer has their Defence increased by +1.

7,5,25) RING OF THE DRAGONFLY

This fine silver ring is shaped like a dragonfly with twin sapphires for eyes. On the inside of the ring is engraved the command word, “Hass-uskeet”. EN times a day, the ring’s wearer can use this word and make the ring, in the blink of an eye, uncurl from their finger and expand a hundred times, becoming a giant metal dragonfly. This stands on the ground before the ring’s owner on six spindly legs like scimitars. It has a silver body, three metres in length, with two pairs of wings on its back, three metres in span and made of translucent blue crystal. There are two saddle-like seats on its abdomen with handles and stirrups. If the ring’s owner mounts the dragonfly, they can make it fly with just a thought. Its wings beat faster than eye can follow, and it is agile in the sky – flying in any direction and hovering as desired by the ring’s owner. The dragonfly’s maximum speed in metres per second is $15 - (X/20)$, where X is the total weight it bears in kilograms. If it is loaded with more than 200 kilograms, it cannot fly.

Several circumstances cause the dragonfly to transform back into the ring on the owner’s finger:

- The owner uttering the command word.
- The dragonfly flying for more than $5000/X$ minutes in one day.
- The owner losing consciousness.
- The dragonfly sustaining significant damage.

In all of these cases, if the dragonfly is in flight it will endeavour to descend swiftly but safely to the ground before transforming – but receiving serious damage will cause an immediate transformation, leaving the passengers to fall. The dragonfly is built for flight, not combat...

7,5,26) RING OF EVASION

This thick ridged ring seems to be made of a strange form of bone – possibly giant spider chitin. It is a dull orange in hue, and no command word is engraved upon it. Up to EN times per day, when the wearer is about to be struck by a dangerous weapon or projectile, the ring vanishes away its wearer before they are hit. The wearer instantly reappears standing in some empty space approximately $5xEN$ metres from their previous position (and facing their attacker). The GM chooses to where the ring’s wearer teleports, and the location need not be to the wearer’s advantage! The GM should require a second or two from the wearer to reorientate themselves, and also from those trying to attack the wearer. Each time that the ring’s power is used, there is a cumulative 1% chance that the wearer teleports vertically $5xEN$ metres up into the air, and then falls. (Afterwards, the chance is reset to 1% again.)

7,5,27) RING OF FORTUNE

This ring is made from ivory, wrapped in coils of fine gold wire. It bestows upon its wearer one Luck Reroll every day. The wearer’s player chooses whether and when to use this boon. However, each time that a reroll is used, there is a 1% chance that the wearer will wake from their next sleep with a gift from the Chaos God (see *Chaos* in the *Gifts* section of the *Magic* chapter).

7,5,28) RING OF ILL-FORTUNE

This cursed ring is tempting, seemingly made of mithril inlaid with three rubies. However, whenever the wearer's player makes a die roll, any natural 2 is treated as a 1. To remove it, the wearer must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 18. Such an attempt can be made but once a month, at the first half moon.

7,5,29) RING OF INVISIBILITY

The moment that this golden ring is slipped on a finger, its wearer becomes invisible (along with all of his carried equipment), only reappearing once the ring is removed. Each time the wearer puts on the ring, the GM should require a Resistance Roll versus madness with a Difficulty of 12 (see *Madness* in the *Harms Beyond Combat* chapter).

7,5,30) RING OF REGENERATION

A thick brass ring engraved with lizards which, on closer inspection, might be giant newts. The wearer becomes of the slow regenerating vulnerability class – see *Vulnerability* in *The Bestiary*.

7,5,31) RING OF RESILIENCE

This ring is made of polished granite. The wearer becomes of the resilient vulnerability class – see *Vulnerability* in *The Bestiary*.

7,5,32) RING OF SEAX

This thick ring of silver bestows a +1 bonus to its wearer's Daggers/Knives skill. The command words "Sumna Seax" are inscribed on the inner side of the band. When these are spoken, the ring vanishes and a dagger appears in the same hand. Using the command words again makes the dagger vanish and the ring reappear. A different dagger is summoned each time, but it is never magical.

7,5,33) RING OF STALWART DEFENCE

A thick gold ring with a shield-shaped upper – the shield having a small diamond for its boss. The wearer has their Defence increased by +2.

7,5,34) RING OF UMBRA

This plain ring of greasy lead enables the wearer to teleport between shadows. To act as a portal, a shadow must be large enough to shade the whole of the wearer's person. Once subsumed in the shadow, the wearer may utter the command word "Umbra" and reappear in any other shadow within sight. (The destination shadow must also be large enough to shade the wearer.)

Additionally, the ring can be used in such a way as to memorise one particular area of shadow (command word "Mem-umbra"). Once a shadow has been memorised, the wearer can choose to teleport into this shadow rather than a shadow in sight; there can be any distance between the wearer and the memorised shadow. Note that, if a memorised shadow is no longer there – perhaps a lamp has been placed near it – the wearer cannot teleport there. The location of the shadow remains memorised in the ring, however, and, if the light is removed and the shadow reappears, the wearer may teleport there once more.

The ring only seems to work in strong light, which casts clear shadows.

7,5,35) TIARA OF BEAUTY

This platinum tiara, bedecked with diamonds (and 0.5 kilograms), is a relic of the Goddess of Deception. It bestows a +3 bonus to the wearer's BE attribute (to a maximum of 10).

If this bonus causes a Priest of Deception to achieve a BE of 10, they gain an extra power. Henceforth, all adults of the priest's own race (save other Priests of Deception) looking upon the priest's face for the first time must pass a Resistance Roll (Double SD) versus a Difficulty of 15. If this is:

- passed, that person is unaffected by the tiara's magic;
- failed, the person is enchanted by the priest's beauty. They now seek only to please the priest and will unquestioningly obey the priest's commands. They forget their every personal need, and become obsessed solely with the priest's pleasure. Even eating and drinking are forgotten by the enchanted; they will starve if not reminded by the priest to eat. And they follow the priest everywhere. Before long, the priest will be followed by a crowd of adoring and fawning admirers. Inevitably, the priest will begin ordering these people away. If an enchanted person loses sight of the priest for longer than a few minutes (e.g. during sleep), they must make another Resistance Roll, this time versus a Difficulty of 12. If this is:
 - successful, they break free of the enchantment;
 - failed, they remain enchanted, and will try to find the priest again (unless ordered by the priest to the contrary);
 - fumbled, they die immediately of a broken heart.

If the priest wears a veil over their face, they can avoid enchanting people. If they remove the tiara, all enchantments end immediately – but first they must pass a Resistance Roll (Double SD) versus their own Fervour.

7,5,36) TORC OF AUTHORITY

This plain copper torc has four silver rings threaded upon it. These rings can be twisted and slid off the torc at its clasp. One ring has a small ruby and bestows upon its wearer a +1 bonus to resist Pyromancy spells, and the ability to cast a Fire Bolt spell (with SC of 10) once per day. The second ring has a sapphire and corresponding powers for Hydromancy and Ice Bolt. The third a topaz and the same power for Lithomancy and Earth Bolt. And the fourth ring has a diamond and powers for Aeromancy and Lightning Bolt. However, the strongest magic lies with the torc. Ring wearers are secretly charmed so that they see the torc's wearer as righteous and their worthy leader. Additionally, once per day, the torc's wearer can issue a single verbal command which must be obeyed by any ring wearers that hear it, as if they were subject to a Master spell (with SC of 15). If the torc's wearer ever dons one of the rings, all four rings reappear on the torc – their wearers being released from subservience.

7,5,37) TORC OF GALEDINA

This Elven torc of gold (1 kilogram) is patterned like a scaled serpent, swallowing its own tail. Its eyes are two small peridots and its fanged mouth conceals a cunning hinge, enabling it to be opened and snapped shut around the neck. It bestows a +3 bonus to its wearer's Seduction skill and +1 to their Beauty attribute. It can be used to cast the Absorb Poison and Excrete Poison spells three times a day (with SC of 12). The command words "Exus venn" are engraved on the inside of the torc.

7,5,38) TORC OF RESOLVE

This bronze torc (0.15 kilograms) is decorated with a pattern of vines and grapes, almost worn smooth with age. It bestows a +1 bonus to its user's Resistance Rolls against fear and madness.

7,5,39) TORC OF STAMINA

This silver torc (0.15 kilograms) with cunning hidden hinge is shaped to look like a snake swallowing its own tail. It bestows a +1 bonus to its user's Resistance Rolls against poison and disease.

7,6) MISCELLANY**7,6,1) ALTAR SHROUD**

Most temples to the Goddess of Deception have one of these cloths; indeed, they appear to be gifts from the Goddess herself. They are always made of silk and decorated in beautiful and intricate patterns depicting people cavorting. (Close inspection reveals that the people are not dancing but engaging in other acts which would usually be done in private.) If a shroud is draped over an altar, then priests of other gods can no longer sense that altar's presence. In this way, temples of the Goddess of Deception are hidden to all but her priests.

Additionally, whilst draped over an altar, the shroud magically stores some of that altar's beacon power. If it is then taken to a temple of some other god, and placed over the altar there, the shroud blocks that altar's normal beacon power to other priests and, instead, makes the altar appear to be a beacon for the god over whose altar it was previously placed. In this way, priests of the Goddess of Deception lure into their temples priests of other gods...

7,6,2) BABA-YAGA'S HUT

Usually encountered deep within a forest, this looks to be a small wooden hut, with a mossy shingled roof, shuttered windows and a single door, painted red. Intruders find just one room inside. There is a cauldron hanging on chains over a stone fireplace, a table with copper pots and pans, some shelves of jars and other odds and ends, and a rocking chair. The room is dark, the fire is unlit, and there are cobwebs and dust everywhere. It looks abandoned and uninviting, and even a quick glance informs the intruder that there is nothing of value here.

However, the persistent, who keep watch on the hut from outside, may see something truly bizarre. The hut may eventually rise up on a huge pair of legs and walk off. The legs look like those of a Fire Dragon, with crimson scales and viciously clawed feet. The hut walks with a slow and deliberate stride, picking its way and pushing through the trees as carefully as it can, presumably in some chosen direction. But the hut can move at speed if needs be, running at up to 20 metres per second (making it one of the fastest things on legs). It can also jump 100 metres in a single bound. If the hut stops and squats down again, and intruders enter it once more, they will find that none of the contents have been disturbed by the hut's running or jumping; everything is in its place.

Who owns the hut? Perhaps a mysterious witch called Baba-Yaga... Or perhaps the hut is between owners when it is encountered by the PCs... The hut's owner must be an adult woman; the hut will not accept a male (or child) owner. Ownership is inherited by killing the current owner. If a male (or child) kills the owner, the hut will take the first adult female to enter it as its new owner. The owner is able to command the hut by giving it orders. The hut seems to understand any language that its owner cares to speak, but orders must be simple

for it has only a dog-like intelligence. It has two goals: to serve and protect its owner as best it can; and to survive. (Self-preservation overrides everything else if there is a significant danger to the hut. E.g. a fear of being trapped means that it can never be compelled to go underground or inside a roofed building.)

The hut has mysterious senses. It is clearly aware of its surroundings somehow. And, if the owner is elsewhere, they can call for the hut. Regardless of their distance, the hut will hear and answer this summons, travelling to its owner as quickly as it is able. The hut is also quite capable of defending itself. If an attacker is outside, the hut will either claw at them with a taloned foot or try to sit on them to crush them. (The GM should use the attack characteristics of an old Fire Dragon's claw or an Ice Giant's stamp, respectively.) If an attacker is within the hut, it will open its door, tilt itself over and seek to shake them out. In this case, pots and pans and junk are hurled about inside the room, battering the attacker. (The GM should make an attack against the intruder every second that they remain inside the room – each akin to being struck by a Green Manling's branches but doing Kick-Box damage.)

If the owner of the hut enters the room, they find a second door therein. This is painted purple and is only present if the owner is within the room. This door opens into what appears to be a yurt – a dome-shaped tent made of overlapping animal skins mounted on a frame of curved tusks and bones. The yurt is lit by torches in iron trivets around the perimeter, and a little daylight comes in through a hole for smoke in the centre of the roof. Below this vent is a stone-lined fire pit with a spit for roasting meat. Brightly coloured cushions of silk and satin lie around this fire, and there are fur blankets. There are two doorways, draped by skins. Opening these, one steps straight into further yurts of similar design, with further doorways into yet more yurts... Occasionally a flap can be found in the side of a yurt – a window letting in light and a cold breeze from outside. The view is always of a grassy plain – flat and featureless, and stretching as far as the eye can see. The network of interconnecting yurts seems endless. Many are furnished like the first; others are empty; others have tables and stone sinks for the preparation of food; others are larders or store rooms with barrels and chests; or libraries with shelves of books (most written in archaic scripts). If the owner gets lost, they always find that the next yurt is the one with the purple door, leading back into the hut. Anyone damaging the yurts or their contents with malicious intent will find that every doorway that they pass through leads them back into the hut. As soon as they enter the hut, it will lurch and shake in an attempt to eject them onto the ground outside, where they will be clawed and stamped upon...

7,6,3) BAG OF TEETH

This leather bag with drawstring contains thirteen magical piranha teeth. If these are teeth are cast into a body of water (of sufficient size), the teeth transform into a huge shoal of piranha (see *The Bestiary*). If the bag's holder points at a nearby target, the shoal swims towards it and attacks. Once it has attacked or been attacked, the shoal ceases obeying the directions of the bag's holder and will act solely to fulfil its voracious appetite (even attacking the bag's holder if they are foolish enough to be swimming nearby). The shoal has a ravenous hunger. If the shoal is slain (i.e. dispersed) or, if the bag's holder closes the bag again, the shoal vanishes and the teeth reappear inside the bag.

If a tooth is lost, the size of the summoned shoal becomes large not huge. If two teeth are lost, the shoal becomes medium-sized. If three teeth are lost, the bag and teeth become non-magical.

Similar bags have been found which contain the mandibles of flesh scarab beetles. Given that a swarm of flesh scarabs can fly, one can imagine how dangerous such an item is to use...

7,6,4) **BLACK GOAT OF THE WOODS WITH A THOUSAND YOUNG**

This fungus is of such rarity that it is listed here, rather than in the *Goods and Services* chapter with other poisons. Few have ever seen one, for it grows only in the darkest and dampest of woods in cold temperate climes. The fungus looks like a pair of giant goat horns protruding from the earth in a V-shape. Each horn is two metres long, inky black, ribbed and slightly curved. Bizarrely, the fungus is acutely sensitive to sound – in particular, the sound of male voices. If men speak close by the fungus, tiny pores open along the length of the horns, through which a cloud of invisible spores is released. The cloud will fill a 20 metre radius immediately and dissipates after 20 seconds, by which time the Black Goat will be ready to puff out another cloud if disturbed again. Those breathing in the spores smell a strong and unpleasant musky odour. Any men of the flesh-and-bone PC races within the cloud should make a Resistance Roll versus the poison, which has a Potency of 18. Failure indicates that the spores have entered the lungs and bloodstream, and thence the brain.

Those affected immediately fall into a stupor for a few minutes, during which they gain:

- +1 to BE (to a maximum of 9);
- -1 to SD (to a minimum of 1);
- a pair of goat horns which erupt from the forehead, black and 15 centimetres long;
- an insatiable sexual appetite (treat as an incurable Philia madness with Severity 6);
- an unpleasant musky odour – though neither this, nor the horns, seem to repulse those of the opposite sexual persuasion.

Affected men are known as Satyrs. Any woman who has sexual intercourse with a Satyr falls pregnant. (The GM should require a successful Influence+BE roll versus 2xSD for the seduction, along with some adequate role-playing.) The gestation is short, however. After thirteen days of increasing foreboding, the woman will be overcome by an urge to flee into woodland and hide therein. Once within the trees and alone, a brief, painful labour begins, and the woman will give birth to a black egg-like thing, about the size of a coconut. On touching soil, dozens of tendrils emerge from the egg and pull it, and the afterbirth, down into the earth. A few nights later, a new Black Goat fungus emerges at this spot.

After siring five fungi in this way, the Satyr's horns grow to 20 centimetres in length, his BE is increased by +1 again (to a maximum of 9), and his SD decreased by another -1 (to a minimum of 1). His odour becomes stronger, and the SV of his sexual philia increases to 7. Siring more fungi leads to further changes, as set out in this table:

TOTAL NUMBER OF FUNGI Sired	HORN LENGTH (cm)	CUMULATIVE MODIFIER TO		SV OF PHILIA
		BE (max = 9)	SD (min = 1)	
0	15	+1	-1	6
5	20	+2	-2	7
15	30	+3	-3	8
30	45	+4	-4	9
50	66	+5	-5	10

Although the Satyr's horns are hard, they are strangely sensitive, and any injury to them also inflicts a Mental injury upon the Satyr (see the Injury Enhancement spell in the Alchemy discipline for guidance on attacks with two damage types). Likewise, in the unlikely event that a Satyr were to attack with his horns, which would be painful for the Satyr, any injury he might inflict would be matched by a Mental injury upon himself. If the horns are damaged, or even broken off, they will regrow to their previous length after just a single night's rest. In the special circumstance where the Satyr intentionally breaks his own horns, they will snap off at the base and never regrow. His sexual philia is immediately cured and he loses his unpleasant odour. His SD returns to its normal (pre-Satyr) level, less one point. His BE will be restored to its full normal level once the wounds on his forehead are healed. He ceases being a Satyr, and cannot sire more Black Goats.

7,6,5) BLOOD MANDRAKE

The Blood Mandrake is a plant with magical healing powers that cure vampirism. It is of such rarity that it is listed here, rather than in the *Goods and Services* chapter with other herbs. A squat shrub with stiff waxy leaves that are shaped like broad blades and the colour of blood, it survives in only the most barren and sun-seared deserts. At the base and centre of the crown of leaves is a single narrow orifice through which the plant collects dew and, once a decade, expels a hot jet of foul gas. This rank gust shoots seeds so high into the air that they are caught by winds and can travel huge distances.

It is the seeds of the Blood Mandrake that are sought after. They look like small red circles of parchment, and dozens can be found lying within the barrel-like root. This tuber often has a strangely humanoid shape and is taut like a drum and easily split, especially during its digging up. If the root is damaged, poisonous gas and the seeds belch forth. Anyone that is touched by the gas cloud must resist or die immediately. Treat the cloud as a hemisphere, 20 metres in diameter and dissipating after 20 seconds; the poison has a Potency of 18. (Of course, vampires do not breathe and are unharmed by poisons, so will be unaffected.) Often, the sudden venting of gas from the broken root causes a brief howling sound, and many have claimed that it is hearing this moan which slays those that have dug up the plant.

Ingesting a seed from a Blood Mandrake will restore a vampire to normal life again. However, these seeds must be consumed whilst fresh, as they quickly lose their potency. (Eating the seeds has no effect on other types of creature.)

Blood Mandrakes are extremely scarce. So scarce in fact that the last recorded finding was over a century ago in the Southern Wastes. Most scholars believe the plant to be extinct.

7,6,6) BOTTLED SHIP

This glass bottle (1 kilogram) contains an intricate model of a small cog, complete with mast, sail, rigging and rudder. By uttering the command word "Barkon" and then dropping the bottle in an expanse of water, a full size cog is magically summoned in its place. This vessel matches the model exactly, save in size. Saying the command word again makes the cog disappear and the bottled ship reappear – but only if there are no crew or passengers aboard. The wave induced by the vanishing of the cog always flings the bottle, with its model ship inside, safely into the hands or lap of the person who spoke the command word.

7,6,7) BOTTLE OF IMPRISONMENT

This beautiful crystal glass vase has a gourd-like shape, and is about 50 centimetres high and 30 wide. It weighs 3 kilograms. Its stopper seals tightly with cork. To be used, the bottle and stopper must be held in each hand, and the stopper tapped on a victim's head. The victim

(including their worn or carried belongings, except living creatures) immediately dissolves into a colourful smoke which is sucked into the bottle. The stopper must be used to seal the bottle within 3 seconds or the process reverses and the victim reappears. If the bottle is sealed, the victim is trapped, visible through the crystal as a churning gas. The victim remains imprisoned in the bottle until the stopper is removed for 3 seconds.

7,6,8) BRIGID'S WHIMSY

Brigid's Whimsy (also called Apep's Gift) is a truffle with magical powers to transform the body. It is of such rarity that it is listed here, rather than in the *Goods and Services* chapter with other herbs. It is only found in the loamy soil of pine forests in warm climes, and has a distinctive, brain-like shape and a phosphorescent pink glow.

If a member of the PC races eats of the truffle, they will be transformed during their next sleep and wake with their age, gender or race altered. It is believed that the age of the truffle determines which type of transformation occurs. (Studying the truffle and making a successful Botany+RE Action Roll versus a Difficulty of 21 might allow the type of transformation to be assessed.) The GM can use the following table to choose the type of transformation randomly:

1d100	TRANSFORMATION
01 to 50	Age. Reroll for immortal races. Otherwise, if the character's age was: <ul style="list-style-type: none"> • <50% of his natural lifespan (see <i>Aging and Decrepitude</i> in the <i>Harms Beyond Combat</i> chapter), change it to 75%; • ≥50% of his natural lifespan, change it to 25%.
51 to 80	Gender. Reroll for asexual races. Otherwise, if the character was: <ul style="list-style-type: none"> • female, they become male (looking like a brother of their previous form). Add 20% to the character's height and weight; • male, they become female (looking like a sister of their previous form). Subtract 20% from the character's height and weight.
81 to 100	Race. Reroll the character's race using the table in the beginning of the <i>Optional Races</i> chapter. If this roll produces the character's current race, roll again. Alter the character's attribute values to match the defaults for the new race. Reroll the character's height and weight as for the new race.

Folk tales say that pigs and wild boars that consume these truffles are transformed into giants.

7,6,9) CARPET OF FLYING

Dozens of these carpets were manufactured for the Satrap of Ubaran, for his cadre of warrior-mages. It is unknown how many escaped the cataclysm which swallowed that desert fiefdom, or how many still lie buried in the ruins beneath the sand. Each had a unique and intricate pattern, but all were of silk, square in shape, and bestowed a bonus to their rider's Magic Lore. This was +1 for a carpet 2 metres wide, +2 for one 3 metres wide, and +3 for one 4 metres wide. All had the same command word, "Alevev", embroidered into a hem. A person sitting on a carpet and uttering this word was lifted up into the air, the carpet becoming a rigid, horizontal surface. The rider could direct the carpet's flight at will, up to a speed of EN metres per second. Once a flight was over and the rider had alighted, the carpet became limp and could be rolled up. A small carpet would fly just once a day, a medium

carpet twice a day, and the largest three times a day. No carpet would fly if laden in excess of ENx10 kilograms per square metre. Each carpet weighed 0.5 kilograms per square metre, so the largest were 8 kilograms, their bulk being problematic.

7,6,10) CASKET OF WINTER

This beautiful casket (3 kilograms) made of silver and crystal contains the bones of Saint Inverinya, an apostle of the God of Storms. It is sometimes referred to as the Fimbulwinter Casket. Its power magic changes the local climate to that of a polar winter. This within a 1 kilometre radius of the casket by default but, if the casket is positioned at an intersection, then this radius grows by 100 metres per day. This is indeed the present situation. Three years ago, agents of the Priests of Winter managed to locate a powerful intersection in the steamy Jungle of Klesh. They transported the Casket there, guarded it, and built a shrine made of ice around it. The shrine has now been enlarged into a temple – and the tropical jungle for 100 kilometres around it is dead and buried beneath metres of snow and ice. This frozen waste spreads daily, and will soon threaten the city of Quarmall...

7,6,11) DRAUGHT OF THE GREEN MEN

This fermented mixture of sap and dew is made by Green Men. Exactly how it is prepared is unknown to those outside their race, and very few except Green Men have ever tasted it. Wood Elves know of the Draught, for they sometimes interact with Green Men, but rarely speak of it to others. Outside the forest, its legend is strongest amongst Halflings. Their tales describe the taste inconsistently but always tell of how it reinvigorates even the frailest Halfling, starved from lost wanderings in the wood. And, bizarrely, the tales say that the Draught is strong enough to turn Halflings into giants.

There is a grain of truth in these tales. A Halfling who drinks the Green Man Draught will be restored to full vitality (i.e. as if well rested and fed) and, amazingly, will also grow 1 centimetre in height.

There is a 10% chance that a Halfling drinker suffers more severe and irreversible effects. Over the next few days, all of their hair falls out, to be replaced on their heads by a bush of long green leaves. Their eyes acquire an amber hue. Their toes lengthen by three or four times, and sprout tiny bristles. Their skin toughens and their movements stiffen noticeably. And their bodies elongate so that their height increases by 25%. The Halfling suffers a loss of 1 point from their AG, CO and EM attributes (to a minimum of 1). But, if they expose their leaf hair to sunlight and bury their toes in fertile soil for at least 1 hour each day, they:

- gain 1 point to their ST attribute;
- gain a +5 bonus to their CO solely for the purpose of Weakness Penalties;
- become naturally Armour Class 1 on all body locations;
- become of the Resilient vulnerability (see *The Bestiary*).

If the Halfling does not get sufficient sunlight and soil for CO consecutive days, they lose these benefits but retain the penalties. And the leaves on their head brown, wither and fall away, leaving a bald scalp. Once exposure to sunlight and soil is restored, the leaves regrow in the same period of time and the benefits are regained.

If a Wood Elf drinks of the Green Man Draught, there is a 25% chance of suffering these severe effects. Otherwise, the draught merely restores them to full vitality. A Human drinker has just a 1% chance. For those of all other races, drinking the Green Man Draught has no effect beyond a strange and bitter taste.

7,6,12) DWIMMER GEODE

A dwimmer geode is a roughly spherical or egg-shaped rock, of a kind that is occasionally extruded onto the ground at intersections as a result of mysterious geological and magical processes. Inside these stones are fragile glowing crystals. These contain magical energy that restores lost spell-casting ability, or even allows spells to be cast without the usual dies.

Experience shows that a dwimmer geode must be at least 13 centimetres across to contain enough energy to be useful (likely at least 1 kilogram). To benefit from the geode's power, a person must touch the exposed crystals within the geode. So it must first be cracked open, taking care to not break the largest crystals inside. A successful Action Roll (Stone Working+AG) is required, versus a Difficulty equal to 18. If the roll is passed, then either:

- the first person touching the exposed crystals has their spell-casting ability immediately restored (if it was lost); or
- the geode can be used as a die. If the stone working roll was:
 - passed by 1, the geode can act as the die for any proficient spell;
 - passed by 2 or 3, the geode can act as the die for any proficient or expert spell;
 - passed by ≥ 4 , the geode can act as the die for any spell;
 - failed, the geode's crystals are cracked and their magical energy is wasted (harmlessly);
 - fumbled, the geode's crystals are cracked, and it discharges its energy violently. For each person within 13 metres of the geode, roll on the Magic Damage Table with $X=1d100+39$.

To act as a die, a geode's crystals must be touched during spell-casting. Each time a spell is cast in this way, there is a 50% chance that the geode's energy is exhausted. Henceforth, it retains only ornamental value.

Knowledge of what dwimmer geodes are, where they might be found, and their value is limited to those with significant Magic Lore skill. They are exceedingly rare and valuable – so much so that more than one war has broken out over them. The Guild of Mages claims them by right, though the legality of this claim will be vigorously challenged by other powerful interests...

7,6,13) FIGUREHEAD OF BATHSHEBA

This ship's figurehead, made of finest oak, is a relic of Bathsheba of Mithlond, a long dead apostle of the God of Waters, famous for exploring parts of the northern ocean. It is beautifully carved and painted in her likeness – depicting her wearing robes and a scaled breastplate, clutching an astrolabe to her bosom, and with shells and starfish in her streaming locks. When the figurehead is mounted onto a ship's bow, the God of Waters usually deigns to treat the vessel as if Bathsheba herself were upon it, sparing it from the most violent of his waves and currents. The Figurehead of Bathsheba was last seen on The Demeter, which sailed from Mithlond eleven years ago and has never returned.

7,6,14) FIGURINE OF THE RAZORBACK

This is an exquisitely carved jade figurine of a wild boar, about 10 centimetres in length and weighing 0.5 kilograms. When thrown to the ground, it instantly turns into a live and full-sized wild boar. This will serve and protect its summoner, understanding and obeying very simple gestures and commands. After $1d100+EN$ seconds, the boar vanishes and the figurine reappears in the summoner's hand; this also occurs if the boar is slain.

Similar figurines of other creatures are sometimes found. Ul-Hassa the Magnificent, Sultan of Koth, is rumoured to have twenty of them, which he uses in the arena to amuse citizens.

7,6,15) FROND OF OASIS-SUMMONING

When activated in a hot, sandy desert, this magical palm frond summons forth a small oasis. The frond must be waved in a circular motion, whilst reciting the line of poetry engraved into the thick ring of brass around the base of the frond's stem. On doing so, a dense grove of palm trees appears in the sand before the summoner. The trees are squat, laden with dates, and surround and shade a small pool. At the palms' feet there is lush vegetation – fragrant flowering shrubs that shield those sitting around the pool from the worst of the desert winds. The oasis remains for as long as the summoner remains therein. Once he leaves its shelter, the spring dries up in a few hours, and the plants die within a few days. The frond itself is a metre long and weighs 2 kilograms.

7,6,16) GOBLIN TEA

This grey powder is made from the dried webs of the giant spiders that prowl the peripheries of goblin strongholds. Clearly, procuring the webs is not without risk – hence the significant cost of the tea (see *Food and Drink* in the *Goods and Services* chapter). It also fetches a high price because of its tart, refreshing flavour, which is appreciated by goblins and orcs, and connoisseurs amongst humans, halflings and even dwarves. Drinking the tea also bestows magical benefits (applying only the first time that the tea is drunk each day). The drinker's Weakness Penalty is halved for the next CO hours. The drinker also gains a +1 bonus to their Resistance Rolls for the same period.

Many are unaware that the tea has another effect, however. Drinkers (other than goblins) are also affected psychologically. They start to believe strongly that goblins are unthreatening and comical people. This is a stereotype and, if presented with evidence to the contrary, a drinker can form a different opinion about a particular goblin. But the stereotype becomes increasingly persistent in their opinions if this tea is drunk repeatedly. Goblins have noticed this effect but do not advertise it as they realise that it is generally beneficial to their race. The effect is believed to be related to the goblin-rich diet of the giant spiders whose webs are harvested. Goblins traditionally tolerate giant spiders near their settlements as they deter intruders, deal with criminals and provide useful venoms.

7,6,17) GOLEM ASSASSIN

This beautifully made metal golem was built for Dwarven King Brask the Forty-Ninth. Made with a steel skeleton under skin of mithril plate, and with hair of fine silver mail and eyes of polished amber, the golem is shaped like a comely lady Dwarf. Her appearance is unmistakably threatening, however. The golem has a mithril military flail mounted on one arm and a mithril hand axe on the other, and can attack with both without Simultaneous Attack Penalty. (Flail Attack 12, Attack Strength 10, puncture damage, duration 3 seconds; Axe Attack 12, Attack Strength 12, slash damage, duration 3 seconds.) Her whole body is Armour Class 5. Between making melee attacks, the golem can also fire a pair of Ice Bolts from two sapphires mounted on the front of her breastplate. The bolts have a Spell-Casting of 7, a range of 35 metres, and will generally strike a torso and/or an arm. The GM rolls 1d10+4 on the Puncture Damage Table for each bolt whose magic is not resisted. At least 14 seconds must elapse between firings.

The golem remains motionless until a scrap of parchment is fed into her mouth, with a True Name written upon it in Magicka. She then awakes and the person whose name she has eaten

becomes her target for assassination. She employs a form of constant Find Soul spell to locate the target, and will unceasingly pursue them until they are slain, or she is destroyed in the attempt. She then returns to the location in which she last ate a name.

The golem can be instructed to kill a target whose True Name is unknown. But the target must be clearly pointed out to her at the same time as feeding her a slip of parchment upon which is the target's name, written in Dwarvish. The golem will then try to pursue and slay the target, but she may lose their trail. In such cases, or if the target is slain, she will return to the location in which she last ate a name.

7,6,18) GOURD OF SOUPS

Surprisingly, this fat vegetable gourd (3 kilograms) glows with magic power if viewed with a spell like Detect Magic. To use the gourd, it must be buried up to its neck in fertile soil, watered heartily with urine, and left for 3 hours. It can then be dug up and cut open at the neck. Inside will be found 3 litres of vegetable soup. This is thick, spicy, warm and nutritious. If the pieces of the gourd are put back together, they will bond seamlessly, restoring the gourd to its previous condition. It can then be used again tomorrow.

7,6,19) MIDNIGHT SILVERHORN

The Midnight Silverhorn is a toadstool with magical healing powers that can cure lycanthropy. It is of such rarity that it is listed here, rather than in the *Goods and Services* chapter with other herbs. Few have ever seen one, for it grows only in the northernmost forests, and each blooms for just one night each decade – always under a full moon in Winter. At such times, the silvery toadstool emerges from the soil at around midnight and, often pushing up through snow, grows to a metre in height within a few hours. At dawn, the toadstool starts to rot, dissolving away to black goo before the day is out.

Eating fresh flesh from a Midnight Silverhorn has several effects. To those who are not lycanthropes, the flesh is a poison with a Potency of 18. Failure to resist results in immediate and total paralysis – even the heart stops beating and breathing ceases, and the victim dies within minutes. However, if the eater is a lycanthrope, he is immediately forced into Were form, if not in it already. Once this transformation is complete, he finds himself paralysed, though still able to maintain his pulse and breathing. This vulnerable state lasts for 20-00 hours. After this time, he reverts to his normal form – and is cured of lycanthropy.

It is thought that the most ancient orders of Druids guard groves where Midnight Silverhorns fruit.

7,6,20) ORB OF POSSESSION

This orb of yellowish volcanic glass is about 15 centimetres across and weighs 2 kilograms. The orb allows its user to evict the soul from a chosen creature (including persons), leaving their body free for possession. The user must have a vector for the target, which is consumed, or else the user must be touching the target as well as the orb. The target's soul is transferred into the orb, and the user gains the power to command the target's soulless body. It will carry out simple instructions, spoken by the user into the orb, as if it was a willing slave of rudimentary intelligence. Henceforth, the orb must remain on the user's person; if it is removed from them, the spell ends and the captured soul is reunited with its body.

The orb may only contain one soul at a time. Once the orb has captured a soul, its colour changes – it appears to be filled with a churning red gas which flings itself against the walls of the orb.

7,6,21) ORB OF FAR-SEEING

This orb of clear crystal is 10 centimetres in diameter and weighs 1 kilogram. The command word “Scrikus” is engraved in tiny letters on part of its surface. Uttering this word whilst touching the orb causes an image of a location to fill the orb. The location is chosen by the user, but must be a place which is known to them and within EN kilometres. The image is that which they would see were they stood at the location, and twisting the orb slowly changes the direction of view.

7,6,22) PIPE OF HERB SHARING

This magical smoking pipe lets the user share the benefits of herbs. A dose of a herb, whether tonic or ointment, is added to the tobacco in the pipe’s mighty bowl. Lighting the pipe is always easy. The smoker experiences the effects of the herb, as if he had taken the herb in the normal way. Additionally, 1d10 must be rolled for anyone within a few metres of the smoker. If this scores less than or equal to their LU, they also benefit from the herb. If they score >LU, they suffer a headache. This inflicts a penalty worsening HI by the amount rolled for them, for the same number of minutes. The smoke from the pipe, when used with a herb, produces disconcerting smells and flavours.

7,6,23) POWDER OF SUSPIRIA

This fine silver powder is a gift of the Goddess of Deception, and is applied by her priests before combat and in other occasions too. If applied to exposed skin, it shimmers in a strangely captivating manner, increasing the wearer’s BE attribute by 1 point. Any adult of the same race and opposite sexual persuasion who looks at the wearer must make a Double SD Attribute Roll, versus a Difficulty equal to 1d10 plus twice the wearer’s (increased) BE. If the roll is:

- passed, then this observer is unaffected by the powder’s magic for the rest of the day;
- failed by N points, then the observer suffers a -N penalty to HI, as they are constantly distracted by the wearer’s beauty;
- fumbled, then the observer is paralysed whilst the wearer is even partially visible to them. They are rooted to the spot, unable to do anything but ogle.

7,6,24) RUG OF THE SUMMONER

This rug is made of dyed-blue silk, and is 3 metres by 3 metres square and weighs 10 kilograms. It is emblazoned with the pattern of a pentagram (3 metres in diameter) in gold. Spells that are cast upon pentagrams can be cast on this rug, and it bestows a +3 bonus to the associated Spell-Casting Rolls. The rug can be unrolled flat, ready for use, in just 10 seconds.

In addition, the rug can cast the Wind of Conveyance spell (with an effective SC of 16, command word being “Assentuss!”) three times per day, allowing its user to fly whilst sitting upon it.

The rug’s bulk, even when rolled up, makes it problematic for all but the most dedicated summoners to carry.

7,6,25) SKULL OF SAINT VILE

This Orc skull is a relic of an Apostle of Chaos called Saint Vile. It is misshapen, as though the bone was somehow melted by heat. Despite this, the runes carved in a spiral upon its crown remain legible, though incomprehensible to all but the initiated. Although the skull is

magical, it bestows no obvious effects beyond a manifestly malevolent presence. Its gifts are reserved for Changelings...

Whilst a Changeling envelops the skull in its body, the Potency of its unfertilised spores is increased to 12. Additionally, any person failing to resist its spore attack does not go blind, as normal. Instead, they die and become a Changeling – their corpse dissolving into jelly in just a couple of hours. Changelings created in this way share the same mind as the Changeling carrying the skull. When formed, these “child” Changelings seek only to merge their bodies with the skull-carrying Changeling to form a single, larger Changeling. If this happens repeatedly, the skull-carrying Changeling may grow to many times its original size. (If the skull-carrying Changeling is a PC, its player should track how many times this occurs, and its increased weight.)

Each time that a child Changeling is subsumed into it, the skull-carrying Changeling:

- gains its weight (i.e. 100 kilograms). This does not change its other characteristics. But, as the skull-carrier's weight grows, the GM should allow it to mimic progressively larger creatures. The GM can consult creature weights in *The Bestiary*, remembering that a Changeling can mimic larger creatures than would appear possible through the use of voids. By the time the skull-carrier weighs 1 tonne, it is big enough to mimic many large size band creatures.
- must consume an additional 10 kilograms of organic material, or 1 kilogram of flesh, each day to stave off hunger;
- may gain the ability to be in several places at once, by putting forth smaller parts of itself called probes or lures. This first occurs when three children have been subsumed, i.e. at 400 kilograms. A probe/lure is a normal sized (100 kilogram) Changeling, extruded from the skull-carrier and attached to it by a prehensile line of filament-like jelly – which may stretch for up to 100 metres. The probe/lure is controlled by the skull-carrier like a puppet, and has the normal abilities of a Changeling. Whilst controlling a probe/lure, the skull-carrier must rest in one place (often disguised as an inanimate object), but can sense its surroundings as usual and defend itself if it must. It cannot move from its spot, however, until the probe/lure has been subsumed back into it. If the filament line is severed (it will not snap through stretching), then the probe/lure seeks only to return to the skull-carrier and merge with it again. If the skull-carrier is able to subsume six children, i.e. at 700 kilograms, it can put forth two probe/lures at once, controlling each independently. If it subsumes nine children, i.e. at 1,000 kilograms, it can put forth three probe/lures at once. And so on – the skull-carrier gaining another probe/lure with every three Changelings it subsumes.
- has a 10% chance (1 on 1d10) of losing the skull relic. This vanishes – appearing elsewhere for someone else to find. The swollen Changeling retains its enhanced weight and mimicry abilities (large creatures and probe/lures), but its unfertilised spores regain their usual Potency and effects.

If a skull-carrying Changeling achieves a weight of 1 tonne, it becomes a large-sized super-resilient creature in terms of its vulnerability to damage. A weight of 10 tonnes (extremely unlikely to be reached!) would make it huge-sized.

7,6,26) SKULL OF SAINT VORS

This Halfling skull is a relic of an Apostle of Light called Saint Vors. The holder of the skull gains +2 to their Geography skill and Resistance Rolls versus fear. In addition, a grape-sized diamond is set in the skull's forehead. Twice a day the wearer can utter the command word

“Lall” to make the diamond glow brightly. Anyone with line of sight to the diamond is bathed in warm sunlight. The light is sustained for 2 hours, or until the command word is spoken again (and is useful to fend off trolls and vampires).

The skull is sentient, containing the spirit of Vors – a lady Halfling who was, and remains, a devotee of the Goddess of Light. Vors may communicate telepathically with the skull’s holder, or those within 2 metres of it. Vors seeks to encourage exploration by those around her, and the bringing of light to dark places...

7,6,27) STATUETTE OF THE MÛMAK

This exquisite ivory statuette (1 kilogram) is carved in the shape of an elephant. When it is cast upon the ground, the statuette transforms instantly into a live and large bull elephant, equipped with long, steel-tipped tusks and a wooden roofed howdah. The elephant will allow the statuette’s owner to mount it, and will thereafter follow his simple commands to the best of its ability. If the owner dismounts, the elephant vanishes and the statuette reappears in the owner’s hand; this also happens if the elephant is slain. The elephant can be summoned repeatedly but no more than EN times per day; it always reappears unharmed.

7,6,28) SWAN LILY

This water lily is of such rarity that it is listed here, rather than in the *Goods and Services* chapter with other poisons. It grows only in freshwater pools of exceeding stillness, clarity and depth – the kind that seem to invite people to bathe in their waters. Its floating leaf pads are silvery green in hue, and its strange globular flowers are almost black. They emit a peppery scent. Any person swallowing water from a pool where Swan Lilies grow must make a Resistance Roll, versus a Difficulty of 21. Success bestows immunity for CO hours. On a failure, roll 1d10. A result of:

- 1 to 9 means that the victim falls into a coma. If they are lightly encumbered, they may lie floating on the water, face up, and avoid drowning for a while. If the weight of their gear is sufficient to pull them under, they will drown. Those rescued from both the water and coma all report having travelled to an idyllic village called Cockayne – a land of plenty where physical comforts abound. All are sad to have left, and some spend what remains of their lives seeking to find that village again.
- 10 means that the victim is transformed into swan. If they are male, this transformation is permanent. (A male PC so affected ceases being a player character.) If they are female then, henceforth, they have the ability to change between normal and swan form at will, each transformation taking just 1 second. In swan form, they retain their mental faculties, and can still speak. (If the GM needs the characteristics of a swan, she can use those of the eagle, as set out in *The Bestiary*. Replace the first attack with a bite delivering kick-box damage. The second attack matches the wing buffet of an owlman.)

7,6,29) THE TABLET OF YOG AND HIS SLAVES

A large triangular tablet of thick brass, 30 centimetres across and weighing 3 kilograms, upon which are inscribed many angular runes of a long-forgotten tongue. If translated, this details a gruesome ritual used by the ancients for summoning demons on auspicious dates in their calendar. Around the rim are engraved, in Magicka, the true names of two Felv and their Fire Fiend master.

7,6,30) WORMS OF PLUTUS

This treasure is a set of seven figurines cast from solid gold. Each figurine weighs 1 kilogram, is exquisitely sculpted in the shape of a monster, and bestows a +1 bonus to a specific skill related to commerce, thus:

- Boon – a Lindworm;
- Calligraphy – a Cloud Serpent;
- History – a Sea Serpent;
- Influence – a Dragon;
- Mathematics – a Black Hood;
- Observation – a Giant Sandworm;
- Trading – a Giant Cave Lamprey.

Like a spell die, a figurine need not be held or carried to benefit from the bonus; owning it is enough. If one person owns all seven figurines, and they are kept together, the bonus that each bestows increases to +2. However, the figurines were separated and scattered a long time ago. Many people have squandered coin and blood to acquire all seven, but no-one is thought to have done so for centuries. These figurines remain famous and subject to many legends, generally about people who made sudden fortunes. The first of these tales is that they were made by Minot-Heb, the Master Alchemist of Enthryri, Queen of Bones. He is renowned for his treason and brutal execution. It is widely held that, if a person reunites the seven figurines, they will learn the location of Minot-Heb's lost treasure vault...

7,6,31) YAVANNA'S REFUGE

This item is a large acorn carved from the heartwood of a thousand year old oak, 11 centimetres in diameter and 2 kilograms in weight. Once a day, if planted in fertile earth, the acorn will swell and grow into a large oak tree over the course of 11 minutes. There is a tree house set in the lower branches of the tree, 5.5 metres above the ground. This circular structure is divided into three rooms, each large enough for two people to sleep within. Unless a rope is lowered down, the Difficulty of climbing up to the tree house's trapdoor is 15. The oak will shrink back into its acorn form if the tree house is left unoccupied for 11 minutes. (Any creatures or foreign items within the tree house when it shrinks will be magically ejected. They appear in mid-air nearby but 5.5 metres above the ground, and may be damaged by the fall.)

7,7) SHIELDS**7,7,1) CORACLE SHIELD**

This wooden medium shield (2.5 kilograms) is painted bright blue, and bestows a +1 bonus to its wielder's Defence. It has the command word "Barcus" engraved behind its handle. This can be spoken once a day to transform the shield into a coracle (15 kilograms) and paddle, bestowing a +1 bonus to its user's Watercraft skill. Using the command word again will revert coracle to shield. Danverlion, the Apostle of Storms, famously had a coracle that he could row up through the air...

7,7,2) SHIELD OF ARROW ATTRACTION

Anyone firing an arrow or bolt at the bearer of this reinforced wooden medium shield (3 kilograms) suffers a -3 penalty to their Attack Roll if they are in front of the bearer, or to their shield side. The penalty eases to -1 if the attack is fired from the shield bearer's rear or side opposite the shield. If this penalty causes the attack to miss, the arrow embeds itself

(harmlessly) in the shield's notched face. Once per day, by uttering the command word "Atrassi" (engraved on the shield's handle), the shield causes all arrows flying within EN metres of its bearer to automatically embed themselves in the shield. This effect lasts for EN seconds.

7,7,3) SHIELD OF CLOSING

When this +1 tower shield of steel and ash (10 kilograms) is held upright in a doorway (which may not exceed EN metres across), and the command word "Fechus" is spoken, the shield magically expands to seal the doorway with a centimetre thick sheet of steel plate. If force is used to break through it, the GM should follow the guidance for metal doors in the *Damage to Objects* section of the *Combat* chapter. The sheet's destruction, or use of the command word again, causes the barrier to disappear and the (intact) shield to reappear. If the shield's owner can see the doorway at this time, the shield reappears on their arm. Otherwise, it appears on the ground in the doorway.

7,7,4) SHIELD OF FAIR FIGHTING

This plate metal tower shield (10 kilograms) is heavy but beautifully shaped and engraved to look like a castle's tower. It also has an unusual magical power that prevents more than one melee opponent from attacking its wielder at a time. Any melee attacks miss automatically if they are made by opponents other than the one closest to being directly in front of the shield's wielder.

7,7,5) SHIELD OF THE LION

This plate metal buckler (3 kilograms) is decorated with the face of a lion, fanged mouth agape. It bestows a +1 bonus to its wielder's Defence. Additionally, once a day, the command word "Lioku" (engraved on the shield's handle) can be spoken to make the shield emit a loud and frightening roar. The shield's bearer's enemies must make Resistance Rolls (Double SD) versus a Difficulty of 15. The effects are as per the howl of the Barghest.

7,7,6) SHIELD OF STORMS

This buckler is made from a Storm Worm's scale and ash wood (2 kilograms). The shield bestows a +2 bonus to its wielder's Defence. Additionally, any melee weapon made of metal which strikes the shield will convey an electric shock to the weapon's wielder. The GM should assume that the shield is struck if a melee attack aimed at the shield's wielder fumbles or misses by ≤ 2 . Treat the electric shock as a Lightning Bolt spell from a caster with SC of 12 (and wooden handles and leather grips yield no defence). If the weapon is not magical, there is a percentage chance equal to the damage score of the Lightning Bolt spell that it is destroyed, turned to slag and ashes.

7,7,7) SHIELD OF WOLF-TURNING

This archaic medium shield (3.5 kilograms) is made of elm wood covered with a stretched wolf pelt. Its boss is a wolf's skull, minus its lower jaw. The shield bestows a +1 bonus to its wielder's Defence. Additionally, any wolf must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 12 to come within 12 metres of the wielder. (If a wolf passes their Resistance Roll, they are unaffected by the shield for the rest of the day.) This enchantment also affects dogs, wargs and were-wolves.

7,7,8) TARGE OF THORNS

This plate metal medium shield (7 kilograms) is round, black and carved with the likeness of a leering demonic face. Its surface is covered in short, sharp spines. The shield bestows a +2

bonus to its welder's Defence. Additionally, any (non-magical) melee weapon striking the shield shatters into useless pieces. The GM should assume that the shield is struck if a melee attack aimed at the shield's wielder fumbles or misses by ≤ 2 .

7,8) TOOLS

7,8,1) ALEMBIC OF PURITY

This elaborately looping glass alembic (3 kilograms) gives a +2 bonus to its user's Medicine skill for the purposes of preparing herbs and poisons. In addition, ointments, tonics and oils that have been distilled with the alembic retain their potency for far longer than usual. If kept well-sealed, they remain fresh for a number of years equal to the user's Medicine skill value, and for one year even if exposed to the air.

7,8,2) BABA-YAGA'S LADLE

This ladle is made of bone and its handle is elaborately carved with grotesque shapes. If a magic potion is poured into its bowl, the liquid vanishes in a puff of smoke. The next EN people to put their lips to the bowl are affected as if they had all drunk the same dose of potion – where EN is the Enchantment attribute of the ladle's current owner.

7,8,3) BRAZIER OF THE SALAMANDER

This iron brazier weighs 2 kilograms, is 40 centimetres across and has 3 squat legs to sit upon. Engraved into the handle is the command word "Fooss". Once a day, this can be used to summon a Salamander. This will obey the summoner's instructions to the best of its ability, whilst there is fuel in the brazier.

7,8,4) CANDLE OF BLACKNESS

Priests of Darkness are taught how to make these candles when they become acolytes. They use them to illuminate their temples, but adventurers could also find uses for them. The candles are made from tallow mixed with soot, dirt from graves, and blood from sacrificial offerings. When lit, they emit a light that can only be seen by those who have passed their hand through a black candle's flame in the last 24 hours. To others, the candles appear unlit, though their invisible flame is burning hot to touch.

7,8,5) CAULDRON OF DELIGHT

This plain iron cauldron (4 kilograms) looks unassuming, save for runes carved around its hinged lid. Once a day, a gold coin can be placed inside the empty cauldron and the command words spoken ("Comid-i-obrag"), and the cauldron will instantly fill with a delicious stew. This is piping hot, reflects local ingredients, and is sufficient to satisfy the appetites of eight people. The gold coin is never found in the stew. Strangely, the cauldron will not work on every seventh day; it seems to prefer to rest.

7,8,6) CAULDRON OF REVIVAL

These fat iron cauldrons (40 kilograms) are over a metre across, large enough to contain the corpse of a (medium size band) person. Once each new moon, the command word "Rezurgi", engraved on a cauldron's waist, can be uttered and the corpse within the cauldron will be resurrected. They leap from the cauldron alive and well, and of the age they had shortly before their death.

The cauldron must be filled with specific ingredients for the magic to work (none of which are recoverable). Apart from the complete corpse (complete in terms of the main bones of its skeleton, at least) and sufficient wine or oil to cover it, these include:

- a litre of blood from three different people, who must all speak the command word in unison to start the magic;
- the corpse's most treasured item whilst alive;
- precious stones whose value in gold suns exceeds the duration of the corpse's death in hours.

Heat must be applied to the cauldron and its contents for three hours.

At least three Cauldrons of Revival are known to exist. The first is located at the Guild of Mages' offices in Lankhmar. The second is believed to be kept in the Temple of Night at Kurh. The third is listed in the manifest of The Walrus, flagship of the Pooketta Merchants' Union, which disappeared in the Sea of Fogs.

7,8,7) COFFERS OF THE SULTANA

The Sultana of Ubar had three score and ten of these treasure chests made so that her jewellery could be more easily transported between palaces. Each is made from green man wood bound with strips and rivets of lhachelang, and weighs 15 kilograms. Each is sentient (rumour has it that 70 of her clerks were put to death to provide souls for these chests), but the chests do not appear to communicate in any manner. Most astoundingly, each is able to fly – and each has a saddle and pommel carved into its lid, so as to bear a rider whilst flying. A chest will obey verbal orders from its rider, meant to direct its flight. It will not fly if its lid is not shut. Nor will it fly at more than 5 metres per second, nor at more than 10 metres above the ground (or water below).

Each chest is 1 metre long, 0.75 high and 0.5 wide. But its insides are somehow bigger. Items of any size and number can be stowed therein, so long as each is <1 metre in at least one dimension, and their combined weight does not exceed 500 kilograms. The chest's owner is always able to reach inside and pull out the right item. (Contents never increase the chest's overall weight. It is possible to stow creatures inside but they will asphyxiate quickly.)

Each chest has enough intelligence to perceive dangers to itself and, more importantly, its contents. E.g. it will refuse to unlock its lid to likely thieves. (The lid seems to lock magically, as no lock is visible.) If someone tries to force its lid open, a chest will fly away. Flight is a chest's answer to most problems. One could, feasibly, attack by bashing into things, but would only do this if other escape routes were blocked.

Each chest is compelled to obey the Sultana and her blood descendants. However, the Sultana's line was broken decades ago, so it is likely that each chest is now free from this bond. Chests seem to take a fancy to a person, adopting them as owners and following them like hopeful stray dogs...

7,8,8) COMPASS OF CLARITY

An entrancing item, the compass is a hemispherical mechanism of gold and silver, encased in clear glass and weighing 1 kilogram. On the upper face, a small lizard-shaped pointer made of jade floats in a bowl of quicksilver. The lizard always points towards the user's deepest desire.

7,8,9) COMPASS OF LEY

This discus-shaped compass (1 kilogram) has a housing made of adamant. Mounted upon this is a needle of mithril. This sits on a spindle connected to a mechanism within the compass, lubricated with alkahest. The needle always points to the nearest ley line and, once upon the route of the ley line, to the nearest intersection.

7,8,10) FLASK OF THIRST QUENCHING

This flask (0.5 kilograms empty, 1.5 when full, 1 litre capacity) is made from camel skin and is decorated with bronze fittings shaped like palm fronds and dates. The flask was a treasure of Saint Switlin, an apostle of the God of Waters, who went missing in the deserts of the Southern Wastes, presumably losing this flask along the way. If the flask is filled with dry sand and its cork stopper sealed, then speaking the command word “Huss-ul-asp” activates magic which converts the sand within into pure and cool drinking water.

7,8,11) LAMP OF THE VOID

When lit, this plain oil lamp, made of blackest obsidian (and 0.5 kilograms), plunges its surroundings into utter darkness. No light, even magically created light, can penetrate a 10 metre radius around the lamp (or a 10x FV metre radius if the lamp is held by a Priest of Darkness). The holder of the lamp, however, is unaffected and can see normally. Snuffing or blowing out the lamp's flame instantly cancels the darkness; it may not be dispelled otherwise. The lamp's oil reservoir lasts for just 1 hour.

7,8,12) LANTERN OF FLOATING

This lantern (0.1 kilograms) looks heavy, with its ornate brass frame and shutters. But it is actually strangely light. Stranger still, when lit, the lamp can only be moved if its handle is gripped. If its handle is released, it remains fixed in its current position, and no force – including gravity – can move the lamp until it is held by its handle again, or its flame is extinguished.

7,8,13) LENS OF ASSIMILATION

This monocle has a clear crystal lens set in a bronze housing. If it is used to study the Magicka for a spell, the wearer receives a +1 bonus to his subsequent memorise spell Action Roll.

7,8,14) LOCKPICK OF QUIETFOOT

This slim silver lock pick, with a tiny amethyst embedded in the handle-end, was made by Curly Quietfoot, the master Halfling thief. Its use bestows a +2 bonus to the wielder's Pick Lock skill. In addition, it contains the Alchemist's Key spell (which is cast with SC 18). The command word “Abrae-porta” is engraved along its shaft.

7,8,15) PURSE OF BITING

This coin purse is made from tough crocodile hide. The command word “Mordido” is embroidered with faint silver thread around its opening. A person uttering this word is treated by the purse as its rightful owner. Anyone else reaching into the purse is bitten as if by a crocodile. (See *The Bestiary*, and treat the first bite as surprising the thief.)

7,8,16) PURSE OF HOODWINKING

This small magic purse contains just six coins: a bronze shield and crown, a silver star and moon, and a gold sun and drake. These particular coins are also enchanted and, if they are not within the purse at dawn, they will teleport there from wheresoever they were. In this

way, the purse's owner can spend these particular coins over and over again. There can be a cost, however. First, any coins beside these six that are inside the purse at dawn will vanish. Second, there is bound to be an eventual cost to the purse's owner's reputation...

7,8,17) QUILL OF OBFUSCATION

This quill is a long golden feather, tipped with silver. Writing made with it always appears utterly incomprehensible to anyone except the writer.

7,8,18) QUIVER OF THE MISER

This fine quiver is made of leather and teak, decorated with amber beads. Any arrow that has been taken from the quiver and fired will be teleported back to the quiver 10 seconds later. Only arrows that are still straight will be returned in this way (nevertheless, they may need some repair to fire true next time). Neither will anything other than the arrow be returned, i.e. no blood or gore (this leaves victims' wounds easier to heal).

7,8,19) ROPE OF THE ELVES

This Elven silk rope (30 metres, weighing 1 kilogram) can be asked to spiral itself into a tight coil for convenient storage, or to untie a knot that has been tied somewhere along its length. The command word "Coliniu" is embroidered on a short leather girdle around the rope's midsection.

7,8,20) SACK OF DEVOURING

This large sack (1 kilogram) is made from a strange form of leather with a greasy feel which is vaguely unpleasant. It has a drawstring threaded through brass eyelets around its opening. The drawstring has brass caps at either end, both skilfully shaped to resemble grinning skulls. If the sack is looked into, it is clear that the space within is far greater than the sack can possibly encompass; some magic is at play. Indeed, any object ≤ 50 centimetres across will fit through the sack's mouth and can be stowed within, regardless of the object's other dimensions. And the sack never seems to weigh more than it did when empty. Its owner is always able to reach into the sack and pull out the right item. (If the sack's owner were to stow a living creature inside the sack, they would never be able to retrieve it, however.)

Every time that anyone reaches into the sack, the GM should roll 1d100. There is a 1% chance that the person is sucked into the sack with violent force (often leaving their shoes behind). They suddenly find themselves falling into a dark pit of loathsome ichor in some strange cavern. This is the lair of Flussteess, Prince of Plague Demons, who will assuredly devour them... This foul creature periodically arranges for new sacks to be issued into the Prime Plane, in an effort to increase the flow of victims into its lair, to sate its ever growing appetite...

7,8,21) SADDLE OF SPEED

This fine leather saddle is stitched with the finest golden thread. It bestows a +1 bonus to the rider's Riding skill value. It also increases the mount's pace and stamina by 25%.

7,8,22) SATCHEL OF DIES

This russet leather satchel (0.5 kilograms) is worn with great age but was obviously of quality in its day. It has a brass clasp shaped like a roaring fire dragon's head. It is linked by magic to a large treasure chest in some unknown location. This effectively increases the volume of the satchel two-hundred times, without changing its weight. Anyone putting their hand into the satchel easily finds the objects that they themselves stowed therein. However, if they

grobe around more deeply, their fingertips may brush against unrecognisable objects. If one is pulled out, it will be a strange piece of magical paraphernalia. In actual fact, the satchel and chest belong to a long-deceased pyromancer, the chest being where he kept his spell dies. The name of the pyromancer is lost to history, like the location of his stronghold...

7,8,23) STRONGBOX OF THE ALCHEMIST

This small strongbox, 30 by 15 by 15 centimetres, weighing 2.5 kilograms, and made of dark teak reinforced with polished steel bands and studs, has an opal embedded above its heavy lock (Difficulty of 18 versus Pick Lock). Once the lid is closed, the box is able to somehow transmute the metal of coins from lesser to greater denominations. While this provides a convenient way of reducing the numbers of coins that are carried about, unfortunately the box always vanishes away 25% of the value of any coinage placed within it. (Perhaps the missing money is teleported into the vault of the box's maker?) Fill the box with 1,000 ♡^B and then close and reopen the lid, and you will find 7 ★^S and 5 🍄^B inside.

7,8,24) TABERNACLE OF OCCULTING

A set of four heavy iron spikes, each weighing 2.5 kilograms and 50 centimetres in length. When hammered into the ground in a roughly square or rectangular orientation, each spike no further than 10 metres from the others, the space between them becomes shielded by a magical tent. Those outside the tent cannot see (or hear or smell) those camped within, or even the iron spikes. The space appears to them as if it were unoccupied. Those walking into the space find themselves protected from the wind and rain as if sheltered by thick canvas on all sides. Those within the tent can see out – the walls and roof are invisible to them. Perhaps the only sign of occupation of the space to observers outside would be smoke from a campfire within the tent. And this is invisible until it has risen 10 metres overhead – generally enough to prevent notice.

The iron spikes must be kept together as a set. If any are lost, the magical tent cannot be erected. However, there are thought to be hundreds of sets in existence, though they have long since been dispersed. They are believed to have been made for the Jet Emperor by his infamous alchemist Lan Ting (she who first used gunpowder), so that his army could be concealed on its march into the West.

7,9) WANDS

7,9,1) ROD OF THE GOOD HOST

This rod is 30 centimetres long and made of brass. It has a pommel of rosy quartz at either end. The command word “Festo” is engraved along its length. Once a week, this can be spoken and the wand's magic will invoke a grand pavilion out of thin air. Inside are found long boards sagging under the weight of a lavish banquet. Many dishes reflect local cuisine, whilst others are foreign in nature. Around the tables are benches, stools and cushions, and dozens of casks of ales, wines and pipeweeds of various sorts. There is sufficient provender to feed ENx10 people very well, and enough room for them to be comfortable whilst carousing. There are many oil lamps hanging from the pavilion's wooden supports and, in cold climes, the centre of the pavilion holds a long fire pit to warm the revellers.

At the next dawn, the pavilion and its furniture and utensils all vanish, along with any uneaten food and drink.

7,9,2) ROD OF FORAGING

This Y-shaped birch rod bestows a +1 bonus to its user's Botany skill when foraging for herbs.

7,9,3) WAND OF ACORNS TO OAKS

This oak wand has a tip carved like an acorn and a pommel of polished jade. It is a relic of Tlachtga, Arch-Druid of Druadan. It bestows a +2 bonus to its owner's Botany skill. Additionally, twice a day it can be touched to a plant, which will grow to maturity over the next 24 hours.

7,9,4) WAND OF LAVA TOWERING

Centuries ago, a cadre of powerful magicians created eighteen wands that could summon forth towers of stone from the ground. These were called the Wands of Lava Towering. The cadre was ended and the magicians travelled far apart, and, using the wands, they created strongholds for themselves and their minions. Over time, the wands were scattered and lost, but the towers they brought forth endure, and have changed hands many times since. Now, even as one travels to remote lands, one will occasionally find these towers – easily recognisable for they all have the same form, though some are taller than others. The modern Guild of Mages has sought the lost wands since its founding.

The Wands of Lava Towering are almost a metre in length, weighing 2 kilograms and made of a strange metal with a dull red hue. They feel warm, almost hot, to the touch. Along their length is engraved in Common, "Masters ye must be of earth and fire to invoke the stone spire". Anyone with adequate skill who holds a wand and utters this phrase will cause ground of the right type to shake and crack in the spot at which the wand is pointed, and red hot larva will begin to ooze forth. Defying gravity, the larva piles upwards and a circular tower swiftly extrudes from the ground before one's eyes. The larva quickly cools into smooth hard stone. Note that the wands will only work where igneous rock is at or close to the surface. Once used, a wand becomes cool; it will take a full year to recharge itself before it can be used again.

Each tower summoned by a Wand of Lava Towering has the same simple cylindrical design, but its height will depend upon the Lithomancy and Pyromancy Spell-Castings of the wand's user. These must both exceed 12 for the wand to function. However, it is possible for two people to hold the wand as it is used, each with one of these Spell-Castings at the appropriate level. (Whilst two magicians working together made it easier to use the wand, it also meant that ownership of many towers was contested from inception.)

The summoned tower's dimensions are always as follows:

- number of storeys equals $(\text{Lithomancy} + \text{EN} - 12) \times (\text{Pyromancy} + \text{EN} - 12)$;
- height of the first storey is 5 metres, the second storey is 4 metres, and the third storey is 3 metres – with this configuration repeating upwards through the tower;
- diameter of the tower is 12 metres.

Thus, if the user has Lithomancy and Pyromancy skill values of 10, and an EN attribute of 6, the tower will have a number of storeys $= (10 + 6 - 12) \times (10 + 6 - 12) = 4 \times 4 = 16$. The:

- 1st, 4th, 7th, 10th, 13th and 16th storeys are 5 metres high;
 - 2nd, 5th, 8th, 11th and 14th storeys are 4 metres high;
 - 3rd, 6th, 9th, 12th and 15th storeys are 3 metres high;
- ...giving a total height of $(6 \times 5) + (5 \times 4) + (5 \times 3) = 65$ metres.

The circular outer walls of the tower are 1 metre thick. The smoothness of the walls (there are no cracks between blocks of masonry) makes climbing the towers almost impossible without ropes – and these are hard to secure with grappling hooks as the roof of the tower is almost flat, with no castellations around the edge. The extrusion of the tower from the ground leaves a wide hollow around the base of the tower, which will fill with rain water to make a moat. This is spanned by a narrow causeway, gently inclined and leading up to the single doorway into the tower.

Entering the tower through this doorway, one steps into the bottom of a corridor. 1.5 metres wide, this slopes upwards with a series of shallow steps, and curves around to the left, against the inside of the outer wall of the tower. The corridor spirals around a central circular chamber on each storey. At intervals along the corridor, there are doorways off to the left which lead into these chambers. The ground floor chamber is about 7 metres in diameter, with a flat floor and a ceiling supported by buttressed arches. The equivalent space on the second storey is divided into two semi-circular rooms by a thin dividing wall with a doorway between them. The third storey is split into four equal segments by two walls, also with connecting doorways. This configuration of one, two and four rooms repeats as one climbs the corridor through the storeys of the tower. (If the wand's users are just skilful enough to trigger the wand, a squat tower with just one storey will be created.) At the top of the tower, the corridor opens straight out onto the circular roof, which is very slightly dome shaped to drain away rainwater. If the tower is tall, this provides a vantage point from which to survey the surrounding lands for some distance.

The spiral corridor is lit by arrow slits opposite each doorway into the central chambers. These slits let in some daylight, but the main source of illumination within the tower comes from large crystals, which protrude from the roof of each room and can be excited with Crystal Light spells. Each room also has a stone basin protruding from the outer wall. These collect rain water, fed by drain slots on the roof – the water flowing down drainage channels hidden within the tower's walls (and also out of the basins and the tower via overflow channels). Finally, in one room on each floor the rock of the outer wall is shaped into a large fireplace. A chimney runs up within the wall to vents on the roof. The wand's magic produces no other features. Doors and furnishings must be fitted to secure the tower and make it a comfortable dwelling.

7,9,5) WAND OF OBSCURING

This wand of ebony (0.5 kilograms) bestows a +3 bonus to Action Rolls involving Blind Fighting and also Observation using hearing. The wand will cast the following embedded spells three times daily: Blur, Blind and Summon Fog (as if with SC 14). Sentient, the wand serves the God of Darkness. It will instigate a battle-of-wills whenever its user casts an embedded spell from it (the GM rolling 1d10+7 for the wand). If successful, the user becomes determined to serve the God of Darkness. (This urge will subside after a week parted from the wand.)

7,9,6) WAND OF THE SPIDER

This 50 centimetre wand (0.5 kilograms) is made of ebony and has a bulbous end, carved like a fat spider with its legs wrapped around the shaft. There is a command word inlaid in silver on the spider's abdomen, "Ta'seer". Speaking this word causes a silky line to be extruded from the wand. This is produced at a fixed rate of 1 metre per second, until either the line's length reaches ENx50 metres or the command word is uttered again. Saying the command word for a third time causes the line to be pulled back into the wand. This will occur even if

there is a load tied to the line, assuming the wand is suitably anchored, of course. The line will only break if it is subjected to force exceeding a weight of $EN \times 100$ kilograms, or if it is cut with a magic blade. Any section of line separated from the wand crumbles to dust in moments.

7,9,7) WAND OF TOADSTOOL TOWERING

Like the Wands of Lava Towering, the Wands of Toadstool Towering are a lost set of wands that could be used to create tower strongholds. The Guild of Mages would dearly love to recover these wands also. It is not clear how many have been lost, though it is thought that they were more common than the lava wands.

Texts refer to Wands of Toadstool Towering as being a metre long and made of black ebony with a large peridot at the end. This gem glows with a faint olive light. Along their length is engraved in Common, “By power of hedge and water ye summon the toadstool tower”. Anyone with adequate skill who utters this phrase, whilst pointing the wand at fertile soil in woodland, will cause a toadstool to sprout up and swell to thousands of times its usual size in just a few seconds. The resulting toadstool can reach perhaps forty metres in height; similar to a mature oak. It is hollow, with a doorway and set of stairs in the stem, and a chamber inside the cap that can be used as a dwelling. Once used, the light dies in the wand’s peridot; the wand will take a full year to recharge itself before it can be used again.

The magical growth of the toadstool will depend upon the Nature and Hydromancy Spell-Castings of the wand’s user. These must both exceed 10 for the wand to function. It is possible for two people to hold the wand as it is used, each with one of these Spell-Castings at the appropriate level. The resulting toadstool tower’s dimensions are always as follows (though the exact shape and hue of each toadstool is unique):

- height, $H = (\text{Nature} + EN) + (\text{Hydromancy} + EN)$ metres;
- cap diameter = $H \times 2/3$ metres.
- stem diameter = $H/4$ metres;
- stem height = $H \times 2/3$ metres;
- chamber diameter = $H/2$ metres.

Thus, if a magician with Nature and Hydromancy skill values of 10, and an EN of 6, uses the wand, the toadstool tower’s dimensions will be:

- height, $H = 32$ metres;
- cap diameter = 22 metres;
- stem diameter = 8 metres;
- stem height = 22 metres;
- chamber diameter = 16 metres.

A large doorway in the base of the toadstool tower’s stem leads to a spiral staircase. This climbs up inside the stem and, at the top, opens into a large chamber within the toadstool’s cap. This chamber is shaped like a flattened hemisphere and is many metres across. The chamber is windowless but not dark, as it is illuminated by the bioluminescence of the toadstool’s inner flesh. (The tone of this light depends on the wand’s user’s magical skill. Toadstools created by the least skilful emit a lurid green light; the more skilful the wand’s user, the brighter and whiter is the light.) Clean water drips slowly from spout-like protuberances around the walls of the chamber, and can be collected in pots and drunk. Yet the air within the chamber is not dank or fetid, but is pleasant with a faint odour like lemon. When one touches the toadstool’s skin, it is as hard as oak – the inner and outer surfaces all

being made of tough chitin. This enables furnishings (like a front door) to be fitted with ease. At places, there will be useful, flat-topped toadstool-shaped stools and tables protruding from the floor, and sturdy shelves on the walls formed like bracket fungi.

If the floor within the chamber is subjected to an electrical shock (e.g. from a lightning bolt), the toadstool will emit a cloud of spores from the gills beneath the cap. The cloud fills the air beneath the cap immediately (those inside the toadstool are not exposed). The spores are too small to be visible but those breathing them in will smell a strong odour like lemon. Anyone within the cloud should make a Resistance Roll versus the poison, which has a Potency equal to $H/2$, i.e. half of the toadstool's height. Failure indicates that the spores have entered the lungs and bloodstream, and the poison will take effect. Victims immediately fall into a deep sleep from which they cannot be woken – even by painful stimuli – for SV minutes, where SV is the amount by which their Resistance Roll was failed. (The poison can be cured, however, by reducing an excess of phlegm in the brain.) The cloud of spores dissipates after 20 seconds, by which time the toadstool will be ready to puff out another cloud if triggered again.

As noted previously, Wands of Toadstool Towering only work when used in woodlands with fertile soil. The toadstool tower feeds through a network of fine tendrils in the soil which radiate out for hundreds of metres. These suck nutrients from all organic matter within reach. Any trees within a radius of $2xH$ metres of the toadstool will quickly die and decay, and may need felling to prevent damage to the toadstool were they to fall naturally. Trees further out will be able to survive despite the parasitic sapping of the toadstool tower. Any significant loss of trees within $10xH$ metres of the toadstool will eventually threaten its survival, due to a lack of nutrients in the surrounding soil. If the toadstool dies, its tissues rapidly soften enough for the cavities inside to collapse, rendering it uninhabitable.

As with any wooden building, toadstool towers are vulnerable to fire. Thus, they are of limited use defensively. However, their appearance is a spectacular statement of magical power.

7,9,8) WAND OF WOODLAND SUMMONS

When used, this wand (0.25 kilogram) will summon a random creature of the woodlands – as chosen on the Woodland table in the *Creatures by Habitat and Threat* section of *The Bestiary*. The beast is summoned into the space pointed to with the wand (within 30 metres); if there is not enough space for the randomly selected creature, a smaller substitute should be chosen from the table. The wand may only be used once per day. Wands of Mountain and Plain Summons also exist.

7,10) WEAPONS

7,10,1) ALBERAN'S FIST

This great hammer is the heirloom of Alberan's house, whose fleet of ships ruthlessly controls passage through the Strait of Eels. Its relatively short handle suggests it is of Dwarven make, though there are no visible runes to confirm this. The head is made of heavy Lhachelang metal. This gives the hammer a Minimum Strength and default duration of 6, but it also has a +2 bonus and is slaying to demons, undead and other creatures that should not be within the Natural Realm. Such creatures suffer an additional heat injury from the Fist's blows.

7,10,2) AXE OF THE BERSERKER

The handle of this heavy battle axe (5 kilograms) is made from the tusk of a truly giant boar. It has a +3 magic bonus which increases its wielder's Frenzy and Two-Handed Axes skill values. However, the wielder's SD attribute is reduced by 3 points (to a minimum of 1), making it harder to calm oneself and leave a frenzied state.

7,10,3) BOLT OF LHACHELANG

Not strictly a magical item, this crossbow bolt is tipped with a point of rare lhachelang metal. It must be fired from a heavy crossbow, and the default maximum range is halved. Against undead and demons, the bolt is slaying and delivers an additional heat injury.

7,10,4) BOW OF HORN

This long bow is 2 metres in length. It appears to be made of a huge piece of horn; legend has it that the bow is unbreakable. Carvings along its length have been almost worn smooth. It is certainly ancient yet still fearsome.

The bow weighs 4 kilograms and has a Minimum ST of 6, so only the strongest archers can wield it – though its +1 magic bonus alleviates the Strength Penalty somewhat. It has double the normal long bow range.

When fired, the bow emits a loud hum. All within maximum range who hear the sound, however faintly, other than the wielder and his allies, must pass a Resistance Roll (i.e. a Double SD Attribute Roll) versus a Difficulty of 15 or be paralysed by fear for 4 seconds. (If a person passes their Resistance Roll, they are unaffected by the bow for the rest of the day.)

7,10,5) BOW OF LIGHTNING

This fine long bow (1.5 kilograms) needs no arrows for, when its taut string is released, a bolt of lightning is launched towards the target. Treat exactly as a normal arrow, but delivering damage of the Lightning type.

7,10,6) BOW OF LONG STEPPING

This beautiful +1 long bow is clearly of Wood Elf make, and appears to have a string made of Elf hair. EN times a day, the wielder can teleport to the location of an arrow that he has fired with this bow (and that he can see). If this power is used to enter melee with an opponent pricked by an arrow, the bow's wielder would do well to first ready a dagger or other close-quarters weapon...

7,10,7) BOW OF RESTLESS DEATH

This long bow (2 kilograms) has a string made of silver Bone Elf hair. It has a +2 magic bonus, applying to its wielder's Attack, and it allows the spell Invisibility to Undead to be cast twice a day. Finally, if a person is slain by a single arrow from this bow (i.e. the first shot inflicts a mortal or fatal injury), they arise 1d100 seconds later as a Zombie.

7,10,8) CLUB OF THE ANCIENTS

This club (3 kilograms), carved from the tusk of a mastodon, is ancient beyond reckoning – an artefact of the First People. It has a +2 magical bonus and, whilst it is to hand, allows its owner to make Observation Action Rolls to notice danger with advantage. In addition, its Attack Strength is doubled when the wielder is fighting to protect their loved ones.

7,10,9) CROSSBOW OF RELOADING

This Dwarven heavy crossbow (6 kilograms) has a +1 bonus and, after being fired, magically cranks itself into readiness for the next shot. In addition, it has a chamber (containing a maximum of 20 quarrels), which automatically feeds a new quarrel into the firing slot after the previous quarrel has been ejected. This magical mechanism reduces the reload time between shots to a single second. Its range is half the usual.

7,10,10) FLAIL OF MAN-SLAYING

This great flail is of early Orcish make. Its three heads are of iron shaped like human skulls. It has a +2 magic bonus and its attacks are slaying to Humans. The shaft is bound with coiled leather cord to provide grip – this is made of Human hide bound with thread of Human hair.

7,10,11) HAMMER OF GRUND

This great hammer (5 kilograms) is a relic of Grund of Hagrobad, a Dwarven Apostle of Earth. Its head is mithril, engraved with archaic runes and bestowing a +4 magic bonus to its wielder's Attack. Additionally, the hammer is slaying versus all worshippers of the Chaos God. In the presence of such a person, the hammer's throbbing excitement can be felt by its wielder.

The hammer intentionally fumbles if its wielder behaves in an evil or lawless manner. It may do this once as a punishment or, if the bad behaviour continues, repeatedly so as to render itself useless.

7,10,12) MACE OF SMITING

This one-handed mace made of mithril (1.5 kilograms) bestows a varying magic bonus to its wielder's Attack, from +1 to +4. The size of the bonus is chosen by the GM to reflect the amount of destruction that the mace has dealt in the hands of its wielder in the name of the Chaos God. E.g. crushing offerings on the altars of good gods, or the skulls of their priests...

7,10,13) MATTOCK OF KHAZAD

This sturdy war hammer (3 kilograms), with a large ruby within its pommel, holds the soul of Khazad Longbeard, the renowned Dwarven sapper. The hammer is sentient, has a SD attribute of 6 and is able to speak Common and Dwarven in a loud and gruff voice. It has a +3 magic bonus, slays Orcs and Goblins, and can cast the Earth Wall, Summon Bridge and Excavate spells three times each per day (cast, if Khazad is asked nicely enough, with a Spell-Casting of 12). In addition, Khazad always knows if a dangerous subterranean creature comes within 75 metres, although he often gets the creature's species wrong. Finally, Khazad's wielder gains a +3 bonus to his Mining skill.

7,10,14) THE MANTICORE'S TAIL

This light crossbow was made by Zigando, notorious master armourer to the Goblin guild of assassins. His motif – a grinning skull wearing a crown – is carved into the stock. The bow is made of Green Man wood and has a +2 bonus, an Attack Strength of 11 and a maximum range of 200 metres. In addition, it magically poisons every bolt it fires with cobra venom.

7,10,15) ROD OF DOMINATION

This short walking staff (1.5 kilograms) is of reddish wood, capped with a handle of ivory carved in the form of a skull. This has two rubies for eyes. The rod is a +2 magical item, the

bonus applying to its wielder's Staffs skill. It can be wielded as a cudgel, but a dimorphic enhancement gives its blows the Attack Strength of a great hammer.

The command word "Conquis" is inscribed on the skull's chin. If this is uttered whilst the rod is pointed at a person, they must pass a Resistance Roll (Double SD) versus an SC of 15. Failure means that their soul is sucked into one of the ruby eyes, and held there for a number of minutes equal to the amount by which the Resistance Roll was failed. During this time, their lifeless body is animated as a zombie, which obeys the orders given it by the rod's wielder. When this imprisonment ends, the soul is released to its body again, regaining control of it. Or the person dies immediately if their body suffered deadly injuries during its time as a zombie.

Up to two people at a time can be turned into a zombie in this way. This power can only be used twice a day.

The rod permanently houses the soul of Batlin Kuss, a human warlock of evil disposition. She delights in dominating others, and will instigate a battle-of-wills with any wielder that she feels is too weak to own her.

A Free Soul spell cast upon the rod will always preferentially restore a zombie's soul, rather than Kuss's. She always resists such spells. And if casting Free Soul on the rod fails, the caster's soul will be sucked into either ruby, if one is vacant.

7,10,16) SCEPTRE OF DISARRAY

This ebony-shafted sceptre, which ends in a mithril fist with diamonds for knuckles, is a relic of Ansterath Gorm, Deviant Apostle of the Chaos God. It strikes as a one-handed mace, and has a permanent and most potent blessing (+3) from the Chaos God upon it. If a victim of a blow from the Sceptre receives an injury weaker than mortal, the victim sees friend as foe and ally as enemy for the next 20 seconds (this effect may be resisted by passing a Double SD Attribute Roll versus a Difficulty of 18).

In addition, and most notably, the Djinn of Ansterath Gorm is bound to the Sceptre. The Chaos God rewarded this apostle by transforming him into an intangible being, seemingly made of mobile smoke that can change colour and texture such that the Djinn can assume almost any form (though he often retains a preference for his original Human shape, or a monstrous version of it) – or even no form at all, becoming invisible. More startling, the Djinn has the incredible ability to teleport between locations at will, and can transport with him anything that he touches.

The Djinn delights in surprising a new owner of the Sceptre by suddenly taking shape before them. With weasel words, he then offers the unlucky soul three wishes – promising to bring forth anything they desire. The ignorant will consider this a great boon, usually wishing for gold or magical items. In the blink of an eye, the Djinn vanishes and reappears with exactly that which was asked for. However, the Djinn's powers are limited to teleportation. He cannot create things from nothing, and anything that he produces will have been taken from somewhere else. He can bring forth even unique items or specific creatures or people, using a limited form of omniscience to locate them instantly. However, whenever possible, the Djinn seeks to pervert the commands he is given, whilst still doing as he was asked. In this way, he spreads as much chaos and destruction as possible, whilst demonstrating his superiority over another mortal. E.g. the Djinn will usually ask the name of those he pretends to serve. Then, when asked to produce gold, the Djinn will teleport to the nearest vault in

which a suitable treasure chest can be found, loudly tell the surprised guards exactly who sent him and where they can be found, before vanishing away with the hoard. In this way, the Djinn makes powerful enemies for the Sceptre's owner. If asked for help in a battle, the Djinn might vanish and reappear with a dangerous monster which, once it has killed the foe, will then turn on the Sceptre's owner. If the owner asks the Djinn to make him immortal, the Djinn might reappear with a potion that turns the drinker into a statue.

The Djinn finds combat tiresome. If struck, he teleports to a safe distance from where he can taunt his attacker, or dissipates into invisibility. If provoked, the Djinn will touch his opponent, teleport a kilometre up into the air, and drop them – all in an instant. (The GM may need to consider whether spells can restrain the Djinn, e.g. Entomb, Tether or Shackle.)

Once the Sceptre's current owner has been crushed by a mishap engineered by the Djinn, or has become too wary to accept his offers, he will vanish away with the Sceptre – reappearing elsewhere so that it can be found by a new victim. The Djinn will also teleport away with the Sceptre if he thinks it may be damaged. The destruction of the Sceptre would, assuredly, destroy the Djinn too.

Rumours of evil spirits granting wishes arise in every land. It is unclear whether this is all the work of Ansterath Gorm, or whether other apostles have been similarly rewarded by the Chaos God and transformed into Djinn.

7,10,17) SPEAR OF THE SEA UNICORN

This magical spear is carved from the tusk of a narwhal. The shaft retains the natural spiral of the tusk, but the head has been carved into a viscous, barbed point. Its wielder receives a +2 bonus to their Spears skill value. In addition, the spear is slaying against creatures associated with fire.

It is possible to tie a cord to the base of the spear's shaft to use it as a harpoon. However, if ever thrown at an aquatic creature, the spear will always miss, slip off the cord and sink – lost in the silt or current...

7,10,18) STAFF OF VAULTING

This quarterstaff (2.5 kilograms) is made of Green Man wood. Three times a day, its command word "Cresko" can be uttered, causing the staff to triple in length, to 6 metres long, in just 1 second. It will remain this size until its wielder speaks the command word again. The staff's +3 magic bonus applies to Action Rolls involving Staves and Gymnastics skill – the latter for pole-vaulting or similar manoeuvres only.

7,10,19) STAVE OF ILLUSION

There are two command words engraved into the brass knob at the head of this +1 magic cudgel. Once per day, by using the command word "Imago", the user can invoke an illusion as if they had cast the Illusion spell with SC 13. Another command word, "Obscuss", turns the staff invisible to everyone else. The staff must be stationary, however; the invisibility ends once the staff moves.

7,10,20) SWORD OF ATONEMENT

This long sword bestows a +1 bonus to its wielder's next attack. If that attack misses, the bonus to their next attack becomes +2. If that attack misses again, the bonus increases to +3, and so on until an attack hits (whereupon the bonus reduces to +1 again). The sword is

a relic of Paladin Arthur, who famously died in battle with the ice giantess and child-eating witch Canrig Bwt. Arthur's sword was recovered from her cave, which lies beneath a huge boulder a dozen kilometres south of the glacier known as the Hydra's Neck, in the Snowlands. Bwt abandoned her cave shortly after their battle. It is not clear whether she retreated north because of wounds, or because warming weather had shrunk the glacier too far from her lair.

7,10,21) SWORD OF LEECHING

This falchion's blade has a reddish tint. The hilt is of black leather, the pommel shaped like a lamprey's toothed mouth. The sword bestows a +2 magic bonus to its wielder's One-Handed Swords skill. Each time it is used to kill a member of the mortal PC races, its wielder's natural lifespan is extended by 1 year. If the wielder ever loses possession of the sword, any accumulated years are abruptly lost. If they are already living accumulated years when they lose the sword, they die instantly – crumbling to bones and dust.

7,10,22) SWORD OF SOUL-DRINKING

This arming sword is made from a strange dark metal. Its magic bonus increases with every ten killing strikes that it delivers, from a minimum of +1 to a maximum of +3 after twenty kills. Deaths only count if they are of members of the PC races or equally intelligent creatures. The sword must kill every day to maintain its bonus, i.e. after two days without killing, its bonus will have sunk to +1 again.

The wielder clearly feels emotions coming from the sword – elation on drawing blood and ecstasy from killing, and increasing frustration during periods without violence. Weak-willed wielders may find themselves quickly empathising with these sentiments. Although it is obviously sentient, the sword has never been known to communicate in any other way.

7,10,23) SWORD OF TROLL-SLAYING

This +4 magical mithril long sword (2 kilograms) slays Trolls. It has a large piece of quartz – a fragment of a Common Troll's brain – embedded in its pommel.

7,10,24) SWORD OF THE VARLET

This well-balanced and slender arming sword (2 kilograms) has a +2 bonus. It enables its owner to cast the Spectrelight and Penumbral Sustenance spells twice a day (as if with SC 10), using the command word "Cavader" which is inscribed along the inside of the handle guard. It has a jade crystal on its pommel. Unusually, this sword is also a phylactery. Trapped within it is the spirit of a man called Jethro, who was the favoured servant of a powerful but forgotten necromancer many centuries ago. Jethro is able to sense (flesh and bone PC race) corpses near the sword, and cause one of them to animate, rising as a Lesser Skeleton (see *Zombie* in *The Bestiary*) under his control. This done, the skeleton approaches the sword's owner and bows with flourish, like a most dutiful servant. Henceforth, the skeleton will follow the sword's owner wherever he goes and carry out (most of) his orders. But this skeletal minion is not an automaton lacking free will or personality, like most lesser undead. Jethro takes pride in being an unrivalled manservant and valet, and performs this role obsequiously, to the point where the skeleton's unceasing grinning attentions inevitably become irritating. Jethro also fancies himself as a cook, having been quite proficient in the kitchen in his prime. Unfortunately, centuries of unlife have muddled his memory of recipes and taste. Jethro is less keen on performing other kinds of duties for his master. Especially fighting; Jethro does not see himself as a common guard. The skeleton might step in to defend his master in extremis, but combat is not its forte and the GM should halve the

standard Zombie Attack and Attack Strength, and double the attack duration. If the skeleton is slain, Jethro's spirit returns to the phylactery. After 1d10 hours, Jethro will be ready to find and animate another skeleton, and the sword's owner's servile skeletal minion will return...

7,10,25) SWORD VORPAL

This long sword has obscure origins but is undoubtedly ancient. It has a +1 bonus, increasing to +3 when striking the neck. Any mortal or fatal injury to this specific body location always results in the victim's beheading (i.e. treat a mortal injury as fatal). The magic behind this power is long since lost to alchemists.

7,10,26) TRIDENT OF TEETH SUMMONING

This heavy trident (2 kilograms) is made of coral cunningly shaped like a three-fingered tentacle. Upon a Kalamen or Icthid wielder, it bestows a +3 magic bonus to Spears skill. Additionally, speaking the command word "Sheeshkush" (which is engraved along the shaft amongst its ornamental suckers) causes any fish (other than sharks) coming within 33 metres of the trident to be transformed, instantly, into sharks (see *The Bestiary*). This effect can be used but three times a day – and it lasts for 33 minutes, the fish then reverting to their natural forms. The sharks are hungry but will not attack Kalamen or Icthids (unless attacked by them).

The trident feels unwieldy if used by a character of another race – its only power for such wielders being a -3 modifier to Encumbrance Penalty.

7,10,27) WAR HAMMER OF UNDEAD SLAYING

This hammer's handle was made from the wood of a Graveroot, and the sides of its metal head are engraved with symbols of the God of Death. It is a +2 weapon, and slays undead creatures.

7,10,28) WHIP OF THE FIRE FIEND

This whip is unmistakably evil. It is 5 metres long and made of a mysterious material – possibly some kind of hide. Its pommel is decorated with the depiction of a screaming face. Glittering flames lick along its length when it is unfurled. It has a +1 magic bonus and delivers damage of the Grapple and Heat damage types. The wielder is also unaffected by Demonic Wrongness.

7,10,29) WHIP OF SPELL-KISSING

This 5-metre leather bull whip (0.5 kilograms), of Bone Elf design, bestows a +2 bonus. Also, if the wielder casts an incantation or exclamation spell with a range of Touch whilst making an attack with the whip, then no penalty applies to either the Attack Roll or the Spell-Casting Roll because of multi-tasking in this way. The target of the whip's attack suffers damage from the whip as normal, plus the effects of the spell (if it was successfully cast and not resisted). The whip is particularly useful with spells like Derange, Excrete Poison, Corpse Form and Excavate...

8) UNUSUAL MATERIALS

Some items are valuable because they are made from rare and powerful materials.

8,1) ADAMANT

Adamant is a mineral that exists naturally only in the Demonic Realm. It is used to make cutting and thrusting weapons, and mail and plate armour. Its bizarre properties and scarcity make these items very valuable.

Adamant is a black volcanic glass like obsidian. If it can be heated enough, it can be moulded like a metal and then ground to produce blades with extremely sharp edges. Consequently, the Attack Strength of a Slash or Puncture attack made by an adamant weapon is increased by +5 compared to a normal weapon. Most adamant weapons are swords or spears, each made of a single carved piece of the glass.

Despite its incredible strength, adamant is only one-tenth of the weight of iron or steel. Thus, adamant weapons and armour contribute little to their user's Encumbrance Penalty. (For reference, iron's density is about 8,000 kg/m³ whilst adamant's is 800 kg/m³. As water is 1,000 kg/m³, the buoyancy of adamant equipment may pose problems if diving underwater.)

Adamant armour always protects as Armour Class 6.

For these reasons, when working out the value of an adamant item, the GM should apply a price modifier of 2,000 for weapons and 4,000 for armour. E.g. a long sword is normally worth 2 ⚡^G. One that is made of adamant would be worth 400 ⚡^G.

Unfortunately, adamant is completely unaffected by magical enchantments, whether profane or pious. Consequently, alchemical spells and priestly blessings cannot be used to make magical items from adamant. Thus, it is impossible to make or find a +1 magical ("gifted") adamant sword, for example.

8,2) ALKAHEST

Alkahest appears like water in terms of density and viscosity, but has an almost luminescent iridescence. It is the universal solvent – a liquid able to dissolve any solid or liquid substance with which it has physical contact, other than adamant and mithril. Whilst kept within an adamant or mithril vessel, it is stable. If spilt into the environment, alkahest's extreme solubility means it can rapidly eat its way through a significant volume of material. This makes it highly dangerous.

Some alkahests are stronger solvents than others. An alkahest's Purity ("P") is a measure of this strength. Alkahest produced with the Summon Alkahest spell in the Alchemy discipline will have a Purity equal to the caster's Alchemy+EN. (For the GM's reference, the suggested maximum value of P should be 20.)

The GM can assume that, if a small quantity of alkahest is spilt onto material that is neither adamant nor mithril, the alkahest will immediately dissolve 1 kilogram of the material. Any material dissolved by alkahest is immediately converted into more alkahest, such that the alkahest grows and spreads. The GM then makes die rolls every 10 seconds to see how far this expansion will go, assuming that there is material available to dissolve. The process is as follows:

1. The GM rolls 1d100 and compares the result to a value equal to five times the alkahest's Purity. If the 1d100 result is:
 - $\leq(5xP)$ and even, then the alkahest's spread is steady. It dissolves 1 kilogram more of the material – converting it into more alkahest. After 10 seconds, the GM should make a further 1d100 roll to see if more material is dissolved, i.e. repeat stage 1.
 - $\leq(5xP)$ and odd, then the alkahest's spread accelerates. It dissolves (and converts to alkahest) a quantity of material ten times greater than previously. E.g. the alkahest will dissolve 10 kilograms instead of 1. After 10 seconds, the GM should make a further 1d100 roll to see if more material is dissolved, i.e. repeat stage 1.
 - $>(5xP)$, then the alkahest is spent. It spontaneously dissipates, vanishing in a flash of magical energy. Anyone in contact with the alkahest at this moment suffers a magic injury with a Damage Score equal to P.

The above process assumes that the initial spillage of alkahest is small, i.e. <1 litre. If the initial spillage was ≥ 1 litre but <10 litres, then start the process by assuming that the alkahest dissolves 10 kilograms rather than 1. If the initial spillage was ≥ 10 litres but <100 , start with 100 kilograms being dissolved rather than 1. Etc.

Alkahest usually eats through materials in a generally downwards direction, following gravity. Thus, leaks of alkahest into the ground create deep shaft-like voids, whose diameter periodically increases, reflecting moments when the alkahest accelerated its consumption of earth (and producing over-hangs which make escaping from the shaft very difficult). However, note that alkahest preferentially dissolves into living and sentient creatures, to the extent that it will flow upwards through such bodies until they are wholly dissolved (or the alkahest is spent). Whenever a living sentient creature is exposed to alkahest, a Resistance Roll can be made for it, rolling $1d10+EN+LU$. The Difficulty equals the Purity. If the Resistance Roll is:

- passed, then the creature is not harmed by this exposure to alkahest. In fact, as the alkahest suffuses through its body, all of its injuries and ailments are cured. In addition, a 1d100 roll should be made for the creature. If the result is:
 - $\leq P$, then the creature's body is also rejuvenated by 1 year, and its EN attribute value is increased by +1 for P days;
 - $>P$, there are no further effects from this exposure.
- failed, then the alkahest dissolves part of the creature's body. For small quantities of alkahest, 1 kilogram of tissue (e.g. a hand) is dissolved and converted to alkahest. After 10 seconds, the GM should make a further 1d100 roll to see if more tissue is dissolved (e.g. the wrist or whole arm), i.e. refer to stage 1 above.

If the alkahest is spent and vanishes before it has fully dissolved a creature, it will leave wounds cauterised. The creature may survive, depending on which body parts it has lost.

Magical items (and sentient non-living creatures, e.g. undead) are also allowed a Resistance Roll versus being dissolved by alkahest. Magical items resist using twice their magic bonus. For sentient items, the soul's SD attribute is increased by the magic bonus on the item.

Despite the dangers posed by alkahest, many alchemists experiment with it to try to harness its healing properties. Some seek to use alkahest to transmute lesser metals into mithril, but none are known to have succeeded in this. Others wish to understand from whence alkahest

comes, and its relationship to the ambient magical energy within the Natural Realm. And some use it as a weapon, of course, constructing traps that pour alkahest upon their enemies.

8,3) DRAGON HORN

Dragons do not usually have horns. But Dragon-Newts tell tales of horned dragons that arise very rarely, when the alignment of the stars is auspicious. Such dragons are much larger than usual – powerful enough to lay waste to vast territories and change the course of a country’s history.

There are well known legends of heroes wielding bows or staffs made of dragon horn. And also of royal apothecaries using powdered dragon horn to make potent concoctions for kings and their children.

Ingesting an elixir of powdered dragon horn raises the drinker’s CH attribute by +1 (to a maximum of 10). It also extends their lifespan by 1d100 years. (Drinking further doses will have no further benefit for that individual, though they may not know this.) These incredible benefits are tempered by a crippling psychological effect, however. The drinker becomes incurably and irrationally avaricious – though this does not seem to have deterred many from going to great lengths to hunt for dragon horn.

8,4) DRAGON SCALE

There are at least two ancient texts which explain the process for removing the largest scales from the fresh carcass of an old dragon, and treating them so that they can be used to make a form of plate armour. Significant Leather Working skill would be required of anyone foolhardy enough to attempt this, given the risks due to dragons’ poisonous blood.

Dragon scale armour is half of the weight of the metal plate equivalent, but is Armour Class 4 rather than 5. Obviously, the species of dragon affects the colour of the resulting armour, and the associated protection that it offers. E.g. plate made from Old Earth Dragon scales is black. It is also immune to acids of all kinds, giving the wearer a +3 bonus to their Defence against acid attacks, or to otherwise to resist them. Similarly, armour made from Old Fire Dragon scales is red, and bestows a +3 bonus versus heat- and fire-based attacks.

For these reasons, when working out the value of a piece of dragon scale armour, the GM should apply a price modifier of 2,000. E.g. a metal plate cuirass is normally worth 45 O^S. One that is made of dragon scale would be worth 900 ⚡^G.

8,5) GIANT SPIDER SILK

As noted in the description of the Lesser Giant Spider in *The Bestiary*, giant spider silk (and that spun by Dryads) is extremely resistant to stretching or tearing, or abrasion. To all intents and purposes, the GM should assume that strands will not break without being cut by a metal blade. These qualities make the strands valuable for making ropes and nets. Plus, they are a tenth of the weight of an equivalent length and thickness of hemp.

For this reason, well-armed bands of villagers sometimes make forays into parts of forests inhabited by giant spiders to harvest their webs. They take guards with axes and torches to fend off the spiders. (Care must be taken with the torches, however, as spider silk burns readily, dissolving instantly to dust.) The villagers also bring casks of strong ale or wine. Alcohol is effective at neutralising the adhesive quality of webs. Having cut them down, they wash the webs with the alcohol and store them in the casks.

These harvests are hazardous affairs. Giant spiders are not unintelligent creatures, and will defend their lairs in a coordinated fashion. They even appear to tolerate the loss of a few peripheral webs if they expect to snare a few villagers in return...

When working out the value of a giant spider silk item, the GM should apply a price modifier of 10. E.g. a 30 metre length of standard silk rope costs 2 O^{S} . A giant spider silk equivalent would be worth 2 O^{G} .

8,6) GREEN MAN WOOD

Timber from the trunk of a Green Man has an unrivalled strength and elasticity which makes it perfect for bows. Any bow made from Green Man Wood has twice the normal maximum range, and +5 is added to its Attack Strength.

For these reasons, when working out the value of a Green Man Wood bow, the GM should apply a price modifier of 200. E.g. a long bow is normally worth 17 O^{S} . One that is made of Green Man Wood would be worth 34 O^{G} .

Note that Green Men usually resist being felled for timber most vigorously...

8,7) FLOAT STONE

Prince Ontalion ruled the Southvast little more than a century ago. Having narrowly repelled Lich-King Azkariel's skeletal hoard, and certain that the next assault would overwhelm his lands, the Prince prayed to the Chaos God to save his people. Unpredictably, the Chaos God actually intervened – and the whole territory was suddenly lifted into the sky, out of reach of the approaching undead army. Sadly for Prince Ontalion and his people, his rule still came to a bloody end. The violent rupture that flung their land into the sky resulted in the collapse of most buildings and structures. The three great rivers spanning the Southvast ceased to flow. Earthquake and famine lead to war and cannibalism – to the Chaos God's delight.

The Southvast still floats in the clouds today, about one kilometre up – a thick slab of rock, hundreds of kilometres across. Little is known as to whether anyone survives up there now. In the days soon after the rupture, those few spell-casters amongst its population who were able to fly escaped, bringing reports of woe. And for many days, people leapt off the edges and fell, dying beneath – perhaps choosing this fate over another. But none have come from the Southvast for many decades now, dead or alive. The vast crater in the ground beneath it has slowly filled with water, producing a great lagoon now known as the Gloomwater. At its centre, there is perpetual night time. None dare sail on it, as huge creatures have been seen from the shore, churning the black water.

The rupture cracked the edges of the Southvast's great slab. Over the century since, sections of rock have repeatedly come away from it. Tens of metres across, these are small enough to be blown by the winds, and many have now travelled great distances and are scattered across the skies over the continent. To the Chaos God's continuing amusement, these instigate new violence wherever they go, as powerful interests fight over potential flying fortresses...

8,8) LHACHELANG

Lhachelang, or meteorite iron, is a metal only found in the Natural Realm in meteorites. Consequently it is very rare, perhaps even rarer than mithril. Occasionally however, a meteorite's fiery trail through the sky is witnessed by people, who are able to find the rock

in its impact crater and use its ore. Or prospectors stumble across a meteorite that may have fallen to earth centuries before and recognise it for what it is.

Lhachelang is a slivery grey metal which spalls in the air with black flakes of rust. It is heavy, 2.5 times the density of iron or steel (2,000 kg/m³), and suited for making blunt crushing weaponry rather than blades. (The Minimum ST and default attack duration of weapons made from it are increased by +1.)

Despite lhachelang not being inherently magical like mithril, weapons made of lhachelang are slaying against all creatures not native to the Natural Realm (see the Slaying Enhancement spell in the Alchemy discipline). This includes all demons (and Kalamen) and undead. In addition, whilst the weapon will feel cold to a native of the Natural Realm, its touch burns non-natives with an agonising heat, such that a lhachelang weapon will inflict heat injuries in addition to the default damage type (see the Injury Enhancement spell in the Alchemy discipline).

For these reasons, when working out the value of a lhachelang weapon, the GM should apply a price modifier of 1,500. E.g. a great flail is normally worth 19 O^{S} . One that is made of lhachelang would be worth 285 Z^{G} .

8,9) MITHRIL

Mithril is an incredibly rare and inherently magical metal found in the Natural Realm. It looks like a very pale gold, with a pearlescent sheen. Mithril's innate magic power means that any item made from it automatically has a +1 bonus, as if it had been enchanted using the Skill Enhancement spell. This bonus is cumulative with any others from profane spells or pious blessings, allowing a mithril item to have up to a +4 magic bonus.

Despite its strength, mithril is half of the density of iron and steel. Thus, mithril weapons and armour contribute little to their user's Encumbrance Penalty, though not as little as those of adamant. (Mithril armour has the Armour Class of normal steel equivalents.)

For these reasons, when working out the value of a mithril item, the GM should apply a price modifier of 3,000. E.g. a battle axe is normally worth 13 O^{S} . One that is made of mithril would be worth 390 Z^{G} .

Thousands of Dwarven mines have been dug prospecting for mithril in vain. Likewise, Bone Elves have expended countless slaves and undead minions burrowing beneath their strongholds without success. In both societies, all mithril is the property of royalty alone – possession by those of lesser status is usually treated as high treason.

8,10) QUARTZ

The Dwarves know the secret of manufacturing plate armour from pieces of polished quartz. Its original purpose was as protective gear worn whilst working in smelters and forges, but it was quickly tested in battles against dragons and it proved its value in combat.

Wearing quartz armour bestows a +1 bonus to rolls versus fire/heat- or acid-based attacks on protected body locations. Also, quartz armour is harder than metal plate, protecting as Armour Class 6. But it is brittle. If a body location protected by quartz armour is struck by an attack, then there is a percentage chance – equal to the Damage Score – that the piece of armour shatters. A shattered piece of quartz armour is useless, offering no protection or

benefit. (Unlike adamant, quartz can hold magical enchantments. For a piece of magical quartz armour, the percentage chance of shattering is halved.)

Quartz armour is made to be worn just like metal plate. Quartz is three times less dense than steel, but pieces of quartz armour are made three times as thick – so equivalent pieces of quartz and steel armour weigh the same, but the quartz version is much bulkier. The dwarves do not mind this, though. And it would be exceedingly unusual to encounter quartz armour made for anyone other than a dwarf. It also comes in beautiful shades: white, grey, pink, yellow, green, blue and orange – each traditionally worn by one of the seven Houses of the Dwarves.

When working out the value of a piece of quartz armour, the GM should apply a price modifier of 50. E.g. a metal plate cuirass is normally worth 45 O^{S} . One made by the dwarves of quartz would be worth 225 O^{G} .

9) UNUSUAL TECHNOLOGY

Some items are valuable because they make use of advanced technology. One such example is given now.

9,1) FIREARMS

The medieval period is famous for its development of heavy suits of articulated plate armour, often worn over a layer of mail, and designed to protect the wearer from the blows of melee weapons and arrows. However, the spread of firearms in the fourteenth and fifteenth centuries revolutionised combat – bullets propelled by gunpowder could penetrate such armour and, as firearms became more available and reliable, such heavy armour was rendered increasingly redundant.

While the fantasy worlds used in this role-playing game are not tied to real medieval history – especially because of the existence of magic – the widespread use of firearms by characters in the game does have the potential to dramatically alter not only how PCs fight, but also how battles and wars are resolved. Thus the dynamics of politics, nations and history itself are affected.

Consequently, firearms are discussed separately here at the end of this chapter. The GM should only introduce them sparingly, and after thought about how they may alter the style of her campaign.

9,1,1) GUNPOWDER

Firearms are powered by the use of gunpowder. This is an explosive powder made from:

- sulphur (75%). This yellow mineral is generally mined from underground deposits, although it may be found on the surface in active volcanic regions – often around the brim of calderas, hence its alternative name “brimstone”.
- charcoal (15%). Charcoal is made by the controlled burning of softwoods like willows and pines.
- saltpetre (10%). This white salt can be manufactured by allowing a mixture of plant matter and alkalis (such as manure and urine) to rot in damp air. Once a suitable state of decay has been reached (usually after many months), water is run through the heap. Wood ash is added to the solution, which is then filtered to allow the recovered salt to crystallise. Apart from being an ingredient in gunpowder, saltpetre may also

be used for preserving meat and by some unscrupulous physicians (it is a dangerous treatment since it exerts an extreme depressant action upon the heart).

Preparing gunpowder from its ingredients requires a successful chemistry Action Roll (Chemistry+RE), Chemistry being an optional craft skill. GMs should note that this procedure is fraught with risk. Each ingredient must be ground into a powder separately, since the heat generated by grinding mixed gunpowder is enough to produce an explosion. Characters will generally find it safer to buy prepared gunpowder from sources like the Dwarven Sappers Guild.

9,1,2) FIRING MECHANISMS FOR GUNS

After carefully packing gunpowder into the barrel of the gun using a ramrod, a bullet is loaded into the muzzle of the weapon. Fire is then applied to the gunpowder, and the force of the resulting confined explosion propels the bullet down the barrel. If gunpowder is carelessly over-packed into the barrel (say to more than one third of its length), then there is a high chance that the barrel itself will split with the force of the explosion, usually injuring the handler.

Early guns required the user to light a wick that ran through a hole at the closed end of the barrel, leading the flame directly to the gunpowder. This required the use of two hands, however, and made firing the weapon very clumsy. The designs of firearms potentially used in this game are more advanced. Each uses a flash pan – a cup mounted on the side of the barrel containing a small amount of gunpowder which, once alight, safely conveys the fire to the main charge within the barrel, thereby firing the gun. Flash pans are usually covered to prevent the gunpowder from blowing away or becoming damp in windy or wet weather (damp gunpowder being less likely to ignite). The fire is conveyed to the flash pan via one of two mechanisms, listed here in order of invention and complexity:

- match lock (1400s) – in these guns, a string wick is attached to a lever. On pulling the spring-loaded trigger, the flash pan's cover is opened and the burning wick is lowered into the flash pan.
- wheel lock (early 1500s) – in these guns, pulling the trigger turns a roughened metal wheel which rubs against a piece of flint or iron pyrites, generating a spark in the flash pan.

It is suggested that guns with both mechanisms be available in the game. Match locks are much cheaper and more widespread, being simpler to construct and maintain because they have less moving parts. Wheel locks have a more complex mechanism which is more expensive to build and maintain. However, they do not have wicks which need lighting – making them a much more fearsome weapon in a surprise attack – and are able to fire normally in wet or windy weather.

9,1,3) LOADING AND FIRING GUNS

Firing any gun requires an Attack Roll (Firearms+AG). In addition, loading a gun is never a routine action, and a successful reloading Action Roll (Firearms+AG) is required to load one safely. The Difficulty for this roll should generally be 8, although the GM should increase this by +1 for each day that the gun has been used since it was last maintained. E.g. if the gun has been used on three different days since it was cleaned last, this Difficulty should be 11. If the reloading Action Roll is:

- passed, the gun will fire when the trigger is next pulled;
- failed, the gun will fail to fire the next time it is used;

- fumbled, the gun explodes – see *Fumbles and Guidelines for Explosions* shortly.

9,1,4) MAKING AN ATTACK

9,1,4,1) MODIFIERS TO COMBAT SKILL

The standard modifiers are applied to the Attack Roll, just as if the attacker were firing a normal missile weapon, i.e.:

- Hindrance;
- Strength Penalty;
- fast attack;
- Location Penalty, including effect of range;
- magical weapon bonus;
- Off Hand Penalty;
- Simultaneous Attack Penalty;
- and miscellaneous modifiers, e.g. for cover.

9,1,4,2) DEFENCE

Remember that a target cannot parry projectiles shot from firearms, unless they are expert with Deflect Missile skill.

9,1,4,3) DAMAGE SCORE

The Damage Score is also worked out in the usual manner, adding up the contributions due to:

- degree of Attack Roll success;
- Attack Strength;
- target's size.

The normal Puncture Damage Table is used. However, armour has reduced effectiveness versus firearms, so ACs 1 to 5 are treated as AC 0.

AC	DAMAGE SCORE						
	≤4	5 to 8	9 to 12	13 to 16	17 to 20	21 to 24	≥25
	Feeble	Very Weak	Weak	Moderate	Strong	Very Strong	Devastating
0 to 5	Minor	Minor	Major	Major	Mortal	Fatal	Fatal
6	Glancing	Glancing	Glancing	Glancing	Glancing	Minor*	Major*
6-	Glancing	Glancing	Minor*	Minor*	Minor*	Major*	Mortal*

9,1,5) FUMBLES AND GUIDELINES FOR EXPLOSIONS

If a fumble occurs for either the Action Roll for loading a gun or the Attack Roll for firing it, the gun will explode. Generally speaking, an exploding source of gunpowder generates a fiery blast with a radius in metres equal to five times the gunpowder's weight in kilograms. (In all cases, round up the weight of the gunpowder to the nearest whole number of kilograms first.) The blast is treated a bit like the Fire Ball spell (see *Pyromancy* in the *Magic* chapter). The damage type is Burns (Heat) and Puncture – so the GM should check the same Damage Score on both Damage Tables, choose the worst of the results to determine the severity of the resulting injury, and then invent a description of the injury that matches both damage types.

Any explosion of gunpowder is likely to cause other quantities of gunpowder within its blast radius to explode too. Typical sources will be gunpowder in leather powder pouches or wooden kegs, etc. If any of these sources explode, then the blasts of these secondary explosions may, in turn, trigger other quantities of gunpowder within their blast radii to explode, and so on.

The GM should handle such chain reactions by making a d10 roll for each source of gunpowder within the initial blast radius. A source explodes if an odd result is thrown. If the result is even, then that source does not explode – the GM need not roll for this source again unless a subsequent explosion envelops it. The GM then moves on to the next blast radius and rolls for each source that this blast envelops, etc. Sketching the locations of each nearby source of gunpowder and the extent of each blast may be helpful.

Any non-magical objects within blast radii are likely to be damaged or even destroyed by the explosion. Whether they are singed or annihilated depends on several factors:

- their composition;
- their distance from the focus of the explosion;
- whether they are shielded from the blast in any way;
- the size of the explosion;
- and so on.

The GM should take these factors into consideration and decide each item's fate as she sees fit.

9,1,6) GUNS

9,1,6,1) PISTOLS AND MUSKETS

The pistol and the musket both fire a single bullet from the barrel. Pistols are light enough to fire one-handed and small enough to conceal effectively. Muskets have longer barrels, enabling bullets to be fired with more power over greater ranges, but they are consequently heavier to carry and almost impossible to conceal. They are frequently supported by bipods.

NAME	mST	ATTACK ST	DAMAGE TYPE	DURATION (secs)	RELOAD (secs)	MAX RANGE (metres)	WEIGHT (kg)	LENGTH (metres)	PRICE (£ ⁹)
Pistol, Match Lock	2	2d10	Punc-ture	1	20	40	1.5	0.3	25
Pistol, Wheel Lock					10		1.7		100
Musket, Match Lock	3	3d10			30	80	5.0	1.2	15
Musket, Wheel Lock					20		6.0		60

The Reload column in the table above gives the default time, in seconds, to reload the gun with gunpowder and bullet or shot, assuming a suitable ramrod is available. If the gun has a match lock mechanism, this time includes that required to light the wick (an extra 10 seconds compared to the wickless wheel lock), assuming a flint and steel are also to hand. If the

conditions are windy, lighting the wick may take longer than 10 seconds. If the wick is wet, it will be unlikely to light at all without being doused in oil.

The Duration column is the time required to aim and fire the weapon, and for the projectile to fly to its target. For simplicity, this time of flight does not vary with range.

Note that it is unwise to carry a loaded gun around for long before firing it – the gunpowder will gradually unpack and spill out if the gun is lowered, and letting gunpowder waft around freely over clothing can be potentially dangerous.

Additionally, note that a gun's wick left to burn will last for one minute before being used up.

9,1,6,2) THE BLUNDERBUSS

The blunderbuss is an ancestor of the real-life shotgun. Midway in length between pistol and musket, it has a flared trumpet-like barrel into which a mixture of gunpowder and shot is packed. Because of its flared muzzle, the shot is ejected as a cone-shaped blast that strikes much like a Cone spell or a dragon's breath weapon. Although lighter than a musket, two-hands are still required because of the blunderbuss' violent recoil.

NAME	mST	ATTACK ST	DAMAGE TYPE	DURATION (secs)	RELOAD (secs)	MAX RANGE (metres)	WEIGHT (kg)	LENGTH (metres)	PRICE (2)
Blunderbuss, Match Lock	4	See below	Puncture	1	30	20	3.0	0.6	20
Blunderbuss, Wheel Lock					20		3.3		80

The cone produced by firing the blunderbuss is 20 metres long and 5 metres in diameter at the base. Each target partially or fully within this volume at the instant the gun is fired should determine his distance from the muzzle (rounding to the nearest metre) and then roll 2d10. If a target scores:

- less than his distance from the muzzle, he is automatically missed by the attack and takes no damage whatsoever (his ears may ring a bit, though);
- greater than or equal to his distance from the muzzle, he may be struck. An Attack Roll is made as above. The Attack Strength equals 21 minus the target's distance.

This process should be repeated for each of the targets within the cone. Consequently, blunderbusses can be very lethal at close range – occasionally taking out several opponents with one attack. However, an attack from a blunderbuss can frequently miss everything!

Purpose-manufactured shot consists of small metal balls, each a few millimetres across, compared to the typical bullet which may be a centimetre in diameter. However, the blunderbuss is versatile and a mixture of gunpowder and a handful of pretty well anything small and numerous can be scooped into the muzzle and fired, e.g. nails, coins, gravel... The difference between the effects of different ammunition should be fairly limited, though. The GM may wish to halve the Attack Strength of the blunderbuss for non-metal ammunition.

9,1,7) ANCILLARY EQUIPMENT

Using guns requires the use of ammunition, gunpowder and a wide range of other tools.

ITEM	PRICE	WEIGHT (kg)	NOTES
Bipod	5 ★ ^S	4.0	Two-legged stand used to support the end of a musket; requires 4 seconds to erect before aiming/firing. Its use limits Strength Penalty to -1.
Blunderbuss Ramrod	3 ★ ^S	0.6	Used to pack gunpowder and shot into blunderbuss' barrels.
Bullet	1 🏰 ^B	0.1	For 1 attack by a pistol or musket.
Gunpowder	1 🏰 ^B	0.1	For 1 attack by a pistol, musket or blunderbuss.
Maintenance Kit	1 ○ ^S	0.5	Leather pouch containing the various tools (brushes and files) required to keep a gun in good working order. If a gun is not maintained regularly, the risk of it failing to fire is increased (see the <i>Loading and Firing Guns</i> section).
Musket Ramrod	4 ★ ^S	0.8	Used to pack gunpowder into muskets' barrels.
Pistol Ramrod	2 ★ ^S	0.4	Used to pack gunpowder into pistols' barrels.
Powder Flask	2 ☀ ^G	2.0	Glass or tin with cork bung, containing enough gunpowder for 20 attacks by a pistol, musket or blunderbuss. Flasks are less likely than pouches to explode in the blast from a fumbled firearm attack or reload.
Powder Keg	2 🏰 ^G	20.0	Wooden barrel, containing enough gunpowder for 200 attacks by a pistol, musket or blunderbuss, or 20 attacks by a cannon.
Powder Pouch	1 ☀ ^G	1.0	Leather with drawstring, containing enough gunpowder for 10 attacks by a pistol, musket or blunderbuss.
Shot	1 🏰 ^B	0.1	Enough for one attack by a blunderbuss.
Wick	1 ♡ ^B	0	Good for 60 attacks from a match lock (each burns for 60 seconds if untended).

9,1,8) REPAIRING FIREARMS

Repairing firearms requires a full set of metal smithing apparatus, along with the use of Chemistry, Mechanics and Metal Working skills, and is generally best left to specialists.

9,1,9) OTHER WEAPONS USING GUNPOWDER

Obviously, the use of gunpowder is not just restricted to hand-held firearms.

9,1,9,1) GRENADES AND BOMBS

If gunpowder is used in the game, it is inevitable that someone will invent grenades and bombs before long. A grenade might consist of a:

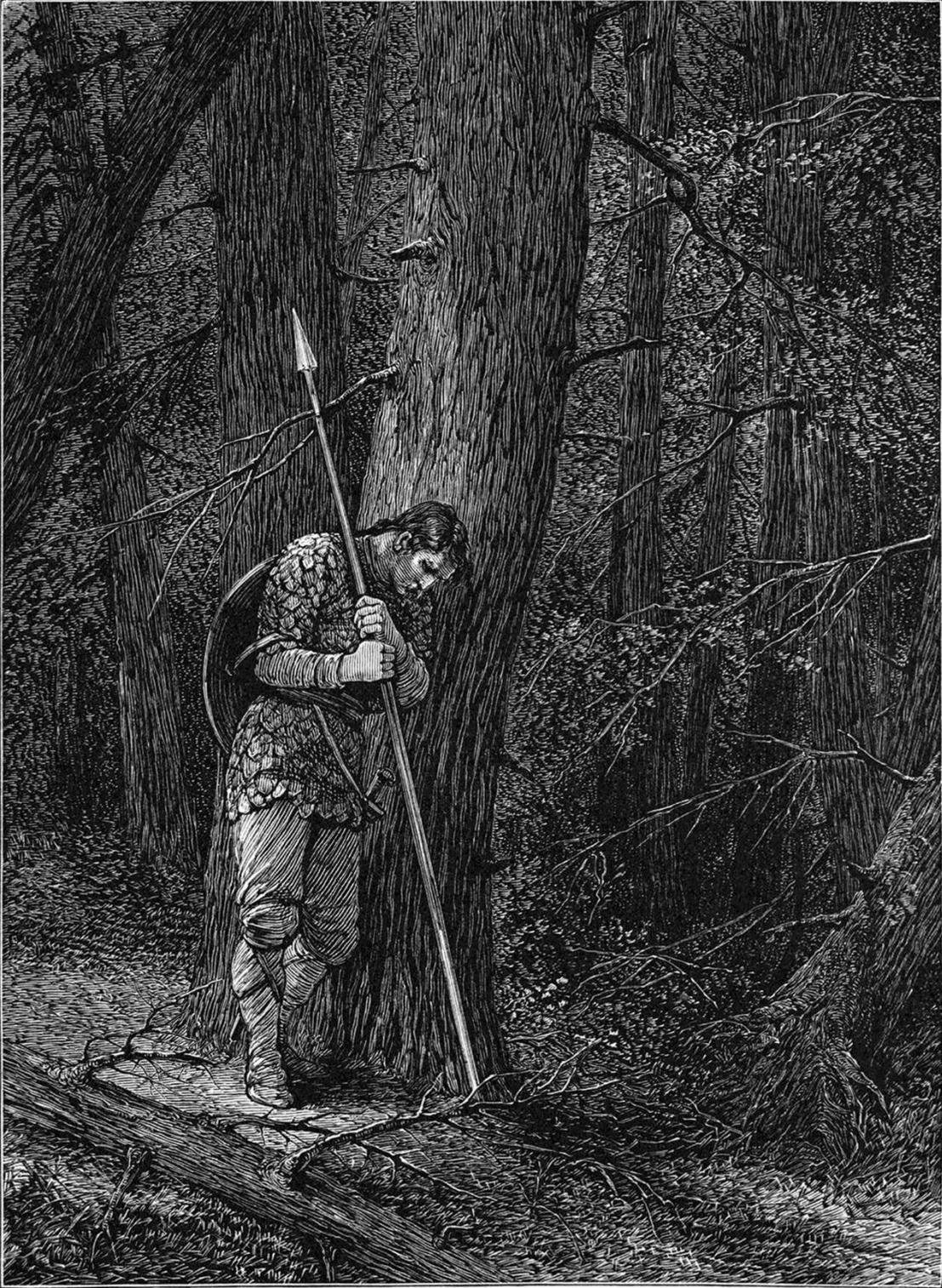
- simple powder pouch with an oil-soaked fuse, cut to a specific length to delay the explosion by the desired amount;
- glass bottle filled with gunpowder and shot and an oil-soaked fuse, designed to shatter on impact and explode immediately as the smouldering fuse contacts with the gunpowder;
- metal sphere designed to resist shattering on impact and to roll along the ground, before exploding in a hail of viscous shrapnel;

...while a powder keg with a long burning fuse makes an ideal bomb for opening locked doors.

The possibilities for carnage are endless, and the GM should use the general guidelines for explosions given previously to model the use of such weaponry.

9,1,9,2) CANNON

If gunpowder is used in the game, it is likely that PCs will encounter cannon-fire before long. Cannonballs may be several kilograms each and, although chiefly designed to inflict damage to buildings, ships and the like, they are invariably lethal to PCs in their way. Like other forms of siege weaponry (e.g. arbalests and trebuchets), the GM is left to model these on her own...



CHAPTER 7 – OPTIONAL RULES

This chapter contains optional rules with which an experienced GM and players may wish to experiment.

1) BARDIC MAGIC

With sufficient musical skill, it is possible to cast certain spells in the form of songs. Such a technique is called bardic magic. The bard improvises poetry which conveys melody and metre, and subtle meaning sympathetic to the spell's effects, and intersperses these lyrics with the words of *Magicka* for the spell. Spell-casting in this way takes far longer than normal, but can significantly help the bard's spell-casting attempt and, in turn, make it harder for targets to resist the spell. It can also increase the spell's range and the number of targets that it can affect. Finally, with enough skill, bardic magic allows multiple spells to be cast at the same time.

Bardic magic can only be attempted by characters whose Music skill value is ≥ 5 . Also, it only works with spells which are incantations and which target people, i.e. there must be an "audience" of targets. (Creatures can be targets if they are able to understand the lyrics.) Spells which are exclamations or rituals cannot be cast as songs. Neither can spells which affect just the self, or a volume or type of location. Because of these restrictions, bardic magic is most often used with spells from the Mind, Healing and Curses disciplines.

If a bard casts an incantation within a song, his player will make an Action Roll (Music+EM or Music+CH) versus a Difficulty chosen by the GM to reflect how challenging is the performance. The Difficulty should be greater if the audience is inattentive or hostile, or if the bard is distracted by danger – thus:

RECEPTIVENESS OF AUDIENCE	DANGER TO BARD			
	None	Remote	Imminent	Extreme
Friendly and attentive	6	8	10	12
Friendly and inattentive	8	10	12	15
Hostile and attentive	10	12	15	18
Hostile and inattentive	12	15	18	21

The GM should reduce the Difficulty shown in the previous table by 2 points if the bard sings with musical accompaniment or dances alluringly, as this is likely to captivate the audience. With the latter, a separate dancing Action Roll (Expression+CH or Expression+BE) should be made, to see how attractive is the dance. A further 2 points can be taken from the Difficulty if the bard is reciting a composition rather than improvising lyrics on the spot. The Difficulty should be increased by 5 if the bard uses his song to conceal the fact that he is also casting a spell.

E.g. consider a bard:

- playing in a rowdy tavern. He wishes to cast a Passion spell on some of the crowd. He beats a drum as he sings an improvised song. The GM sets the Difficulty as 6 – because there is no danger to the bard, the audience is friendly but inattentive, and an instrument is being used.
- singing to allies in the midst of a raging battle. He wishes to cast Heal Injury upon them. He has no instrument so must rely on his voice to ring out above the din. The GM sets the Difficulty as 10 – because there is imminent danger to the bard, the audience is friendly but inattentive, and the bard has sung this song before.
- singing to enemies in the same battle. He wishes to cast Drain Strength upon them. He improvises his song and sings without accompaniment. The GM sets the Difficulty as 18 – because there is imminent danger to the bard, and the audience is hostile and inattentive.

The music Action Roll should not be made until the song has been performed. The song's duration depends on the spell's rank, and is:

- 1 minute for a novice spell;
- 2 minutes for a dabbler spell;
- 3 minutes for an apprentice spell;
- 4 minutes for a proficient spell;
- 5 minutes for an expert spell;
- 6 minutes for a master spell.

If the bard's performance is never interrupted for more than a few seconds, the song and spell-casting can be continued. If an interruption is longer than a few seconds, then the spell cannot be cast and the attempt must be aborted. This is not spell-casting failure (as a Spell-Casting Roll was not made) so the bard does not lose his spell-casting ability and could restart his performance of the song anew, or even dispense with the song and cast the spell normally.

Once the song is sung, the music Action Roll (Music+EM or Music+CH) is made, followed immediately afterwards by the Spell-Casting Roll. If the music Action Roll is:

- successful:
 - the bard's player now makes the Spell-Casting Roll with a bonus equal to P, where P is the amount by which the music roll was passed, to a maximum of +5;
 - the default maximum number of targets affected by the spell will be multiplied by P (to a maximum of x5);
 - the maximum range of the spell will become earshot, even if the default is touch or a limited number of metres. Targets must be able to hear the bard's lyrics to be affected, though.

- failed:
 - the bard's player now makes the Spell-Casting Roll with a penalty equal to the amount by which the music roll was failed, to a maximum of -5;
 - the spell's default range and number of targets will not be not changed.

E.g. a bard has infiltrated an enemy castle and wishes to open the main gate to let in his allies. He enters the gatehouse in order to incapacitate the guards there with Sleep, an apprentice Mind spell. He finds four guards inside. Sleep normally affects a single target. The bard decides to try casting the spell as a song, because this will help him affect more targets. He must conceal the spell within the song, else the guards will be suspicious. With some fast talk (and by passing an Influence+CH Action Roll), he convinces the guards that he is their lord's new minstrel. They eagerly accept his offer to perform for them...

The song must take 3 minutes to perform, because Sleep is an apprentice spell. The GM decides that the bard's performance is not interrupted. Once the song is complete, the bard's player makes their music Action Roll and Spell-Casting Roll.

What is the Difficulty of the music Action Roll? The basic Difficulty is 6 in these circumstances – no danger to bard, friendly and attentive audience – but the GM subtracts 2 as the bard is playing his harp whilst singing, and adds 5 as he is concealing his spell with the song – giving a total of 9. He has not performed this song before.

The bard's Music+CH equals 11, so his player throws 1d10+11 and scores 16. Thus, the bard succeeds by $16-9=7$ points and so $P=5$, the maximum. What does this success mean?

- First, the bard's player makes the Spell-Casting Roll with a bonus of $P=5$.
- Second, the number of targets affected by the spell (assuming it is successfully cast) is multiplied by $P=5$. Sleep normally affects one person, but this casting could affect five people, i.e. all four guards can be targets.
- Third, Sleep's normal range is $2xSC$ metres and within sight, but successfully casting it as a song allows targets to be much further from the bard, so long as they can hear his lyrics. This benefit is not relevant in this case as the guards are close by.

Imagine that the Spell-Casting Roll is successful. The GM announces that the guards drop to the ground in magical slumber, so the bard can safely open the gate to his friends...

Normally it is impossible to cast two spells simultaneously. However, once a bard's Music skill value is ≥ 8 , he can cast two incantations in the same song. These can be from different disciplines and can affect different targets if desired – within the normal restrictions for bardic magic. The bard's Spell-Casting must be ≥ 8 for whichever disciplines of magic are involved. At the end of his performance, the bard's player makes separate Spell-Casting Rolls for each incantation. Once a bard's Music skill and SC are ≥ 10 , he may cast three incantations in the same song. The song's default duration is determined by the spell with the highest rank.

E.g. a bard in battle wishes to weaken her enemies. Whilst swinging her axe to and fro, she yells a song about their folly and casts Drain Strength and Drain Intellect upon them. These are spells of the Curses discipline. Both her Music skill and Curses Spell-Casting are 8, so casting these two spells in the same song is possible.

Both spells are normally novice rank, but the bard decides to cast their apprentice variants to increase the potency of their effects. This means that a 3 minute song is required. The

GM monitors the attacks on the bard throughout this period. The bard is very fortunate and receives nothing worse than glancing blows and minor injuries – interruptions which are not terminal to her spell-casting.

The GM decides that the Difficulty of the music Action Roll is 21 because the audience is hostile and inattentive and there is extreme danger (two mercenaries are attacking the bard as she sings). The bard's Music+CH equals 13, so her player throws 1d10+13 and scores 18. This is a failure by 3 points. What are the consequences? First, the bard's Spell-Casting Rolls are now made with a -3 penalty. And, second, if either spell is cast, it's default range and number of targets will not be augmented. I.e. the 3 minute delay to her spell-casting to sing a song has been a waste of time.

Now imagine the battling bard's player had rolled better and passed the music Action Roll by 3 points. In this case, her Spell-Casting Rolls would both benefit from a +3 bonus (not a -3 penalty). And both spells – which normally affect a single target – would affect three targets instead. The GM allows the spells to affect the two mercenaries attacking the bard, and a third who is attacking the bard's ally nearby (all are within earshot). If the bard's player passes both Spell-Casting Rolls, these three mercenaries will lose three points from their ST and RE attributes. The GM decides that they all drop their swords and, giving confused moans, sag to ground, sobbing...

2) CHANGING GM

The GM will find that players sometimes argue with her decisions – everyone gets unhappy when he is stopped from doing what he wants. So long the GM is being realistic, fair and consistent, she should stand firm.

One good way to avoid frequent disputes is to rotate the role of GM between different players, changing GM every time a discrete adventure comes to an end (the character of the player that becomes GM becoming an NPC). This can also lead to unexpected plot twists – keeping everyone entertained.

3) CHRONOMANCY

Here is a thirteenth discipline of profane magic, allowing the manipulation of time and the foretelling of the future. Experts in this discipline call themselves seers or chronomancers.

Seers are persecuted by ministers of the Goddess of Doom. She decrees that chronomancy spells are perverse, and directs her ministers to stop their use. Consequently, these spells are cast covertly and transcripts are closely guarded. Chronomancers often claim to have seen the future in dreams and visions, rather than by using magic.

There are persistent rumours of a secret guild of chronomancers, which guards knowledge of the future and surreptitiously manipulates rulers and powerful organisations to steer events. This might be a useful source of plots for the GM. Conversely, allowing the PCs to use chronomancy spells will be challenging for the GM, as this is likely to force changes in her plot.

If the GM allows chronomancy in her campaign, she must:

- remove the master rank spell, Halt Time, from Wizardry – it becomes an expert spell in the chronomancy discipline instead;

- add the chronomancy discipline to the table in the *Advantage for Magic Skills* section of the *Character Generation* chapter. All races have a result of “Dis” on this table, making chronomancy tricky.

3,1) NOVICE RANK

3,1,1) ALARM

DISCIPLINE: Chronomancy
RANK: Novice (8)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC days)
RANGE: 2xSC metres and within sight
VOLUME: SC people

This spell is commonly used to wake the caster and his companions an hour before dawn. It creates an alarm that is triggered at a particular time and date, up to SC days in the future, as specified by the caster. When triggered, the alarm sounds clearly in each target's mind but is inaudible to anyone else. A particular target can only bear a single alarm (the most recent cast upon them).

3,1,2) ANTICIPATE

DISCIPLINE: Chronomancy
RANK: Novice (8)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Revocable Finite (Next attack)
RANGE: Self
VOLUME: Self

This spell increases the caster's Defence versus the next attack directed at him by SC/4 (minimum of +1).

3,1,3) FORETELL WHAT

DISCIPLINE: Chronomancy
RANK: Novice (8)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (varies)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self

Foretell What is the first of six foretelling spells in the Chronomancy discipline – the others being Foretell When, Foretell Where, Foretell Who, Foretell How and Foretell Why. These spells reveal knowledge about future events, and are unusual for several reasons.

First, they are cast in combination with each other and, for this reason, how they are all used will be explained now. The caster must carefully formulate a question about future events. He then casts as many different foretelling spells as he is able to or needs to cast to answer

the question. The caster must be careful to ensure that his question asks for a prediction about the future. If it does not, his foretelling spells will fail. They cannot be used to ask questions about the present or the past (as might a prayer of divination). E.g. the caster could not ask “Where is the treasure?”, but could ask “Where will I find the treasure?”. (Of course, rather than describing a location, the answer to the latter question might be negative, implying that the caster is doomed never to find the treasure.)

Second, the modifier to the d10 thrown in the Spell-Casting Roll for a foretelling spell does not equal SC, but equals the number of hours of study undertaken by the caster prior to the casting. This number cannot exceed SC. Different casters can develop different modes of study. E.g. an astrologer might make observations of certain stars using an astrolabe, and consult ancient texts about these stars’ historic positions. Another caster might study the movements of crabs or spiders trapped in jars. Consequently, it may take several days of study to complete a prediction involving several different foretelling spells. Players and GM may find the following table useful:

MODE OF STUDY	INTERPRETS	RACIAL PREFERENCES	1d100
Astrology	Movements of celestial bodies	Wood Elves, Lightning Dragon-Newts	01 to 08
Bibliomancy	Randomly selected passages from a book thought to hold truth	Wood Elves	09 to 16
Carromancy	Shapes made by molten wax when it is dropped into cold water	Bone Elves, Halflings	17 to 23
Cartomancy	Cards that are drawn from a deck – their symbols and order	Humans	24 to 30
Cleromancy	Letters or numbers that result when rolling carved dice or knucklebones	Bone Elves, Humans	31 to 38
Conchomancy	Patterns made when a handful of cowrie shells are pulled from a pouch and thrown, and the particular shells that were selected	Ice Dragon-Newts, Kalamen	39 to 46
Crystal-Gazing	Visions seen in a crystal ball	Changelings, Dwarves	47 to 54
Entomancy	Patterns made in sand at the bottom of a jar when the crab or spider inside it is fed or prodded, etc.	Goblins, Orcs	55 to 62
Geomancy	Patterns of dots drawn in sand	Earth Dragon-Newts, Halflings	63 to 70
Haruspicy	Patterns made when entrails are spilled on the ground	Orcs	71 to 77
Molybdomancy	Shapes made by molten lead when it is dropped into cold water	Dwarves	78 to 84
Runecasting	Patterns made when a handful of carven rune stones are pulled from a pouch and thrown, and the particular runes that were selected	Changelings, Earth Dragon-Newts, Goblins	85 to 92

MODE OF STUDY	INTERPRETS	RACIAL PREFERENCES	1d100
Spodomancy	Patterns of soot and ashes left by a ritual fire	Fire Dragon-Newts, Lightning Dragon-Newts	93 to 100

Third, the GM should make the Spell-Casting Rolls, not the caster's player – and she should roll in secret. The GM must note down which foretelling spells were cast successfully and which failed or were fumbled. If a Spell-Casting Roll is:

- successful, the degree of success determines the amount of information the GM should reveal to the caster – each point being worth a single word. The GM should select words that will be as helpful as possible to the caster, within the restrictions of the spells that were successful. She should not try to compose proper sentences, but let the player interpret the words that she gives him. It is especially important to distinguish between “what” and “how”. She must not give away information that should have come from a different foretelling spell.
- failed, that spell yields no information. The usual consequences of spell-casting failure, i.e. loss of spell-casting ability, do not occur immediately but are delayed for 1d100+SC hours after the last of the Spell-Casting Rolls for this prediction.
- fumbled, then the GM should provide the caster with false and misleading words instead of truthful and useful ones. As with spell-casting failure, the usual consequences of spell-casting fumbling (i.e. loss of spell-casting ability, forgetting the spell and a magic injury) do not occur immediately but are delayed for 1d100+SC hours after the last of the Spell-Casting Rolls for this prediction. Thus, the caster will not be aware that he fumbled his spell for some time, and may pass on or act upon the false information.

The GM must make a record of the questions asked with foretelling spells, and the words she reveals in answer. In this way, if a foretelling spell is recast for the same question, she can reveal the same words in answer – only providing additional words if a more successful roll (or fumble) occurs.

Obviously, if a foretelling spell is successful, the GM must think carefully about the information she passes to the caster. She must ensure that the foretold events come to pass, and may need to change her planned plot accordingly.

Can characters who are aware of a prediction act so as to change future events? They can try but they will fail. The foretold events always occur no matter what action is taken to prevent them (unless a spell was fumbled, of course). This can be problematic for a GM. Say a prediction has said that a PC will do something at a particular date in the future. The GM will have to ensure that the PC stays alive until then. The PC is in effect invulnerable and might start taking risks that he would not normally take, which could be disruptive to the game. The GM can work around this by, for instance:

- carefully considering the words revealed by the foretelling spells – perhaps the PC has misinterpreted their meaning, and is not as invulnerable as he thinks;
- trapping the PC somewhere until the foretold date approaches (e.g. he could be imprisoned for a crime, or struck down with a disease or injury which leaves him bedridden).

E.g. a merchant trades his goods in three nearby towns. He asks his seer which town's market will next have the best price for his goods. The seer must cast *Foretell Where*. Passing his

Spell-Casting Roll by one point could be enough to yield the name of the town. Next, the merchant asks the seer when will the price be highest for his goods in that town during the next 6 months. The seer must cast Foretell When. He must pass his Spell-Casting Roll by at least two, to see so far into the future. Passing by two also lets the GM give two words, which could be the name of the month and the date within that month also. If the merchant wanted to know what the price would be then, the seer would need to cast Foretell What. The Spell-Casting Roll needs to be passed by two to learn the number of coins and their denomination. Of course, if the merchant floods the market with his goods on the foretold date, he will benefit from this price for just a short time before oversupply suppresses it...

E.g. a knight asks a seer if he will defeat the dragon that is terrorising the province. The seer could cast Foretell What to receive a “Yes” or “No”. A more interesting prediction would arise by using Foretell When to ask, “When will this knight defeat the dragon?” If the Spell-Casting Roll is passed and the answer is negative, the knight may decide to leave this mission for someone else. Alternatively (if the GM decides that the knight will defeat the dragon), passing the Spell-Casting Roll by two could yield the year and month of his victory, or the day and month if it is imminent. The most useful prediction would add the Foretell How spell to give clues as to the means by which the knight attains his victory. Imagine the Spell-Casting Roll for Foretell How is passed by two, and the seer learns “slaying” and “sword”. These words suggest that the knight uses a sword of dragon-slaying to kill the dragon. The GM will need to adjust her plot to ensure that the knight encounters both the sword and dragon, on any foretold dates, and that the knight then defeats the dragon. If the knight would be unlikely to defeat a dragon, the GM must rig the fight in his favour. Perhaps the dragon was recently wounded by a rival. The knight might defeat the first dragon easily (as prophesised), only to find he has the rival to fight afterwards – this one at full strength and him without the reassurance of a prediction of victory.

3,1,4) SLOW TIME

DISCIPLINE: Chronomancy
RANK: Novice (8)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SCx5 seconds)
RANGE: 2xSC metres and within sight
VOLUME: 1 person

For the duration, the target requires twice the normal time to complete any action. His movement rate is halved, and a -2 penalty applies to his Defence. The duration of any spell (or similar effect) acting upon him is doubled.

3,1,5) WEAL OR WOE

DISCIPLINE: Chronomancy
RANK: Novice (8)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self

This spell lets the caster sense whether a planned course of action will result in weal (i.e. be beneficial) or woe (i.e. be detrimental) for him. As part of its casting, the caster employs his mode of study (see the Foretell What spell) to consider the planned course of action. If his ritual is:

- successfully cast, he learns whether the plan ends well or not, i.e. the GM says “weal” or “woe”. This prediction is only valid for SC hours into the future, however. Beyond that limit, events may occur that turn weal into woe or vice-versa;
- failed, he is unable to make a prediction.

The GM must only ever answer this spell with either the words “weal” or “woe”. She should give no more information. Foretelling spells are required for more complex predictions.

The GM may need to alter her plot to ensure that this spell’s prediction is accurate for SC hours after casting. Of course, she may have some flexibility if the planned course of action was described imprecisely by the caster.

3,2) DABBLER RANK

3,2,1) FORETELL WHEN

DISCIPLINE: Chronomancy
RANK: Dabbler (10)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (varies)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self

Foretell When acts in a similar fashion to Foretell What, but provides information relating to the time and date of future events.

Foretell When is limited in terms of its reach into the future. This relates to the amount by which the Spell-Casting Roll is passed, as follows:

- 1 – up to SC days;
- 2 to 3 – up to SC months;
- 4 to 5 – up to SC years;
- 6 to 7 – up to SC decades;
- 8 to 9 – up to SC centuries;
- ≥ 10 – up to SC millennia.

If the answer to the question being asked with this spell is beyond this reach, and the spell is successful, it will answer “Out-of-bounds”. E.g. a king asks a seer, with SC of 7, when the war will end. The seer’s player casts Foretell When successfully, the Spell-Casting Roll succeeding by 3. The spell’s maximum reach is therefore 7 months. The GM decides that the war will not end for many years yet, so the spell answers, “Out-of-bounds”.

3,2,2) HASTEN TIME

DISCIPLINE: Chronomancy
RANK: Dabblers (10)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SCx5 seconds)
RANGE: 2xSC metres and within sight
VOLUME: 1 person

For the duration, the target requires half the normal time to complete any action. His movement rate is doubled, and a +2 bonus applies to his Defence. The duration of any spell (or similar effect) acting upon him is halved.

3,2,3) REHABILITATE

DISCIPLINE: Chronomancy
RANK: Dabblers (10)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: 2xSC metre radius

This spell instantly repairs damage and disorder. It might be used to repair damage to a castle's gate from a battering ram. Or the contents of a room, strewn everywhere by a thief searching for valuables, might be returned to their rightful places.

This spell always returns things within the volume to their rightful state and place. This means the condition and position in which they spent most time through the last SC hours; therefore, damage and disorder predating this time cannot be undone. Repairs and organisation will be incomplete if constituent pieces and objects are not within the spell's volume.

Difficulty variants. If this spell is successfully cast at the following Difficulty:

- Proficient (15), damage and disorder within the last SC days can be undone;
- Expert (18), damage and disorder within the last SC months can be undone;
- Master (21), damage and disorder within the last SC years can be undone.

Casting these variants requires the following die: a broken object repaired by hand with care and love.

3,2,4) WITHER

DISCIPLINE: Chronomancy
RANK: Dabblers (10)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 person

This spell ages the target by X years, where X is the amount by which their Resistance Roll failed. The target will immediately feel older, even if the aging does not impede their capabilities noticeably. The GM must consider the target's lifespan and when decrepitude commences (see *Aging and Decrepitude* in the *Harms Beyond Combat* chapter). It is possible for this spell to cause death if the target is aged to or past their allotted lifespan. Conversely, this spell has no material effect on immortal targets.

Difficulty variants. If this spell is successfully cast at the following Difficulty:

- Proficient (15), the target ages 3X years;
- Master (21), the target ages Xd10 years.

Casting these variants requires the following die: the skull of someone who died at a great age for their race.

3,3) APPRENTICE RANK

3,3,1) DELAY INJURY

DISCIPLINE: Chronomancy
RANK: Apprentice (12)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (SC hours)
RANGE: Self
VOLUME: Self

This spell delays the damage of the next injury inflicted upon the caster such that its effects do not manifest themselves on the caster's body for SC minutes. The spell then ends. (If the spell is cancelled or dispelled early, the injury manifests immediately.)

Difficulty variant. If this spell is successfully cast at Proficient Difficulty (15), the next injury does not manifest for SC hours. Casting this variant requires the following die: a letter conveying an important message that was delayed.

3,3,2) FORETELL WHERE

DISCIPLINE: Chronomancy
RANK: Apprentice (12)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (varies)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self

Foretell Where acts in a similar fashion to Foretell What, but provides information relating to the geographic location of future events.

3,3,3) SCRY PAST

DISCIPLINE: Chronomancy
RANK: Apprentice (12)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC minutes)
RANGE: Self
VOLUME: Self

The caster enters a trance in which he can experience events that occurred in the past at his current location (or at another location for which he holds a vector). In the blink of an eye, his surroundings are transformed to those at the time and date in the past specified by him. (To subsequently shift to a different time and date, the spell must be recast.) The caster then witnesses events unfold in that timeframe for up to SC minutes, whereupon the spell ends and he wakes back in the present.

The caster is an invisible and intangible observer within his view of the past. He can move around within the location and use his senses of sight and hearing to witness events, but he cannot influence events in any way. The location that he can explore extends for only an SC metres radius from the point at which he cast this spell (or the original position of the vector). Beyond, there is only impenetrable darkness.

How far back into the past the caster can see is limited by the amount by which the Spell-Casting Roll is passed, as follows:

- 1 – up to SC days;
- 2 to 3 – up to SC months;
- 4 to 5 – up to SC years;
- 6 to 7 – up to SC decades;
- 8 to 9 – up to SC centuries;
- ≥ 10 – up to SC millennia.

E.g. a Spell-Casting Roll for a caster with SC 15 succeeds by 3. He can “travel” back in time up to 15 months.

Whilst in the trance, the caster’s body is immobile, blind and deaf – and vulnerable. He can still feel and smell so he may be shook awake or brought round with smelling salts. Alternatively, this spell can be cast on a large crystal ball or mirrored surface (e.g. a mirror or a still pool of water or mercury), in which case the view is displayed for all to see and the caster does not need to enter a trance.

3,3,4) SUSPENSION

DISCIPLINE: Chronomancy
RANK: Apprentice (12)
RESISTIBILITY: Resistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Infinite
RANGE: Touch
VOLUME: 1 creature or item

The target is placed in a state of suspended animation. It is unaffected by time and any external forces, including all profane magic spells except Reanimation.

If this spell is successfully cast at Proficient Difficulty (15), it can be cast upon an enclosed container, the dimensions of which do not exceed SC/3 metres, e.g. a treasure chest or small hut. Any contents are also put into suspended animation. Casting this variant requires the following die: water of ice taken from a frozen waterfall.

3,4) PROFICIENT RANK

3,4,1) FORETELL WHO

DISCIPLINE: Chronomancy
RANK: Proficient (15)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (varies)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self
DIE: Vector for a great leader

Foretell Who acts in a similar fashion to Foretell What, but provides information relating to the identity of actors in future events.

3,4,2) REANIMATION

DISCIPLINE: Chronomancy
RANK: Proficient (15)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Touch
VOLUME: 1 creature or item
DIE: Gong and mallet

This spell cancels a Suspension spell and reactivates the passage of time for the target that was under its influence.

3,4,3) REMEMBER PAIN

DISCIPLINE: Chronomancy
RANK: Proficient (15)
RESISTIBILITY: Resistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: 2xSC metres and within sight
VOLUME: 1 person
DIE: A piece of the caster's flesh, preserved in salt

This spell restores an injury that the target suffered in the past. The worst injury ever inflicted upon them suddenly appears on their body again, in all its visceral glory, as if it had just been inflicted. The target is struck by pain and the relevant Injury Penalty.

The injury cannot be dispelled and must be healed as normal.

3,4,4) SCRY FUTURE

DISCIPLINE: Chronomancy
RANK: Proficient (15)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (1 hour)
EFFECT DURATION: Revocable Finite (SC seconds)
RANGE: Self
VOLUME: Self
DIE: Hourglass that has measured 84 hours exactly

This spell works exactly as Scry Past but the caster's viewpoint is moved into the future, not the past. In addition, he may only witness events for SC seconds, not minutes.

3,5) EXPERT RANK

3,5,1) EXERT PRIMACY

DISCIPLINE: Chronomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self
DIE: Live cobra

When the GM asks for a Reactions Roll, the caster's player may instead make a Spell-Casting Roll for this spell, if he wishes. If this roll is:

- successful, the caster automatically starts his actions first, i.e. at zero elapsed seconds;
- failed, the caster starts his actions last.

Regardless of whether the Spell-Casting Roll was successful or not, the caster's first action in the timed situation must be to spend 1 second casting this spell.

3,5,2) FORETELL HOW

DISCIPLINE: Chronomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (varies)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self
DIE: Weapon used to assassinate a great leader

Foretell How acts in a similar fashion to Foretell What, but provides information relating to how future events take place.

3,5,3) HALT TIME

As the master rank spell in Wizardry.

3,5,4) SUMMON ANACHRONISM

DISCIPLINE: Chronomancy
RANK: Expert (18)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (2xSC seconds)
RANGE: 2xSC metres and within sight
VOLUME: 1 creature
DIE: Large fossil tooth or claw

This spell summons a huge reptile from an early phase of history, long before the Gods had populated the world with its peoples. The reptile looks quite like the Giant Lizard in *The Bestiary*, but is bipedal and much larger, standing 4 metres high and 12 metres long, and weighing 10 tonnes. It holds its body horizontally, stiff tail held out behind to balance the weight of its enormous jaws in front. These have teeth as long as short swords. Rather than having the lizard's waddling gait, this ancient reptile stalks like a bird, its two taloned feet taking long strides between victims. It has a pair of forearms but these are too stunted to be of consequence.

The reptile is always enraged by the spell's summons and, when it appears, will immediately attack whichever creature is before it. Consequently, the spell allows the caster to carefully position and orientate the reptile's appearance (this requires a vacant space of sufficient size). (If spell-casting is fumbled, the reptile will appear facing the caster.) The caster has no control over the reptile once it has been summoned. He may cancel the spell prematurely, of course – which causes the reptile to vanish back to its own time (as might a successful Dispel Magic spell).

The GM should base the reptile's characteristics on the Giant Lizard. However, its bite Attack is 15 with Attack Strength 17. It can run at 12 metres per second. It is of the Major Madness Class.

3,6) MASTER RANK**3,6,1) FORETELL WHY**

DISCIPLINE: Chronomancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Ritual (varies)
EFFECT DURATION: Irrevocable Instantaneous
RANGE: Self
VOLUME: Self
DIE: Private papers or journal of a great leader

Foretell Why acts in a similar fashion to Foretell What, but provides information relating to the causes of future events, and actors' motives.

3,6,2) PORTAL TO LIMBO

DISCIPLINE: Chronomancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Incantation (5 seconds)
EFFECT DURATION: Revocable Finite (2xSC seconds)
RANGE: 2xSC metres and within sight
VOLUME: 1 portal
DIE: Active bee hive between panes of clear glass

This spell must be cast upon a clearly defined and open portal, such as a doorway, gateway, archway or the gap between two menhirs. For the duration, creatures passing through the portal vanish. They enter an interstitial space between the realms known as Limbo, where time does not flow.

Any creatures that the caster has trapped in this way will emerge from Limbo the next time that he casts this spell (which need not be upon the same portal). The creatures will pass out of the portal in the order that they passed in before. For them, no time has elapsed.

Limbo seems to resent being manipulated in this manner. Whilst the caster has creatures trapped in Limbo then, each time that he passes through any portal, there is an EN% chance that the trapped creatures are ejected from Limbo, emerging from the portal after him.

3,6,3) REVERSE TIME

DISCIPLINE: Chronomancy
RANK: Master (21)
RESISTIBILITY: Irresistible
CASTING DURATION: Exclamation (1 second)
EFFECT DURATION: Revocable Finite (SC seconds)
RANGE: Self
VOLUME: Infinite
DIE: Death mask of someone who was resurrected

Each time the caster uses this spell, his body instantly ages one year. The spell causes the passage of time to reverse for SC seconds, and then flow forwards normally again. With the exception of the caster, everyone is unaware of any interruption in the normal flow of time and retains no memory of that which happened in the SC seconds that occurred, were reversed and are now being repeated. The caster, however, does retain his memory of what happened in those seconds and, when time starts to flow normally again, can change his actions if he wishes. The GM should ensure that events play out in the same way as before – except for any differences in the caster's actions and any consequences arising from those differences.

4) CURSED ITEMS CREATED BY ALCHEMY

If the casting of Alchemy's Skill Enhancement is fumbled, the usual effects of spell failure and fumbling occur. However – unusually – a magical item is still produced, though it is cursed. Such items have a magic bonus which is applied to Action Rolls in the normal way. However, if the item's bonus is +N then, when rolling 1d10 for an Action Roll, a natural result of X is treated as 1 if $X \leq (N+1)$. E.g. a character fires a cursed +3 long bow, i.e. N=3. If his player's Attack Roll die scores $N+1=3+1=4$ or less, then its result is changed to a 1. This obviously increases the chance of failure and fumbling.

Cursed items are indistinguishable from normal magical items, and the Identify Power spell will not reveal them as cursed. Consequently, an item's cursed nature is usually only discovered through its use. A player will quickly realise that the results of his character's Action Rolls, as described by the GM, are often far worse than his dice results would suggest. But, whilst a player may know that his character has a cursed item, the character may not – unless he has prior experience of cursed items or a good Magic Lore skill value. The character may think, instead, that he is unlucky or that a god is punishing him, and so on.

Unfortunately for the users of cursed items, it is not easy to be rid of them. The first time that a cursed item is used, worn, etc., a Resistance Roll (Double SD) versus a Difficulty of 15 must be made for the user. If this is:

- failed, the user becomes madly enamoured with the cursed item, and will want to make use of it (preferring it to better alternatives) and will not want to part with it – irrational as this may be. The user can attempt another Resistance Roll each year;
- passed, the user is able to view the cursed item rationally for one day, and can part with it if he wishes. If he uses the item tomorrow, he will be subjected to the curse again and must pass another Resistance Roll to avoid becoming madly enamoured with the item.

Profane magic cannot be used to dispel a cursed item's allure (this is the invention of the God of Chaos, and is far too powerful to be cancelled with a spell). Of course, whilst the owner will not willingly part with a cursed item, it could be stolen or removed by force...

Note that:

- if a piece of armour is cursed, its magic bonus worsens the wearer's Encumbrance Penalty, rather than reducing it;
- cursed items can have further Enhancement spells cast upon them, in the normal manner.

About three in one hundred magical items created with alchemy are cursed. If the GM is generating a magical item using the rules in the *Treasure* chapter, she should remember this when she comes to determine the item's bonus in the *Skill Enhancement* section in *Powers*. If her 1d100 roll scores 33, 66 or 99, the item is cursed.

5) LUCK REROLLS USING PLAYING CARDS

The following variation on the rules for Luck Rerolls might help to encourage good role-playing and provide interesting twists to the plot. It requires a standard pack of fifty-two playing cards.

Players exchange all of their LURPs for playing cards at the start of a role-playing session. Players do not choose cards, but instead take them blind from a shuffled deck. Players should keep their cards secret from the other players and GM until they are played. Any unplayed cards at the end of a session are returned to the deck, rather than being retained for the next session. Playing each card costs one LURP so, e.g. if a player uses two cards in a session, he will have two fewer LURPs (and cards) when he starts the next session. The effect of each card is as follows.

5,1) NUMBER CARDS

Playing a number card (i.e. 2 through to 10) of any suit acts exactly as a normal LURP, i.e. the player can force a die roll to be re-thrown.

5,2) PICTURE CARDS

Playing a picture card has a specific effect, as described in the following table. Usually, the GM should only allow one picture card to take effect at a time – that of the player who first thought of playing a card at that moment. It could be hard to adapt the plot to the playing of several picture cards at once, so better to require them to be played at appropriate intervals.

	<p>Spectacular fumble: A foe's action fumbles direly.</p>
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	<p>Shuffle: All players must replace any cards they hold, shuffle the pack, and deal them again. This card can be played immediately after another player has used one of his cards, to prevent it from being implemented.</p>
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	<p>Hilarious mishap: A sudden mishap ensues, causing slapstick hilarity. E.g. someone breaks wind, a chair leg breaks, a trouser belt snaps, etc. All witnesses abandon their actions, overcome with laughter.</p>
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	<p>Fumbling mage: The body of a robed and bearded person suddenly falls from sky, either landing on the PC's foe(s), or nearby so as to distract them.</p>
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	<p>Ally: The PC has an ally in a settlement close by who can provide aid. Perhaps a distant cousin lives in this town, or a merchant who owes a favour...</p>
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	<p>Clue: The GM must give the player a clue to the plot. This gift of information must be role-played, e.g. perhaps the PC overhears useful gossip, or finds a foe's notes or map...</p>
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Romance:
An NPC (or monster) falls madly in love with the PC.



Escape:
The PC suddenly sees a way of escape from pursuers. In the movies, this is traditionally to fall (or jump) off a cliff into a river far below – the pursuers either left thwarted at the cliff's edge or falling into the river like the PC but drowning in the torrent. Other scenarios can be devised by the GM.



Mistaken identity:
Foe(s) mistake the PC(s) for someone else.



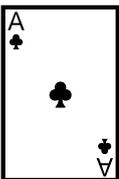
Useful item:
The PC spots, by chance, a really useful item just when he needs it, e.g. a key to the locked door, a healing potion or pouch of herbs, a money purse, a magic wand...



Plot twist:
The player can change the plot, inserting his own idea which the GM should try to adopt and incorporate, so long as it is credible.



Force card:
The player can look at the other players' cards, and force one card to be played as if it were his own.



Martyr:
The PC may defeat any opponent, at the cost of his life.



Monster attack:
A dangerous monster unexpectedly bursts onto the scene and engages the PC's foe(s). This gives the PC(s) an opportunity to withdraw and escape.



Heroic act:
The PC performs a heroic act – which will automatically succeed so long as it is heroic, fits the story and is well-role-played.



Cataclysm:
A natural disaster suddenly strikes, dramatically altering the situation. This might be a fire, flood, earthquake, volcanic eruption, meteorite impact, etc.

6) REPUTE

Characters (PCs as well as significant NPCs and monsters) have a special attribute – Repute (RP) – which they can try to develop. It starts at zero. The higher this attribute, the more widely-known is the character amongst the general population.

RP	LEVEL OF RENOWN
1 to 4	Well-known
5 to 7	Renowned
8 to 9	Famous
10	Legendary

RP increases as a character accomplishes heroic (or villainous) deeds, about which tales are told. If the GM feels that an accomplishment is sufficiently great, then she should increase the character's RP by one point.

The RP attribute is suffixed by an f, i or n – for “famous”, “infamous” or “neutral”. The GM judges whether, on balance, the character is best known for good or evil deeds, or whether they are not particularly associated with either. E.g. a village's healer might have RP=2f, reflecting her local fame. The Master of the Guild of Assassins might have RP=8i, reflecting his widespread infamy.

RP can be used as a bonus (or penalty) to certain Action Rolls – especially attempts to influence. If the GM feels that the character's fame, or infamy, would affect a die roll, then some or all of his RP can be added to or subtracted from the normal modifier. The GM chooses how much, depending on how well known the character is to those being influenced, and whether they view his reputation favourably or not. So, consider the village healer, whose RP=2f. If he haggles over a loaf of bread in the local bakery, the GM might let his player have a +2 bonus to his haggling Action Roll. If the same healer enters a bakery in the capital city, where he is unknown, the GM should take his RP to be zero in this circumstance. The Master Assassin is widely known throughout the land, however. The GM might allow his player to have a +8 bonus to his haggling Action Rolls, and also for similar rolls by his servants. Few tradesmen would want to overcharge this customer! However, his infamy might impede him in other circumstances. Imagine that the Master Assassin has finally been arrested for murder and hauled before the king for trial. His infamy might make it almost impossible for the king to acquit him – the GM applying a -8 penalty to any Influence Action Roll. Say that the Master Assassin manages to escape before he can be hanged. He flees into distant hills, sheltering in a hermit's cave. The hermit has never heard of this man, so his RP becomes zero here.

The GM should be very cautious about awarding points of RP for noteworthy deeds. First, she must consider if there were witnesses. Would they tell others? How fast would the tale spread? She must remember that forms of media are limited, e.g. the printing press is yet to be conceived. News spreads almost completely by word of mouth, though messages can be spread more quickly by courier-borne scroll, or magic. The only forms of mass media are town criers, posters, graffiti and, spreading more slowly, art works and (hand-written) books.

Second, increasing RP should be difficult. Characters that are well-known are likely to have accomplished many noteworthy deeds. Those who are renowned may have done some truly heroic (or villainous) acts. Songs are sung about famous people. Songs about legendary people are sung for centuries after their death. Whilst RP is ≤ 7 , it can be increased by doing

many noteworthy deeds. But for RP to be ≥ 8 , the number of deeds becomes irrelevant; it is the scale of the deed that matters. A single spectacular triumph might be enough to turn a nobody into a legend. A long career slaying wolves that take villagers' sheep might make a hunter renowned. More famous would be the novice hunter that slew a dragon. Likewise, if $RP \leq 7$, it will start to slowly decrease if the character does nothing noteworthy for long enough – the character being forgotten from the general population's memory. Once RP is ≥ 8 , it will not decrease until the character dies. For those with $RP=10$, even death cannot diminish their legend.

Third, having a high Repute is a two-edged sword. It can increase one's influence, but it can also bring one to the attention of powerful enemies...

Note that there are obvious parallels between the Repute attribute and Devotion skill, and it is conceivable that they could increase in parallel – especially if a character completes a quest for his god which is widely known, for example. However, they are independent characteristics and, just because one rises, the other need not.

7) SETTINGS WITH LESS MAGIC

The default rules have magic as a commonplace if not everyday thing. Though most people cannot use spells, the majority of PCs and significant NPCs will do so. Gods intervene in the affairs of men by granting their priests' magical prayers. And the world contains many inherently magical places to explore, or circumnavigate at a safe distance.

However, some GMs will prefer to run their game in a world where magic is a rarer thing. This can be done consistently by making the changes set out below. A GM of this mind-set can choose from two options: in an Uncommon Magic setting magic is encountered significantly less frequently than normal, and in a Scarce Magic setting magic is rarer still.

The GM should note that the life-expectancy of PCs will be curtailed in settings with less access to healing magic. For this reason, the following options do not restrict healing with herbs or crystals.

7,1) CHANGES TO CHARACTER GENERATION

These changes apply to the standard and optional PC races.

7,1,1) ADVANTAGE FOR MAGIC SKILLS

Magic skill advantage tier is worsened as follows:

- For an Uncommon Magic setting: modify a character's magic skill advantages by one tier towards the negative. Thus advantaged becomes not advantaged, etc. Strongly disadvantaged becomes impossible, i.e. the character cannot use or develop this skill (cross it out on the Character Sheet). So, a human's default for all magic skills changes to not advantaged if he is a magician, disadvantaged if he is a jack and strongly disadvantaged if a fighter.
- For a Scarce Magic setting: modify characters' magic skill advantages by two steps to the negative. Thus, all of a human fighter's magic skills would be impossible to use, unless he personalises one of them, improving it to strongly disadvantaged.

7,1,2) STARTING SPELLS

Starting spells and disciplines are limited as follows:

- For an Uncommon Magic setting: modify the PC's Status Rank by -3 (minimum of 1) for the purpose of determining his starting spells. Thus a rank of 7 becomes 4. Limit the number of starting disciplines to 2.
- For a Scarce Magic setting: modify Status Rank by -4 (minimum of 1). Limit the number of starting disciplines to 1.

7,2) CHANGES IN THE MAGIC CHAPTER

7,2,1) SPELL ACQUISITION

Acquisition of spell transcripts should be harder than normal in an Uncommon Magic setting. E.g. the Guild of Mages does not exist, because magicians do not collaborate but individually guard their spells as a source of rare power. In a Scarce Magic setting, the use of profane magic should be outlawed.

7,2,2) SPELL-CASTING FAILURES

The loss of spell-casting ability following a spell-casting failure is lengthened as follows:

SPELL RANK	UNCOMMON MAGIC	SCARCE MAGIC
Novice	Z minutes	Zx10 minutes
Dabbler	Zx10 minutes	Z hours
Apprentice	Z hours	Zx10 hours
Proficient	Zx10 hours	Z days
Expert	Z days	Zx10 days
Master	Zx10 days	Z months

7,2,3) HUNT INTERSECTION

The Hunt Intersection spell in the Nature discipline (see the *Advanced Magic* chapter) becomes master rank in an Uncommon Magic setting. In a Scarce Magic setting, it does not exist.

7,2,4) DEVOTION

Devotion skill advantage tier is modified thus:

- For an Uncommon Magic setting: Devotion skill is always disadvantaged.
- For a Scarce Magic setting: Devotion is always strongly disadvantaged.

7,3) CHANGES IN THE GM CHAPTER

7,3,1) INTERSECTIONS AND LEY LINES

In an Uncommon Magic setting, there are far fewer ley lines so intersections are incredibly rare. In a Scarce Magic setting, ley lines and intersections have "switched off". There are legends of their existence, and perhaps geological evidence of their previous activity, but no active magic is associated with them.

7,4) CHANGES IN THE BESTIARY

7,4,1) CREATURES' SPELL-CASTING

For simplicity, it is suggested that creatures' Action Rolls are not advantaged, even for Spell-Casting Rolls. However, their SC is reduced as follows:

- For an Uncommon Magic setting: creatures' SCs are modified by -3.

- For a Scarce Magic setting: creatures' SCs are modified by -6.

7,4,2) NON-PLAYER CHARACTERS

The advantage tier of NPCs' magic skills match those of PCs, i.e. worsened by one tier in an Uncommon Magic setting, and two tiers in a Scarce Magic setting.

7,5) CHANGES IN THE TREASURE CHAPTER

7,5,1) COMPOSITION

The chance of an item being magical is modified as follows:

- For an Uncommon Magic setting: the chances are halved, e.g. 2% for a mediocre Treasure Rating.
- For a Scarce Magic setting: the chances are one-tenth normal, e.g. 1% for a normal Treasure Rating and zero for mediocre and worse.

8) SEVENTH SON OF A SEVENTH SON

When a Player Character (of the standard PC races) is being generated, the GM should watch the player's first 1d100 roll for selecting status. If the unmodified result is 100, then the PC is the seventh son of a seventh son (or the equivalent for a daughter). He will have magical powers as a result.

The first such power is the ability to make enhanced Luck Rerolls. If the PC's player makes an Action Roll in a relatively unimportant situation, and throws a natural 10, he can choose to save that result till later for an Action Roll in a more important situation. If he decides to do this, the unimportant Action Roll is automatically taken to be a natural 1. Later, in an important situation where the PC's Action Roll was poor, the player can spend a LURP to substitute the result of 10 for the poor result and achieve a better outcome. He may bank multiple 10s in this way, up to a maximum equalling his LU attribute.

E.g. a seventh son of a seventh son is arguing with a smith over the price of a sword. His player makes a haggling Action Roll and scores a 10. He decides to save this result for a more important situation, so he makes a suitable note on his *Character Sheet*. The result of the roll is now taken to be a 1 – an automatic failure – and his Fumble Roll produces a fumble. The PC ends up paying three times the going rate for the sword. Much later, the PC is fighting a Fire Dragon, and the GM has made a devastatingly successful Attack Roll for its bite. In response, the PC's Defence Roll fumbled. His player decides that the bite could well be fatal, and now is the time to use a LURP to substitute the 10 that he has saved for the 1 that he rolled...

A seventh son of a seventh son will have further powers too – but the type of these powers will depend upon whether his nature tends towards good, evil, law, chaos or neutrality (see *Alignment* in the *Magic* chapter).

None of these powers should become apparent to the PC until he reaches a certain age, chosen by the GM (letting the GM monitor the PC's behaviour for a while to select which set of powers to give them). Some of the powers will also become more powerful as the PC ages. The GM should not automatically make the PC aware of his powers, but she can give out clues over time. The PC may not even know that he is the seventh son of a seventh son...

8,1) TENDING TO CHAOS: SKIN-CHANGER

The PC's eyebrows grow together into a monobrow.

The PC is a lycanthrope, as if a Become Lycanthrope spell had been cast upon him. However, the PC can choose to transform into different types of lycanthrope, rather than just one – with his range of potential forms increasing with his experience of his powers, as follows:

DECADE WITH POWER	LYCANTHROPE TYPES
First	Wolf, Cat
Second	Wolf, Cat, Bear, Rat
Third and subsequent	Wolf, Cat, Bear, Rat, Bat, Walrus

E.g. say the PC gains his powers when he becomes 23 years old (although he will have had the monobrow since birth). When he turns 33, he gains the ability to turn into a Were-Bear and Were-Rat, and their associated beast forms. When he turns 43, he will also be able to use the Were-Bat, Were-Walrus and associated beast forms.

8,2) TENDING TO EVIL: WITCHMARK

The PC has a birthmark in the shape of a crescent on their body – usually in a hidden place, such that the PC may be unaware of it.

Their Curses skill is strongly advantaged when casting spells relating to demons (e.g. Summon Demon but not Absorb Poison). They are immune to Demonic Wrongness, i.e. they suffer no HI penalty from proximity to demons, and nor do they develop a Wrongness field from summoning them. Lhachelang weapons are slaying versus the PC (see the *Treasure* chapter).

Whenever a Magic Injury is rolled for the PC or someone within their immediate vicinity, and the resulting value of X (i.e. the Damage Score plus 1d100) is an odd number rather than even, a demon is instantly summoned into the Natural Realm. It always appears somewhere within 1 kilometre of the PC. The Class of the summoned demon increases with the PC's experience of his powers, as follows:

DECADE WITH POWER	1d100	CLASS OF DEMON
First	01 to 70	I
	71 to 100	II
Second	01 to 50	I
	51 to 80	II
	81 to 100	III
Third and subsequent	01 to 40	I
	41 to 70	II
	71 to 90	III
	91 to 100	IV

8,3) TENDING TO NEUTRALITY: FEY-GRACE

Once per day, the PC is able to summon a gnome, salamander, sylph or undine (see *Fey* in *The Bestiary*). Summoning a gnome requires the PC to be standing on soil or stone; summoning a salamander requires the presence of a naked flame; a sylph requires the PC to be in the open air; an undine requires the presence of a stream, pond or larger waterbody.

The fey appears before the PC. It will treat him as if he is kin, and they will be able to understand each other's speech.

In addition, if the PC memorises any of the following four spells – Earth Bolt, Fire Bolt, Lightning Bolt or Water Bolt – he is automatically able to cast them as exclamations without penalty, and never needs dies. His Spell-Casting with these spells has a minimum value, which varies with the PC's experience of his powers, as follows:

DECADE WITH POWER	MINIMUM SC
First	8
Second	11
Third and subsequent	14

8,4) TENDING TO GOOD: HEALER

The PC's Healing skill is strongly advantaged when casting spells that heal or ease suffering (e.g. Ignore Pain but not Armour Tattoo).

The PC is a regenerating creature (see *Vulnerability* in *The Bestiary*), though slower than usual. Once per day, on waking, he rolls 1d10 and, if the result is 1, his most severe minor or major injury will have been regenerated whilst he slept.

Once a day, the PC can lay on hands, and heal a single injury on a person or creature that he touches. The severity of the injury varies with the PC's experience of his powers, as follows:

DECADE WITH POWER	WORST SEVERITY
First	Medium
Second	Major
Third and subsequent	Mortal

8,5) TENDING TO LAW: PROPHET

The PC receives visions of the future. They always relate to future events which will be very significant in his life, or to events that will change history on a grand scale, e.g. assassinations of kings, declarations of war, natural disasters, etc. (The GM should ensure that the foreseen events happen, even if the PC tries to intervene. He might be able to mitigate some of the harm, rescue a few people, etc., but he can never stop the events from happening.)

When these visions of the future occur, they last for a few seconds, during which time the PC is totally incapacitated.

The PC also develops an increasing resistance to madness as he ages. The Severity, SV, of the PC's madresses never exceeds the following value, which varies with the PC's experience of his powers:

DECADE WITH POWER	MAXIMUM SV
First	7
Second	3
Third and subsequent	0



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SUMMARY OF ATTACK PROCESS

<p>1. Calculate the Attack.</p> <ol style="list-style-type: none"> a. Add the relevant melee combat skill to AG. b. Apply any relevant modifiers, i.e. add up the following: <ol style="list-style-type: none"> i. HI (including Encumbrance, Injury, Exhaustion and Weakness Penalties, plus any miscellaneous penalties); ii. Strength Penalty (mST-ST); iii. Secondary Damage Type Penalty (-2); iv. Location Penalty (0, -1 or -2 for a 1st division body location, -4 for 2nd, -6 for 3rd; halve for short range missile/thrown attack, double for long range); v. Magical weapon bonus; vi. Off Hand Penalty (-2); vii. Simultaneous Attack Penalty (-2 per attack).
<p>2. Calculate the Defence.</p> <ol style="list-style-type: none"> a. Double AG. b. Apply any relevant modifiers, i.e. add up the following: <ol style="list-style-type: none"> i. HI; ii. Strength Penalty (mST-ST) in melee; iii. Magical weapon bonus in melee; iv. Off Hand Penalty (-2) in melee; v. Is the Defence divided between simultaneous attacks (limited by calling)? vi. Is the defender making a parry, or a brute force attack?
<p>3. Make the Attack Roll, throwing 1d10+Attack.</p>
<p>4. Make the Defence Roll, throwing 1d10+Defence. (Use Nimbleness for a creature or 2xAG for an NPC.)</p>
<p>5. Hit or miss? If the Attack Roll:</p> <ul style="list-style-type: none"> • beats or equals the Defence Roll, the attack hits; • is less than the Defence Roll, the attack misses.
<p>6. Calculate the Damage Score.</p> <ol style="list-style-type: none"> a. If the attack hit, add up the following: <ol style="list-style-type: none"> i. Difference between the totals of the Attack and Defence Rolls; ii. Attack Strength; iii. Target's size (-8 if huge, -4 if large, +4 if small, +8 if tiny); iv. If the attacker was charging, add his movement rate; v. Is the attacker making a brute force attack? b. Cross-reference the Damage Score with the Armour Combination on the relevant Damage Table. Use the most protecting AC, remembering that a body location could be protected by different types of armour, and considering layering of armour also.
<p>7. Describe the resulting injury, remembering:</p> <ol style="list-style-type: none"> a. Fatal injury – instant death; b. Mortal injury: <ol style="list-style-type: none"> i. Fast – death after COx10 seconds (of unconsciousness if 1d10>CO); ii. Slow – as Fast but death after CO minutes; c. Major injury – loss of current action and -5 Injury Penalty; d. Medium injury – 2 second delay to current action and -2 Injury Penalty; e. Minor injury – 1 second delay to current action and -1 Injury Penalty; f. Glancing blow – 1 second delay to current action; g. 3 x Damage Score gives the percentage chance of: <ol style="list-style-type: none"> i. an additional mental injury if struck on the head; ii. dropping a held item if struck on the hand; iii. being knocked down if struck on the lower leg or charged.

