

Aperita Arcana

a supplement for the Monsters & Magic roleplaying game



*by Travis S. Casey
and Julian A. G. Stanley*

Within these pages, you will find:

26 new classes and sub-classes, from Arbiter to Wandering Sage

*15 unique new races, from the high-flying Korbati raven folk, to
the deep-sea dwelling Informis mimics*

*over 200 spells, including classics such as Animate Dead,
Fireball, and Polymorph Other; and new spells such as
Consign the Soul, Invocation of Wrath, and Sustain the
Faithful*

*over 100 magic items, each created as an example of the
Monsters & Magic item creation rules*

... and much more!



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EGG 1001-0

APERITA ARCANA

unearthed new classes, races, spells, and other material for
the *MONSTERS & MAGIC* RPG

by Travis S. Casey and Julian A. G. Stanley



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Dedication

To Brian Jacoby, friend and inspiration. You were taken from us too soon. The mercatant class is dedicated to you, the finest merchant we knew.

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Julian's Thanks

Once again, a big thank you to my family for supporting me in this endeavor, and to all of the friends that have jumped on the Ebon Gryphon Games fan band wagon. All of you rock! Another special thanks to all of our great playtesters who've stuck with us as we've made up stuff and tossed it at them (even during gameplay), for their patience in sussing out contradicting rules, and for bearing with us on the occasions we found ourselves temporarily mystified by we had previously written. Biggest thanks of all, of course, goes to my partner and friend, Travis Casey, who is a freaking RPG genius and as big a fan of terrible puns as I am. And thank you, EGG fans for buying this product!

Travis' Thanks

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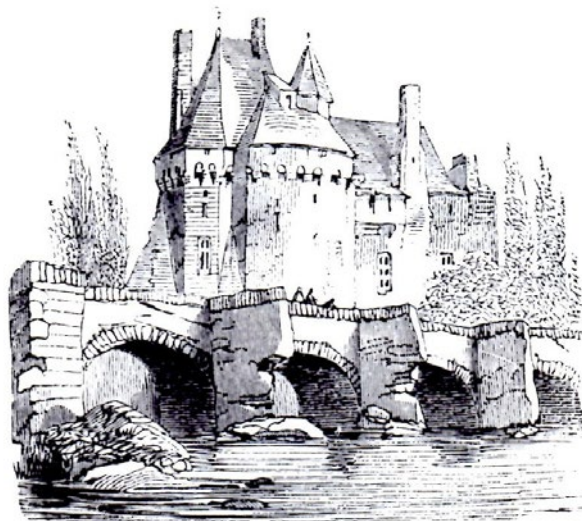
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PREFACE

When I saw an ad for a new RPG titled *MONSTERS & MAGIC* on Facebook early in 2013, I was interested by the cover art and by the description of “cutting edge rules” that would be usable with classic *D&D* modules. The previews on the Mindjammer Press web site looked good, and a little research showed that Sarah Newton, the author, had previously written a few well-received games based on the Fate system—a system that I quite liked (and still do!).

What I had no inkling of at the time was how *MONSTERS & MAGIC* would inspire me. Within days of the PDF release, I was delving into the rules, seeing wonderful possibilities in them and peppering Sarah with questions on the game’s G+ community. I wrote my first class for it that week (the Bladamage, which you will find within these pages), and suggested a few alternative rules in answers to the questions of others.

My friend Julian joined me in making new classes, and we began work on a monster book. I toyed with the idea of launching a Kickstarter for it... and then I was laid off from my job at the time.

That was the spur that led me to take our monster book idea to Kickstarter as *COLLECTANEA CREATURAE*. There, we promised a book of classes and races as a stretch goal. At the time, we had a half-dozen or so classes and a couple of race ideas. As additional stretch goals, we promised spells and magic items... and we hit all those goals!

I joked a few times on our Kickstarter that Julian and I didn’t know when to quit... and because of that, *APERITA ARCANA* now boasts 26 classes, 15 races, over 200 spells and over 100 magic items, and a host of new rules options, variants, and GM advice—a far cry from the ‘few new classes and races’ we’d originally envisioned and promised!

It’s been a long road to get here, with some odd bumps along the way, but overall, it’s been a good trip... and made more so by the fans we’ve picked up along the way! As with *COLLECTANEA CREATURAE*, there will be a *Fate Core* version of this book as well, coming in early 2015. After that, look for *VINDICIS ET VEXATORIS*, coming in 2015 for *M&M* and *Fate Core*!

Alea data est, nunc iace! (The die has been passed, now *you* roll it!)



Travis S. Casey
Tallahassee, January 2015

I NTRODUCTION

Welcome to *APERITA ARCANA* for *MONSTERS & MAGIC*! We've packed a lot into this book, so here's a quick overview, and some helpful notes about why some things are the way they are.

Chapter 1: New Classes & Sub-Classes gives a variety of new sub-classes for the existing *M&M* classes, followed by new base classes, and sub-classes for some of those. We've provided each with a variety of advancements, extending to epic scale at the very least. If you're looking to enhance the existing *M&M* classes, you can also 'borrow' appropriate advancements from these new classes and incorporate them.

Chapter 2: Races, New & Old introduces a variety of new races for use in your games, and adds 'racial advancements' for the existing *M&M* races, fleshing them out a bit further. There's also an option for creating mixed-blood characters, who have 'just a little' ancestry from a different race.

Chapter 3: Wicked Barbs, Withering Glances, & the Cut Direct expands on the use of *M&M*'s Mental Hit Points and Mental Defence to run social combat. It introduces the idea of utilizing 'social space' in *M&M* to add complexity to social combat and socially-focused scenarios, covers how to build socially important NPCs without necessarily having to make them be of a high level, and offers some suggestions on how to run specific types of social situations, including trials and gambling.

Chapter 4: Equipment has the expected equipment lists, but also provides some ideas about taxes and adventurers, living expenses, selling goods that the PCs have acquired, and using improvised equipment. Since we've introduced several aquatic races, there's also a section focusing on equipment appropriate for adventures taking place in an underwater environment.

Chapter 5: New Rules & Variants is a bit of a grab-bag. You'll find help and ideas for running aquatic and aerial adventures, importing the concept of success with consequences from other RPGs, a section on languages and scripts, and a number of small sections on ways to twist the rules to adjudicate some of the more complex situations

that often come up during gameplay. Also located within this chapter are generalized advancements useful for many sorts of characters, including a section on alignment-based advancements.

Chapter 6: Clerics, Religion, & Other Things Divine talks a bit about designing deities for your campaign, with several examples for GMs who want something ready to go. In addition, this chapter provides an overview of the various sorts of divine classes in the *M&M* core book and introduced in this book, suggestions for how they might relate to each other, and concludes with thoughts on using churches and religious organizations in play.

Chapter 7: Magic, the Basis of Fantasy is a bit of a toolbox, discussing how to tweak the magic system for your campaign, introducing cantrips to *M&M*, and expanding on ceremonial and ritual magic. We've also introduced a spell creation system, which can be used either to determine an appropriate level for a spell, or to add improvised magic to the game. Finally, there's an overview of each of the different magical classes, in addition to a selection of magic-focused advancements.

Chapter 8: Magic Items introduces the idea of drawbacks on magic items, and then provides over a hundred examples of magic items for GMs and players to use as is or find inspiration in, each with its cost in treasure points worked out using the rules from *M&M* (and a few rules tweaks we've added).

Chapter 9: Spells, New & Old gives over 200 spells, all with their levels worked out via the spell creation system outlined in Chapter 7. Many of these are 'classics' from *D&D* adapted to *M&M*'s Effect Engine, others are original creations, and even more are re-imaginings of classic *D&D* spells.

Lastly, we've created some **Appendices**, giving ideas on how the various races presented here, in the core *M&M* book, and in *COLLECTANEA CREATURAE* might relate to each other, and what their heights, weights, and lifespans might be. We've also broken down the spells from Chapter 9 by school/sphere, for your convenience.

Philosophy (or How to Use This Stuff)

That's *what's* in this book. But while there's a ton of stuff, and you can easily just take it all and use it, our major goal in writing this book has been teaching how to fish: that is, showing how the Effect Engine can be used to handle various situations, and how the trait system of *M&M* makes it easy to expand on the game.

Everything in this book is meant for you to take apart, put back together, tinker with, hack, and kit-bash to your heart's content. We've specifically chosen to 'show our work' on how we created the magic items and spells, so you can easily modify them if they don't fit your vision for magic in your world. In the same way, you should feel free to add or remove advancements from the classes, change classes around, use some of them but not others, and so forth. The

same applies to our races: use some of them, take things you like about them and apply them to the races from *M&M* and *COLLECTANEA CREATURAE*, and use them as examples of how to build your own.

None of what's in this book is 'official'—and honestly, part of the Old School of RPG play is that 'official' basically means 'what you can assume will be in use at conventions'. House rules are a grand part of the Old School tradition, and this book follows in that vein. It's not holy writ. Just because it's been printed on paper and bound in a book doesn't mean you shouldn't treat it just as you would postings on an Internet board: take what you like and use it, change or ignore the stuff you don't like, and, above all else, remember that *if you're having fun, you're not doing it wrong!*

CHAPTER 1: NEW CLASSES & SUB-CLASSES

The core *MONSTERS & MAGIC* book provides the traditional selection of *D&D* classes—but there are many possible roles for adventurers that lay outside of or combine a few of those. The mechanics of *M&M* support a range of activities much greater than those of traditional *D&D* as well, and we wished to create classes that would take advantage of those expanded areas of play. In particular, we wished to introduce classes with stronger socially-oriented abilities (the

Cultist, Duelist, Minstrel, and the Arbiter and its sub-classes), classes that take advantage of the Effect Engine's effect system to do magic (the Bladamage, Blood Mage, Elementalist, Enchanter, and others), and classes centered around knowledge skills (the Wandering Scholar and its sub-classes, along with the Religious Scholar).

Below, we present a variety of new sub-classes for *M&M*'s existing classes, and include our new classes and their sub-classes.

Cleric Sub-Classes:

CULTIST

Prime Attribute:	Charisma
Secondary Attribute:	Wisdom
Physical Hit Points:	d6
Mental Hit Points:	d8
Starting Money:	1d6 x 10 gp

A consummate manipulator, you use the trappings of known religions to recruit, seduce and coerce others to your cause. Others flock to you with a zealous need for your brand of salvation. You care little for their souls, but more about what they can do for you. Should you ever lose your flock, there are always more downtrodden souls out there in search of spiritual salvation. After all, the most fervent believers make the best soldiers.

Restrictions: You may not be of a Good alignment. Shifting to a Good alignment causes a cultist to reject their cult and instead become a Religious Scholar (p 10).

Cultist Traits

- *My Followers Are My Weapons:* you have no weapon or armour proficiencies. Instead, you use *My Many Zealous Followers*—see below.
- *Charismatic Personality:* for some reason, people listen to what you have to say, even when you don't really have that much to say. You may use CHA instead of INT when arguing, even about intellectual topics.
- *Incite Fervour:* you may use your WIS to create helping bonuses in combat and other activities.
- *Read and Write.*
- *Manipulative:* you count as having a weapon in social combat when accompanied by your followers. See *My Many Zealous Followers*.
- *Others Were Meant to Serve:* you have mental armour in social combat. See *My Many Zealous Followers* below.

Choose one of the following:

- *Political:* your movement believes that kingdoms should follow its doctrine if the world is ever to become the paradise it was meant to be. Use this as a trait bonus for political actions, knowing who the power players are, and so forth.
- *Doomsday:* your movement is based around preparing for the soon-to-come world-ending disaster or the cataclysm heralding the end of all things. Use this as a trait bonus for knowledge about prophecies about the end and things related to it.

So I've Got a Cult—Now What?

As a Cultist, your primary means of getting things done is your followers. Most of your advancements are likely to be about your followers and what *they* can do, rather than what you personally can do, but this is *not* a requirement—if you wish, you can take normal personal advancements.

Don't forget that acting through your followers allows you to split effect points among multiple targets! This essentially gives you an area of effect attack, following the rules on *M&M* p 59—but one where you can pick and choose your targets individually.

The same applies when performing helping actions—you can make multiple helping actions at once, splitting your followers up to help different PCs. If you've taken *Skilled Follower* multiple times, the GM should allow you to 'provide' skills to PCs in different locations, by sending the appropriate followers with them.

- *Destructive:* your movement believes that certain people, aspects of society, or entire cultures must be destroyed in order to make the world a better place. Choose what it is your cult believes must be destroyed. You may treat that thing and representatives of it as a favoured enemy.

Cultist Advancements

- *Tenets of Power:* you have a basic understanding of magic and have incorporated it into your religious doctrine. Choose one type of magic: cleric, druid, magic user, or specialist magic user. You are considered knowledgeable in the practices and trappings of your chosen magic, and you use such knowledge in your doctrine to convince converts of the 'truth' of your teachings. You gain cantrip-level magic in your chosen type, allowing you to create brief, non-combat effects. Your spellcasting attribute is WIS.
- *Cult Knowledge:* you gain knowledge of religions, specializing in the practices and beliefs of small cults such as your own.
- *Extort the Faithful:* when you need a piece of equipment or a service, you may make a CHA check, including your *manipulative* weapon bonus. If your total is equal to or greater than the gold piece cost of what you need, one of your followers provides you it

for free. You retain the use of the item or service for the rest of the session, or longer if the GM decides it makes sense.

- **Skilled Follower:** you have a follower who is trained in a practical skill. Choose the skill (e.g., blacksmithing, carpentry, lockpicking, breaking and entering....) when you take this trait. Via your follower, you may take actions using that skill with a trait bonus. Since this is the follower's skill and not yours, you do not have access to it if you are separated from your followers—however, it's also possible for you to use it 'remotely' by sending your follower to do something.
- **Master Manipulator** (heroic scale): you may use your followers' social weapon bonus even when your followers are not actually with you.
- **Second-in-Command** (heroic scale): you gain a follower who is more useful than your other followers, and helps you to manage them. If you have *Skilled Follower*(s), you may convert one of them into your second-in-command once you have reached heroic scale, replacing the *Skilled Follower*. This is a sidekick (*M&M* p 70).
- **Ascension** (epic scale): You have gained abilities due to a combination of the belief of your followers and magic or a pact with a powerful being. You become a Champion, gaining the *Champion of the People* trait (p 57). You may now take Champion advancements when you advance. This does not count as multi-classing.
- **Acquisition of Power** (epic scale, requires *Tenets of Power*): between your own researches and the belief of your followers in you, you have begun to acquire actual magical power. You gain the spellcasting powers of a 5th level cleric, druid, magic user, or specialist magic user—the same type of caster that you chose for *Tenets of Power*. Regardless of which type you have, your spellcasting attribute is WIS. If you have cleric powers, you must define your god(s)—who may be new ones that have been created by the belief of your cult! Regardless of type, you advance a level of spellcasting power with each new level you gain. You may not take this trait more than once, and cannot take both it and *Ascension*.

Other Advancements

- *Air of Mystique* (p 125).
- *Everyone's friend* (p 125).
- *Faithful* (p 125).



- *Leave me out of this!* (p 124).
- *Skirting the law* (must be Neutral with respect to Law and Chaos; p 124).

My Many Zealous Followers

As mentioned above, your followers are your weapon and armour. In game terms, they're treated as such. The *Zealous Followers* table should be used for weapon and armour ratings, based on your scale (determined by level) and the quality of your followers.

If you have a **Political** cult, then you are rated as having a Good social weapon, Middling social armour, Poor physical weapon, and Middling physical armour when accompanied by your followers.

With a **Doomsday** cult, you have a Poor social weapon, Middling social armour, Middling physical weapon, and Good physical armour.

With a **Destruction** cult, you have a Middling social weapon, Poor social armour, Good physical weapon, and Middling physical armour.

Example: Xylia, a 6th level cultist with a *Political* cult gains a +2d6 weapon bonus with social attacks where the cult can be helpful, and +3 social armour. Physically, the cultists' immediate followers are worth a +1d6 weapon, and +3 armour.

Your followers are treated as normal followers (*M&M* p 70). For mechanics purposes, you have a number equal to your level, but the actual number is higher (essentially, your followers are lower quality than normal). Should you be deprived of all of them, then you lose the benefits granted by *My Many Zealous Followers* until you can replace followers.

Table 1: Zealous Followers

	Adventure	Heroic	Epic	Legendary	Mythic
Good	1d8/+2	2d6/+5	2d8/+7	2d10/+9	3d8/+12
Middling	1d6/+1	1d10/+3	2d6/+5	2d8/+7	2d10/+9
Poor	1d4/+0	1d6/+1	1d8/+2	1d10/+3	1d12/+4

RELIGIOUS SCHOLAR

Prime Attribute:	Wisdom
Secondary Attribute:	Intelligence
Physical Hit Points:	d4
Mental Hit Points:	d10
Starting Money:	1d6+2 x 10gp

Some clerics choose to serve their gods through the gathering and spreading of knowledge—about the beliefs and practices of their religion, the wants of the gods, and knowledge that can help their fellow believers. Some choose to cloister themselves away with others of similar bent, but there are others who venture out into the world to help their fellow men and women. You are one of the latter, set on using your knowledge to do good works.

Restrictions: You may not be of an Evil alignment. In addition, your order requires vows. Take three of the following vows:

- *Charity:* you are required to render what aid you can to the poor and others in need.
- *Chastity:* you may not become married, nor have sexual relations.
- *Mercy:* you may not kill, unless absolutely required to for self-defense. In any case, before killing, you must offer the opportunity to surrender if at all possible.
- *Obedience:* to your religious superiors, even when you disagree with them.
- *Poverty:* you may not accumulate more wealth than you need, and must live simply. In game terms, you may not keep more than 20 gp at a time, and may not acquire accoutrements beyond a staff, robes, and necessities of travel. You may have a riding horse, donkey, or other such mount, but not a war mount. If holy relics or other magic items come into your hands, you may keep them, but must use them for the common good.
- *Purity:* you may not use arcane (non-clerical) magic, nor allow it to be used upon yourself. You may use this as a trait bonus when resisting magic being cast upon you.
- *Silence:* you may not speak. You may communicate via sign language or in writing. Give yourself *Sign Language* as a bonus language in which you are fluent.
- *Temperance:* you may not drink alcohol, nor use any sort of mind-altering drug. This includes potions with mental effects.
- *Truthfulness:* you may not tell a direct lie, nor give deliberately misleading answers to direct questions.

Religious Scholar Traits

- *Use Quarterstaves and Daggers.*
- *Use no armour.*
- *Read and Write.*
- *Religious Knowledge:* you are well-versed in the theology, dogma, and ceremonies of religion, even the more esoteric or obscure ones. Gain a trait bonus when dealing with or knowing about such matters.
- *Secular Knowledge:* choose an area your character is knowledgeable in. This should be something relevant to helping others—law, agriculture, psychology, etc. It may not be a field of magic or war.

Religious Scholar Advancements

- *Wisdom in All Things:* when making a persuasive argument, the religious scholar may use WIS instead of CHA. This applies only if the argument is in keeping with one of the religious scholar's

vows—for example, persuading a crowd to spare someone for a scholar with a vow of *mercy*, or persuading people to help those in need with a vow of *charity*.

- *Decipher Languages:* this counts as a trait for deciphering any writings.
- *Skilled Researcher:* in any situation where characters are performing research as an incremental check, a religious scholar can make two checks in each period.
- *The Gods Are Watching:* when attempting to intimidate or resist intimidation, the religious scholar may use WIS and gain a trait bonus.
- *Holy Sermon* (heroic scale): you can inspire people to great efforts by telling the stories of your faith. By this means, you may grant helping bonuses at scale, helping scaled entities or all those nearby with a single action. These helping bonuses apply only when the goal being helped with is in line with one of the scholar's vows. Said sermons may also be used to perform mental healing, working via the first aid rules (*M&M* p 38).
- *Armour of Faith* (heroic scale): you may use WIS to determine your physical defence rather than DEX. You may choose to roll defence against a physical attack *after* seeing the result of the attack roll, but if you do so, you must take what you roll. If you were required to roll defence already, this allows you to roll again, but you must still take the second roll's result even if it is worse.
- *Divine Inspiration* (heroic scale): once per session, you may make a knowledge roll that would normally require research without having to take time to do research.
- *Integrity of Mind* (heroic scale): you gain +5 armour against mental attacks. You also gain a trait bonus to resist all mental attacks.
- *To Live by the Sword is to Die by the Sword* (heroic scale, requires *Armour of Faith* or *Integrity of Mind*): when you successfully defend against an attack with your *Armour of Faith* or *Integrity of Mind*, you may riposte against the attacker (*M&M* p 47) as a minor consequence to them, causing the same sort of damage that the attacker was attempting to inflict.
- *Holy Proclamation* (epic scale, requires *Holy Sermon*): you may use the effects of *Holy Sermon* at epic scale and above (when you achieve a level appropriate to higher scales), through the means of writing proclamations about the faith to be read throughout an area.
- *Faith of the Masses* (epic scale, requires *Holy Proclamation*): by means of a *Holy Proclamation*, you may create a scaled effect representing the aid of the faithful on a scaled task. This effect is applied to appropriate construct(s).
- *Quiet Example* (epic scale): you may help others, as per *Holy Sermon*, without actually doing anything—simply by the example of your own actions, or even lack thereof. This does not require you to have the *Holy Sermon* advancement. If you have *To Live by the Sword is to Die by the Sword*, you may choose to use consequence points from a failed attack against you to help others instead of for a riposte.
- *By My Blood Be Sanctified* (epic scale, requires *Quiet Example* and *To Live by the Sword is to Die by the Sword*): once per session, when you are attacked, you may waive your defence, defending with an effective defence roll of 3. When you choose to do so, you receive effect points equivalent to those that your attacker generates, which you may then spend via *Quiet Example* and/or *To Live by the Sword is to Die by the Sword*. Regardless of how you spend these, you take the full damage and effects from the attack. However, even if the attack kills you, you still may spend the effect points you gained.

When using this ability, *Quiet Example* may be used to heal not only mental damage, but also physical damage on those it is being used to assist.

Other Advancements

- *Well-traveled*.
- *Faithful* (p 125).
- *Patient restraint* (must be Lawful; p 124).
- *Shining example* (must be Good; p 124).
- *Followers* (heroic scale): you gain followers (*M&M* p 70).
- *Sidekick* (heroic scale): you gain a sidekick (*M&M* p 70).
- *Build Monastery* (epic scale): you build a monastery as a stronghold; this is an epic scale construct (*M&M* p 62).

Vows

Your vows count as traits. You may gain a hero point when a vow significantly complicates things for you, and you may use a vow for a trait bonus when appropriate (e.g., against seduction attempts for *Chastity*, or against a magical compulsion to kill someone for *Mercy*).

You are bound to the spirit of your vows, not merely the letter: no lawyerly wrangling about what constitutes 'being poor', or 'sexual relations', or how much wealth you 'need'. Any attempt to wiggle out from under a vow is considered a violation of the vow.

The GM judges the severity of violations of your vows. When you violate a vow, you acquire *censure*. A censure is a consequence placed on you by your god(s), of a degree equivalent to the degree that you violated your vows.

The GM should be creative with censure, and make the punishment 'fit the crime'. The GM is *not* required to tell the player when the character acquires censure, but must let them know the first time the censure is actually activated (i.e., actually gives a penalty). A censure can be removed by the character performing a penance of appropriate degree, which should also match the 'crime'.

For example, a violation of truthfulness by telling a 'white lie' would be considered minor at worst, giving a minor censure—this might be something like the character feeling an urge to blurt out uncomfortable truths. A major lie—e.g., lying for personal gain—would give a major censure. Perhaps the character's voice becomes barely audible, or they are beset by pangs of conscience that give them a penalty whenever interacting with the person they lied to (or to similar persons, if they're not likely to interact with the same one again). An appropriate major penance might be to give up whatever they gained from the lie—possibly by going and confessing to the person they lied to.

An extreme violation would be one that harms someone else significantly. Extreme censures can be outright magical in effect—such things as the character's voice becoming the braying of an ass, all money they pick up slipping out of their hand, or any weapon they pick up turning on them and inflicting an injury. Extreme penance will usually require a pilgrimage, major sacrifice, seeking the intercession of an important person, performing a quest for the god, or so forth.

So What's Scholarly Here?

Our intent with the Religious Scholar class is to model a Western-style monk... or a more authentic Eastern-style monk, for that matter, rather than a martial-arts focused one. Making that an adventuring class requires some sort of extraordinary abilities, so we decided to focus on the ability to inspire others and on the non-violence aspect of things, giving our religious scholar characteristics somewhat like the *Arduin Trilogy's* Saint class.

In some ways, this class is probably better suited for NPCs, but it can make a unique challenge for a player who's willing to give it a try! It could make an interesting leader for a religiously-based party, and at higher scales, can be quite effective in a politically-oriented campaign.



SHAMAN

Prime Attribute:	Wisdom
Secondary Attribute:	Intelligence
Physical Hit Points:	1d6
Mental Hit Points:	1d8
Starting Money:	2d4 x 5 gp

You are an initiate of the ways of the spirits. Your task is to deal with spirits of all sorts, preventing them from doing unnecessary harm and guiding people in how to interact with them. This includes gods as well as lesser spirits, but you are not devoted to one god or goddess. Rather, you assist in dealing with them all.

Restrictions: you must be of an alignment with a Neutral component—since you must deal with many spirits, extremes in your point of view are unhelpful. Either or both components may be Neutral, allowing you to be Neutral Good, Lawful Neutral, Neutral, Chaotic Neutral, or Neutral Evil. A Shaman who drifts to a non-Neutral alignment must become another clerical class. Most often this will be Cleric or Religious Scholar, but Cultist is also a possibility.

Shaman Traits

- *Weapons of Defence:* you are proficient in the dagger, club, and quarterstaff.
- *Religious Lore:* as cleric; you are focused more on the day-to-day requirements of the gods and their interactions, however.
- *Spirit Lore:* you have knowledge of ghosts and other ‘general spirits’—especially those who are capable of possessing and controlling people—and of their hierarchies.
- *Spirit Perception:* by inspecting an area or person for a turn, you can determine whether or not a spirit is inhabiting that area or person. This does not automatically give you knowledge of the type of spirit; for that, use an appropriate Lore.
- *Armoured Spirit:* you have resistance to mental attacks of magical or otherwise supernatural nature. This includes, but is not limited to, possession attempts, fear and charm spells, the charming effects of nymphs and sirens, vampiric charm, and so forth. It does *not* aid against magical attacks that use mental defence, but do not affect your mind or behaviour, such as paralysis or polymorph attacks.

Choose one of the following:

- *Exorcist:* you can repulse and command away ghosts and corporeal undead. You may *Turn Undead* as a cleric, but are also capable of more advanced uses. This allows you to use the ability repetitively, to focus it on particular target(s) instead of using it as an area effect, and to use your *Armoured Spirit* trait to reduce consequence points resulting from unsuccessful use.
- *Medium:* you can communicate with the spirits of the dead, even when they might not be able to do so otherwise. Gain a trait bonus when dealing with any spirit that is trying to communicate with the living, since it can inherently sense your ability to do so. Gain a hero point when this creates complications for you.

You may take the other trait as an advancement.

Shaman Advancements

- *Animal Companion:* attract a normal animal as a sidekick (*M&M* p 70). You may take this at any level.
- *Armour Binding:* by binding a spirit into armour, you temporarily give the armour a resistance trait appropriate to the type of spirit. Thus, a fire spirit could grant resistance to fire or

resistance to cold; a demonic spirit could give resistance to possession or to darkness-based attacks; and so forth. This lasts a turn. You may bind a spirit to one set of armour at a time.

This is much like signature armour, and can be used to give a simple +1. It differs in being temporary, requiring a spellcasting check, and allowing you to change the effect granted and the armour to which it is granted.

- *Demon Lore:* as *Spirit Lore*, but for demons. Extends *Exorcism* and/or *Medium* to affect demons and demonic spirits.
- *Disease Lore:* you are skilled in the treatment of diseases via herbs and other medicinal methods—and in the lore and handling of disease spirits. You may use this as a trait to cure diseases, including magical ‘disease curses’ such as lycanthropy.
- *Empyrean Lore:* as *Spirit Lore*, but for empyreals. Extends *Exorcism* and/or *Medium* to affect empyreals.
- *Escort the Dreadful:* you can help, or force, the spirits of the dead to reach the afterlife. Treat as *Exorcism*; however, if you reduce the spirit to zero MHP, you can send it on to the afterlife. For an extreme effect, you can force or persuade it to tell you what it needs in order to ‘move on’ on its own, if that is a possibility.
- *Fey Lore:* as *Spirit Lore*, but for fey and related creatures (including nymphs, fauns, and other “optionally fey” creatures). Extends *Exorcism* and/or *Medium* to affect fey and nature spirits.
- *Speak to Animals:* choose a type of animal (e.g., wolf, squirrel, lizard, snake). You may communicate with that type in basic ways, and use your CHA and appropriate traits with them.
- *Spiritual Symbol:* you have a weapon—one in which you are proficient—which has been adorned with a special symbol. It functions as a blessed weapon for striking demons and undead. This advancement does not grant it an attack or damage bonus in combat, but does give a +1d6 damage die bonus when wielding it while performing an *Exorcism*.
- *Weapon Binding:* This functions as *Armour Binding*, but for weapons. Example traits include *flaming* for a fire spirit, *slow-healing wounds* or *painful wounds* for a demonic spirit, *weapon of the light* for an empyreal spirit, and so forth.
- *Awaken Spirits (heroic scale):* you may awaken a group of spirits to aid you. Mechanically, these function as followers (*M&M* p 70). You may determine the type of spirits you are awakening when you use this, but may not change them during the same scene. Further, the type of spirits you are awakening must be appropriate to the area, subject to the GM’s discretion. (For example, the GM may veto your awakening water or rain spirits in a desert, or wind spirits deep underground.) If you take this advancement, you may not also have normal followers.
- *Channel For the Other Side (heroic scale, requires Medium):* by binding an appropriate spirit, you can grant yourself additional, temporary traits. Once per in-game day, you may attempt this. Choose the level and class of the spirit you are trying to bind. (Its level may not be higher than yours.) Then, roll to bind the spirit, at a difficulty of twice the spirit’s level, plus a base depending on the prime attribute of the class of the spirit you are summoning:

Wisdom:	20
Intelligence or Charisma:	15
Other:	10

If you succeed, you acquire a trait a character of that class and level could have, excluding spellcasting traits and class-specific advancements for classes you do not have. Your trait bonus from the trait is limited by the level of the spirit, and lasts for one turn; you may buy another turn of duration as a minor effect. For

example, if you were binding a 6th level magic user (difficulty 27), and got a total roll of 38, the trait gained could last three turns.

If you fail, you take consequence points. These may be expressed as headaches, temporary loss of the use of one of your traits, nausea, confusion of your memories with some from the spirit you attempted to bind, or anything else that fits the circumstance.

The binding takes a full round to perform, during which you may perform no other actions. The round following is the first round of the binding's duration.

- *Companion Spirit (heroic scale, requires Channel for the Other Side)*: you have a companion spirit of a particular class. You may use *Channel for the Other Side* to gain class-specific advancements of that class, provided you otherwise qualify for them, but not spellcasting advancements.
- *Empowered Familiar (heroic scale, requires Companion Animal)*: you have bound a minor spirit into your companion animal, making it a familiar. It now understands Common and your native language, and can speak them if it has appropriate vocal apparatus. You may take familiar advancements for it.
- *Greater Speak to Animals (heroic scale)*: choose a class and size category of animals (e.g., small reptiles, large mammals, medium fish). You may speak to animals of that categorization, as per *Speak to Animals*. If you already have *Speak to Animals*, you can switch it out for another advancement when you take this.
- *Spirit Bar (heroic scale, requires Exorcism)*: you may use *Exorcism* to bar demons or spirits from entering an area. Make a WIS check against difficulty 10, and spend effect points to create an effect of *exorcised ground* which will give penalties to demons and undead entering the area. With an extreme effect, you can keep demons

and undead of level 4 or less from entering. For higher level ones, the effect needed is of the same degree level as the scale corresponding to their level (e.g., heroic for level 5-9, epic for 10-14, and so forth).

- *Bound to the Land (epic scale)*: you have bound yourself to the spirits of the land you dwell in. This permits you to act at epic scale with respect to the spirits of the land and things they can directly influence (e.g., plant growth, the weather, etc.).
- *Mastery of Self (epic scale)*: you are immune to possession and attempts to capture or 'bottle' your spirit/soul. You are also resistant to mental control, gaining the maximum trait bonus of twice your level against it.
- *Spellcasting Channeler (epic scale, requires Channel for the Other Side)*: gain a Companion Spirit of a spellcasting class, who can grant you the spellcasting trait of that class. You cast spells as if your level in that class were half your Shaman level, but using your WIS as your spellcasting attribute.

Other Advancements

- *Alchemical Lore*: can identify and knows the uses of herbs and chemicals in making potions and other concoctions. Can also identify the finished products, whether produced by alchemy or magic.
- *Magical Lore*: you have studied the beliefs and practices of magic users, and may use this trait to identify spells and magical items.
- *Nature Lore*: you know the ways of nature, particularly when dealing with animals and plants, how to interact with them, and their uses.



Fighter Sub-Classes:

BARBARIAN

Prime Attribute:	Constitution
Secondary Attribute:	Strength
Physical Hit Points:	d8
Mental Hit Points:	d8
Starting Money:	2d4 x 10gp

Wild and free, you believe respect is something to be earned based on one's deeds, not because of fancy titles, wealth, or who one's father or mother was. Others see you as uncivilized and uncouth; you see "civilization" as nothing more than a thin veneer of false politeness, behind which predators much worse and less clean than any wolf or bear hide their true intentions.

Restrictions: You may not be of a Lawful alignment.

Barbarian Traits

- *Honest Tools of an Uncivilized Age:* you are proficient in the use of daggers, swords (single and two-handed), axes, bows, spears, slings, clubs, and your fists. You are also proficient in grappling.
- *Plain and Simple Armour:* you may use leather, hide, scale mail, or chainmail armour. You may not use a shield. You may not gain social combat bonuses from armour unless and until you take a trait that allows you to.
- *Unlearned is not Unknowing:* you have a trait bonus when knowledge of survival, animals and their habits and reactions, or the baser motivations of people are involved. Note that this includes telling someone's true motivations when they are trying to conceal them.
- *Great Endurance:* gain a trait bonus for any test of physical or mental endurance.
- *Climbing and Stalking:* you know how to move silently and unseen, and how to climb sheer surfaces.

Choose one of the following:

- *One of the Horde:* you've grown up in the traditions of a nomadic barbarian band. You have a working knowledge of riding, caring for riding animals, selecting a good steed, and fighting from horseback.
- *Escaped From Slavery:* from your years of enslavement and subsequent escape, you have gained a working knowledge of locks, bars, the habits of guards, pickpocketing, and means of passing signals surreptitiously. You have also gained a hatred of slavers and their enforcers, and a desire to see other slaves freed. Gain a hero point when this causes you major complications.

Note that you may acquire the other as an advancement, if you wish.

Barbarian Advancements

- *Acts of Savagery:* based on your 'reputation', people expect you to be quick to anger and violence. Gain a trait bonus when attempting to intimidate others via savage means. Gain a hero point when this causes you major complications.
- *Born to Do Battle:* gain resistance to fear, intimidation, pain and mental domination while in battle.
- *Cat's Reflexes:* gain a trait bonus for contests of speed. When rolling physical initiative, you may use this as a half-level secondary trait bonus.

- *Survival Instinct:* when surprised, instead of automatically losing the round, you roll for initiative, but with 2d6 instead of 3d6.
- *Savage Superstition:* you have a great dislike of magic. This could be a fear that all magicians are dealing with demons or other unclean spirits, or a simple hatred of arcane powers that seem unfair compared to sweat, steel, and sinew. Either way, gain a trait bonus when resisting magical compulsions, intimidation by magicians, or the lure of magical weapons and other magical rewards. You may also take a trait bonus to your attacks when fighting against someone using such "unclean" or "unfair" means of combat.

You may not take this advancement if you are capable of casting spells.

- *Unleashed Fury:* in combat, you may go berserk, giving yourself 3d8 as your basic roll for attacks, while reducing your physical defence to 2d6 and requiring that you roll rather than using static physical defence. You must select a target for your fury: the bonus to attack applies only to that target. Your fury ends when that target is dead, or further pursuit of the target is impossible. If the target attempts to flee, you must pursue to the best of your ability. This is a stance.
- *A Leader to Die For* (heroic scale): when commanding a scaled force, you may use effect points on your own attacks to heal MHP damage they have taken while in combat. Treat this as a first aid check. As usual, you may not heal them again until they have taken more damage. You must be participating in the battle in visible fashion to use this.
- *Fear No Man Nor Beast* (heroic scale): you are resistant to non-magical fear and intimidation effects, gaining the maximum trait bonus of twice your level against them. Against magical effects of such nature, you gain a normal trait bonus.
- *Uncontrollable Fury* (heroic scale, requires *Unleashed Fury*): when in the *Unleashed Fury* stance, you may choose to roll 2d6+6 for mental defence.
- *Reserves of Strength* (epic scale): once per game day, you may remove an effect of extreme or less strength that is on you, if it can be reasonably explained by you having physical toughness beyond that of normal men. This requires no roll.
- *Unbreakable Will* (epic scale, requires *Fear of No Man Nor Beast*): you are now immune to non-magical fear and intimidation effects. You are resistant to magical ones, gaining twice your level as a trait bonus against them.
- *Unstoppable Fury* (epic scale, requires *Uncontrollable Fury*): when in the *Unleashed Fury* stance, you cannot die or be mentally taken out. The GM tracks your PHP and MHP while in the stance, and does not tell you how much damage you are taking; no matter how much you have taken, you continue to function as if you were at full PHP and MHP while your fury continues. When your fury ends, you immediately drop to the true value of your PHP and MHP, suffering the full effects thereof. *Unstoppable Fury* is optional: you may choose not to use it when entering the *Unleashed Fury* stance, but if you do so, you cannot activate it during that fury. You must state to the GM whether or not this is activated when you enter the *Unleashed Fury* stance.

Other Advancements

- *All-Out Attack stance* (M&M p 42).
- *Animal Handler* (p 125).

- *Cleave* special effect (*M&M* p 47).
- *Damage Focus stance* (*M&M* p 42).
- *Dirty Fighting*: through many years of fighting, you have learned many tricks—from practice and from having had them done to you before. You are skilled in such tactics as throwing sand in your opponent's eyes, cutting the straps of their armour, sucker punches, hamstringing, and so on.
- *Grappler* (p 125).
- *Trapper* (p 125).
- *Followers* (heroic scale): you gain followers (*M&M* p 70).
- *Sidekick* (heroic scale): you gain a sidekick (*M&M* p 70).
- *Warlord of the Clans* (epic scale): you have an army under your control. Most likely this is a force of barbarians, but if you prefer a different sort of force, simply rename it. Mechanically, this is simply an army construct under your control (*M&M* p 64, *PC Constructs*).

Of Barbarians and Barbarians

The barbarian that we present here is based primarily on those from classic sword & sorcery works: Conan, Kull, Throngor, and so forth, and a bit of borrowing from classic space fantasy as well, most especially Eric John Stark. Thus, we've emphasized the barbarian's quickness, reflexes, endurance, and knowledge of survival.

Modern versions of *D&D* tend to focus on the idea of the barbarian as a savage, emphasizing berserk rages; however, *M&M* already has a Berserker class given as an example (p 61), so we didn't feel the need to duplicate that. We did create a few rage-focused advancements for the barbarian, for those who like their barbarians like that; these could also be used to expand the Berserker class.



Centaur Barbarian

GLADIATOR

Prime Attribute:	Strength
Secondary Attribute:	Charisma
Physical Hit Points:	d8
Mental Hit Points:	d8
Starting Money:	special; see Starting Equipment Sets below

You learned your trade in the arena, battling for the amusement of others. You either rose to the tops of the ranks and earned your freedom, or managed to escape. Either way, you've developed as much mental toughness as physical, through bearing up under the scrutiny of the crowd, the lash of the trainers, and against the taunts and insults of the other gladiators.

Gladiator Traits

- *Gladiator armour*: you are proficient in the use of shields, bucklers, light armour, and specialized gladiator armour (see list below).
- *Gladiator weapons*: you are proficient in the use of the dagger, javelin, lance, short bow, shortsword, spear, and trident from the *M&M* core rules, along with the cestus/myrmex, club, rete, gladius, scimitar, lasso, and whip from this book.
- *Dirty Fighting*: you've learned many tricks—from practice and from having had them done to you. You are skilled in such tactics as throwing sand in your opponent's eyes, cutting the straps of their armour, sucker punches, hamstringing, and so on. In addition, you may add this trait to defence against such tactics.
- *I Am Not an Animal!*: gain a hero point when others treat you as something less than a person in a way that creates significant complications for you. You may also use this for a trait bonus when attempting to make someone underestimate your intelligence.
- *Play to the Crowd*: you know how to work a crowd and get them on your side. Use this as a trait when attempting to persuade a large group of people. You may also do this as an extra action to impress onlookers when in combat, without suffering any penalty to your normal combat actions or to this one.
- *Barefooted*: you are used to fighting barefoot. As a result, your feet have become very tough. You may take a trait bonus in any situation where you are trying to keep your footing, and your feet are treated as if you were wearing boots, even when barefoot.

Choose one of the following as your *Favoured Foe*:

- *A Class of Animals or Monsters* (e.g., canids, felids, lizards, arachnids...)
- *A Particular Race*
- *Heavily Armoured*
- *Light or No Armour*

When fighting against your favored foe, you gain a trait bonus. This applies to attacks, defences, and to knowledge of how they attack and what their weaknesses and attack characteristics are. You may use this like a *Fighter's Fighting Lore*, but restricted to your favoured foe type.

Gladiator Advancements

- *Are You Not Entertained?*: this is a stance that enhances *Play to the Crowd*. While in this stance, you must roll physical defence instead of using your static AC; however, by making extremely flashy moves, you may attempt to impress watchers, using 3d8 for your roll to do so rather than the normal 3d6.

- *Battle Tempo*: you are experienced with the give and take of combat, especially where multiple fighters are involved. This allows you to anticipate when others will act, and time your own attacks to break their rhythm. To do so is a major effect, which prevents your opponent from taking their next action. You may not do this to the same opponent in two subsequent rounds (i.e., your opponent must be allowed to act at least every other round).
- *Pankration*: you are proficient in unarmed combat, and gain a trait bonus both to attack and defence when unarmed or wearing cesti or a set of myrmex. Further, you are skilled in grappling, and may use your effect points with pankration to inflict appropriate consequences on opponents. You may use grappling even when fighting with weapons.
- *Dimachaerus*: you are able to wield two weapons with great efficiency in battle. You may use a dagger, shortsword (including gladius), or scimitar as an off-hand weapon, either adding its damage dice to attacks, or using it to parry while attacking.
- *Surrounded by Cowardly Dogs*: when outnumbered, you may use a minor effect off of a successful physical attack to make an intimidation attack (i.e., a mental attack) against your foes.
- *There's No Peace in This World*: through years of being surrounded by violence and the violent, you have learned to constantly be on your guard. Take this as a trait bonus to avoid surprise, to sense danger, and to increase initiative.
- *From My Cold, Dead Hands* (heroic scale): you are exceedingly difficult to disarm. Use this as a trait bonus to resist attempts to disarm you. Further, disarming you requires an extreme effect.
- *Hate Keeps a Man Alive* (heroic scale): you may remain conscious and active while at zero PHP or below; you still die at -10 PHP. In addition, while at or below 0 PHP and fighting, you may regenerate 3 PHP as a major effect. This may bring you to positive PHP.
- *We Must Remain True to Ourselves* (epic scale): you are a natural leader, capable of inspiring great loyalty. Use this as a trait bonus when leading others, provided that the goal you are leading them toward is in line with either your alignment focus or your personal goal. Further, you may inspire troops as per the *Fighter's Leadership in Battle* under the same conditions. This extends to constructs of your scale or below.
- *With None to Stand Beside Me* (epic scale): when fighting without allies, or with all allies rendered incapable of fighting, you count as resistant to normal physical attacks, getting a total trait bonus equal to twice your level.

Other Advancements

- *Blind-fighter*: you have been trained in fighting in the dark or while blindfolded. You may treat blindness and darkness consequences as if they were one step lower than they are. Thus, you may ignore minor ones, take a -2 from major ones, and so forth.
- *Mounted Combat*: you are competent to use a mount in combat, as per the standard rules (*M&M* p 83).
- *All-Out Attack stance* (*M&M* p 42).
- *Cleave* (*M&M* p 47).
- *Damage Focus stance* (*M&M* p 42).
- *Helmet attack* (p 125).
- *Intimidating style* (p 125).
- *Pommel attack* (p 125).
- *Stalwart Defence stance* (*M&M* p 42).

Gladiator Armour

Helmet
Galerus (shoulder shield)
Greaves
Manica (arm armour)

For a gladiator, each of the above pieces of armour give a +1 to Physical Defence, except for the Manica, which grants a +2. However, this bonus cannot be combined with any regular sort of armour, except a shield. See the *Equipment* chapter for prices (*Melee Weapons* table, p 107).

Starting Equipment Sets

A beginning gladiator takes one of the equipment packages below; some of these grant a bonus advancement as well. In addition, they gain (1d4-1) x 10gp in starting money, which may not be spent on armour or weapons.

Cestus: greaves, manica, loincloth, cestus. Gains the *Pankration* advancement for free.

Dimachaerus: greaves, manica, loincloth, two gladii. Gains the *Dimachaerus* advancement for free.

Hoplomachus: helmet, greaves, manica, loincloth, small shield, spear, and gladius.

Laquarius: loincloth, manica, galerus, lasso, and dagger.

Murmillio: helmet, greaves, manica, loincloth, large shield, and gladius.

Retiarius: loincloth, manica, galerus, trident, rete, and dagger.

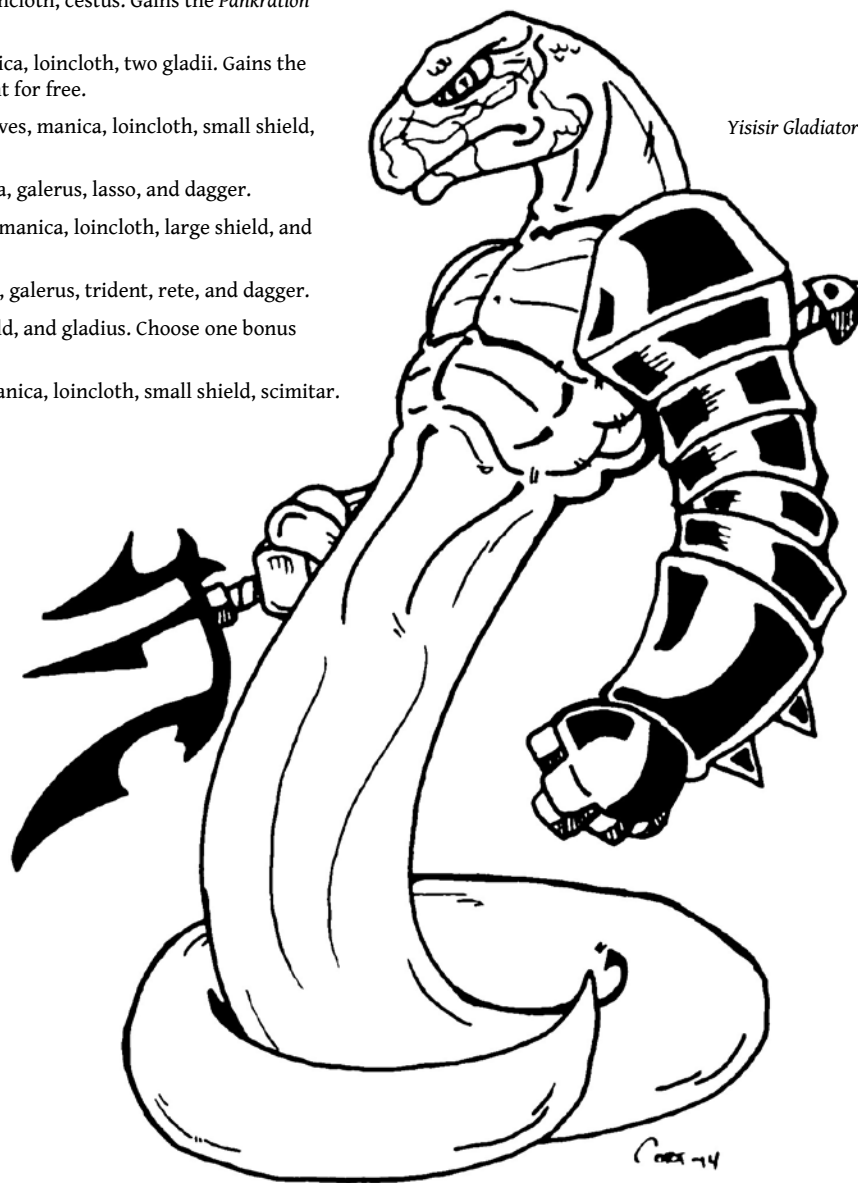
Samnite: helmet, large shield, and gladius. Choose one bonus gladiator advancement.

Thraex: helmet, greaves, manica, loincloth, small shield, scimitar.

Gladiator References

We've drawn heavily from the historical Roman gladiators here; if you'd prefer a bit less of a Roman feel, you may wish to get rid of the equipment sets and special gladiator armour in favour of starting money and more normal armour. Several of the traits and advancements are references to the movies, *Ben-Hur*, *Spartacus*, and *Gladiator*.

It's not uncommon in fantasy for characters to have a background as a gladiator—if the GM and players like that, but don't want a bunch of full gladiators running about, multi-classing (*M&M* p 59) can make a good option, or the GM may wish to allow some of our gladiator traits and advancements to be taken by other fighter classes.



Yisisir Gladiator

KNIGHT-ERRANT

Prime Attribute:	Strength
Secondary Attribute:	Charisma
Physical Hit Points:	d10
Mental Hit Points:	d6
Starting Money:	2d6+6 x 10gp (Note: must buy the best armour possible, consistent with also buying a sword or other primary weapon.)

The most honourable of all warriors, the knight-errant maintains the law and ensures peace by following the Code of Chivalry. Coming almost exclusively from the upper classes, knights-errant focus on mounted combat, using gear appropriate to horseback. They normally eschew ranged combat as dishonourable, preferring to close with opponents and fight directly.

Restrictions: You must be of a Lawful alignment. See *Defender of Chivalry* below.

Knight-errant Traits

- *Weapons of a More Civilized Age:* proficient in all melee weapons except the garrotte.
- *Armour Training:* you are proficient in the use of all armour and shields.
- *Defender of Chivalry:* see below.
- *Trusted Steed:* a knight-errant begins play with a horse; see below for statistics. This trait also includes training in mounted combat, as per “Mounted Actions” (*M&M* p 83).
- *Heraldry:* know about the nobles of your realm and neighboring areas, their coats of arms, famous deeds, etc.
- *Gallantry:* you are as brave as the stories say you should be, gaining a resistance to intimidation and fear effects.

Knight-errant Advancements

- *Leadership in Battle:* as fighter (*M&M* p 18).
- *Master of Arms:* a recognized master of weapons, you have taught many others. As such, you are familiar with many styles of combat. Use this to create effects based on knowledge of an opponent’s combat style.
- *Master of Horse:* other knights ride their horse competently; you are an expert, not only with your own horse, but with horses in general. You may use your training in mounted combat with any horse, even those that are not war horses.
- *My Liege Lord/Lady’s Token:* you have a token of your lord or lady, which reminds you of your obligations to them, and theirs to you. You may use this for a trait bonus for reactions from those friendly or obligated to your lord/lady.
- *Knight-Commander* (heroic scale, requires *Leadership in Battle*): may use *Leadership in Battle* with scale, inspiring entire units as a single action.
- *Mounted Combat Mastery* (heroic scale, requires training in mounted combat): when fighting in melee from horseback, you may take actions against multiple targets. You may select individual targets and treat them as if you were making an area-effect attack against them all, provided you can reach them all with a movement action of your mount. You may also take combat actions against heroic and/or adventurer scale constructs while mounted.

- *Protector of the Realm* (heroic scale): you have been recognized as one of the foremost knights of the realm. Use this to gain a trait bonus on reactions from nobles of the realm, or to gain a hero point by having this complicate your life because of enemies of the realm.
- *True Courage* (epic scale): you are now immune to *all* intimidation and fear effects.
- *Unusual Mount* (epic scale): you have acquired a mount beyond the normal—a unicorn, griffon, pegasus, giant cat, or something else of such stature. You may replace your horse with your new mount, designing it as a new sidekick of the same level that your horse was.

These four advancements are mutually exclusive. You may have only one of them at any given time:

- *Templar:* you work closely alongside the church of your chosen faith, aiding them in battle and accepting any missions they give you. Whenever you face the enemies of your deity, whether in battle or in less violent confrontations, you may use this as a trait bonus.
- *The Black Knight:* you’ve chosen to roam anonymously, challenging other knights and those with power. Gain a trait bonus when challenging another warrior of rank, and gain a hero point when your life is complicated by your reputation for stirring things up.
- *The White Knight:* you have dedicated yourself to being an anonymous savior of the people. Gain a reputation bonus with the common folk, and gain a hero point when this complicates your life significantly.
- *Well-Known Coat of Arms:* every knight-errant has a coat of arms, but yours has become associated with your deeds of valor. Use this as a trait when negotiating with anyone who would reasonably know your coat of arms and associated reputation, whether you are trying to persuade them or intimidate them.

Other Advancements

- *All-Out Attack stance* (*M&M* p 42).
- *Damage Focus stance* (*M&M* p 42).
- *Helmet attack* (p 125).
- *Pommel attack* (p 125).
- *Wrestling at the Sword* (requires *Pommel attack*; p 125).
- *Squire* (heroic scale): attract a squire as a sidekick (*M&M* p 70).
- *Followers* (heroic scale): attract a number of followers (*M&M* p 70).
- *Stronghold* (epic scale): build and rule a stronghold like a castle (*M&M* p 64).

Trusted Steed

The knight-errant’s trusted steed is a horse that has been trained for war. It is built as a sidekick, but with 1d8 hit points instead of 1d4, and the Independent advancement cannot be added to it until the knight-errant is at heroic scale. Instead of having a class, it has the following traits:

Str 20 (+10), Dex 14 (+2), Con 15 (+2), Int 3 (-4), Wis 14 (+2), Cha 6 (-3) (these stats may be modified with GM permission)
Movement: 24 (+7)
AC: level + 12 (level)
Attacks: Hooves +level+10 (+1d4), Rear and Kick +level+10 (+2d4, -4 to AC), Bite +level+10 (+1d10)

Ranges: Close (Hooves, Rear and Kick), Hand (Bite)

- *War-trained:* is used to combat, and will bear being ridden in it.
- *Loyal steed:* will not permit another to ride it or lead it away, unless the person has been introduced by its master.
- *Load-bearer:* can carry twice the normal load for its strength (up to 133 pounds unencumbered, 266 lightly encumbered, 400 heavily encumbered).
- *Large size:* has the normal large size AC modifiers.

Steed Advancements:

- *Distinctive Mount:* your horse is of unusual appearance, and very recognizable.
- *Knows the way:* pick a location. The horse knows how to get there, and can be commanded to go there. When so commanded, it will go there at best reasonable speed, considering the distance to the location. This advancement may be taken multiple times, adding a new location each time.
- *Noble steed:* your warhorse grants you a +1d4 weapon bonus for social combat when it is with you.
- *Smarter than Your Average Horse:* your horse is brilliant—for a horse. While it's not going to be reading and writing or doing complex math, it's very good at recognizing people, sensing danger, and so forth. It gets a trait bonus when sensing, and may help you in such situations.

Defender of Chivalry

The chivalric code guides everything a knight-errant does. This counts as a resisting trait for any mental attack that attempts to make the knight do something that would go against the code. When dealing with another knight, or anyone who likewise follows the code, this counts as an assisting trait.

The knight-errant gains a new Focus and Drift: Chivalry. They gain focus points for notable deeds of chivalry, and drift points for violations of the chivalric code. As normal, points gained in each cancel at the end of each session, leaving the knight-errant only with the remaining points in whichever was higher.

If Chivalry Focus increases to ten, the knight-errant gains the trait **Champion of Chivalry** and the ability to use points of Chivalry Focus as hero points when performing chivalric acts.

If Chivalry Drift increases to ten, the knight-errant loses their status as a knight-errant, and becomes a fighter of the same level. This will cause them to lose their trusted steed, who will abandon them.

The Code of Chivalry

- A Knight's Word is His Bond
- A Knight Is Brave and Bold
- A Challenge to My Honour Shall Not Go Unanswered
- My Lord's Honour is My Honour, And Mine His
- Inferiors Must Show Respect
- A Lady Must Be Given Every Courtesy
- My Lady's Honour Is My Honour
- One Without Honour Is Neither a Lord Nor a Lady
- Protect Those Under Your Authority, Even From Themselves
- What I Do, I Do For Glory
- Honour Is More Important Than Life Itself

- **Companions-at-Arms Are Your Brothers And Sisters**

Note that an evil knight-errant will twist and bend the code to their own ends, taking it as literally as possible, and using parts of it as excuses for their own evil deeds. A good knight-errant will understand that the spirit is as important as the letter, and that the code should be tempered with mercy, kindness, and mutual respect.



Human Knight-Errant

MARTIAL PRACTITIONER

Prime Attribute:	Wisdom
Secondary Attribute:	Dexterity
Physical Hit Points:	d8
Mental Hit Points:	d6
Starting Money:	1d4+2 x 10gp

As a martial practitioner, you constantly seek to hone your physical and mental abilities to perfection. Martial practitioners are usually found wandering the world in search of better techniques, improving those they have, or fighting in tournaments to test their skills. Monks who experience a shift away from a Lawful alignment often become martial practitioners instead.

Restrictions: You may not wear armour or use conventional weapons (excluding a quarterstaff).

Martial Practitioner Traits

- **Unarmed Specialist:** you believe your body is the perfect weapon and forego conventional weapons. You make unarmed attacks whose damage increases with each level (Unarmed Damage Table below). In addition, add your rolled unarmed damage to your armour class or rolled defence when fighting unarmed.
- **Free Running:** you see the world differently than others, especially when moving through it. Obstacles do not impede your movement, instead they enhance it as you vault, dive and climb them with finesse. You may add your WIS modifier when making checks regarding movement. You may also use free running to entertain and distract people, earning your food and board.

The Unarmed Combat Trait

Anyone can, in theory, take an *unarmed combat proficiency* trait. Does that give them the same abilities as a monk or martial practitioner?

Simple answer: no. Keep reading for the more complicated version.

Proficiency in unarmed combat allows the character to have a trait bonus when making unarmed attacks. It does not, however, allow them to effectively defend without armour, get improved damage dice, nor let them treat their fists as magical weapons for striking creatures.

Each of these could be taken as a trait; by that time, though, you'd spend four traits on unarmed combat, and might as well make a monk or martial practitioner in the first place.

The GM may wish to further restrict things, declaring that some or all of those traits are only available as class traits or advancements—thus, one would need to multi-class into a class that gets them in order to be able to take them. We recommend this for the improved damage dice that monks and martial practitioners get. This will further mean that the level of damage dice one gets will be based only on one's levels in that class—thus, a 10th level fighter/3rd level martial practitioner will only get +1d4+2, rather than the +5d4 of a 13th level martial practitioner.

Note, however, that fighters do get the *Fighting Lore* trait. This could be used to gain advantages even in unarmed combat. A fighter's knowledge of strategy and tactics still applies, after all! Further, *Feats of Strength* can be very useful in creating impromptu weapons. Arm yourself with a table leg, or chair leg... or your opponent's ripped-off arm, if necessary.

- **Disciplined Mind:** you are resistant to intimidation, charm, and fear effects.
- **Focused Strikes:** you use your WIS modifier when making unarmed attacks, as you have trained diligently to perceive exactly where and how to strike an opponent.
- **Dodge Missiles:** as monk (*M&M* p 17).
- **Staff Mastery:** the only conventional weapon you see fit to use is the quarterstaff, as it can be used in creative ways to interact with your environment. You may use your DEX modifier when wielding a staff.

Martial Practitioner Advancements

- **Detect and Disarm Traps.**
- **Everything is a Weapon:** objects in your surrounding environment may be thrown or used to distract, ensnare, etc., an opponent. You count as proficient when using an improvised weapon, using your WIS modifier when wielding it. However, such weapons are only good for 1d4 uses before breaking.
- **Fighting Lore:** you have learned of the use of weapons, even though you eschew them personally, and can identify the weaknesses in opponent's fighting styles by observing them.
- **Fall Distance:** as monk (*M&M* p 17).
- **Frightening Power stance:** you may roll d6s instead of d4s for your unarmed weapon damage. However, you may not add your rolled unarmed damage to your armour class or rolled defence when fighting unarmed as long as you remain in this stance.
- **Oh, You Mean This Weapon?:** you have learned how to more effectively disarm your opponents during combat. You may declare an attack as being to disarm before you make it. If you do so, then you may ignore your opponent's armour, and may ignore the first five consequence points on an unsuccessful attempt. On an extreme effect, you are now armed with the weapon they had before, if you so choose. You may not, however, cause damage as part of the effects generated.
- **Catch Missiles (heroic scale, requires Dodge Missiles):** any missiles that you successfully dodge may be caught on a minor effect, and immediately hurled back at their owner if appropriate. This does not apply to gun bullets if the campaign features guns, nor to magical 'missiles' of any sort.
- **Disciple (heroic scale):** attract a sidekick (*M&M* p 70).
- **Master of Footwork (heroic scale):** on a successful attack or defense, you may change your range from the opponent by one category for free.
- **More Dangerous to Each Other (heroic scale):** on a successful defense, you may use consequence points to make your attacker strike someone else and deal your level in damage, as with a riposte, but against an opponent of your choice within range of the attacker.
- **Multiple Attacks (heroic scale):** you must declare before rolling that you are making *Multiple Attacks*. Make a single attack roll, with all your normal bonuses, and figure out your total. You may then divide that total as you wish between two opponents, but each must get at least one point from the total.
- **Dojo (epic scale):** you may establish a dojo to teach your style of martial arts. This acts as a construct for epic scale actions.
- **Empty Mind (epic scale):** you have honed your combat skill to the point that your actions in combat are nearly instinctual, operating on the level of reflexes. While in combat, you are

Table 2: Unarmed Damage

Level	Damage	Average
1	1d4	2.5
2	1d4+1	3.5
3	1d4+2	4.5
4	2d4	5
5	2d4+1	6
6	2d4+2	7
7	3d4	7.5
8	3d4+1	8.5
9	3d4+2	9.5
10	4d4	10
11	4d4+1	11
12	4d4+2	12
13	5d4	12.5
14	5d4+1	13.5
15	5d4+2	14.5
16	6d4	15
17	6d4+1	16
18	6d4+2	17
19	7d4	17.5
20	7d4+1	18.5

We suggest using this damage table for monks as well, to correct the problems with their damage going up and down across levels. Top damage is essentially the same, but the damage progression goes up smoothly.

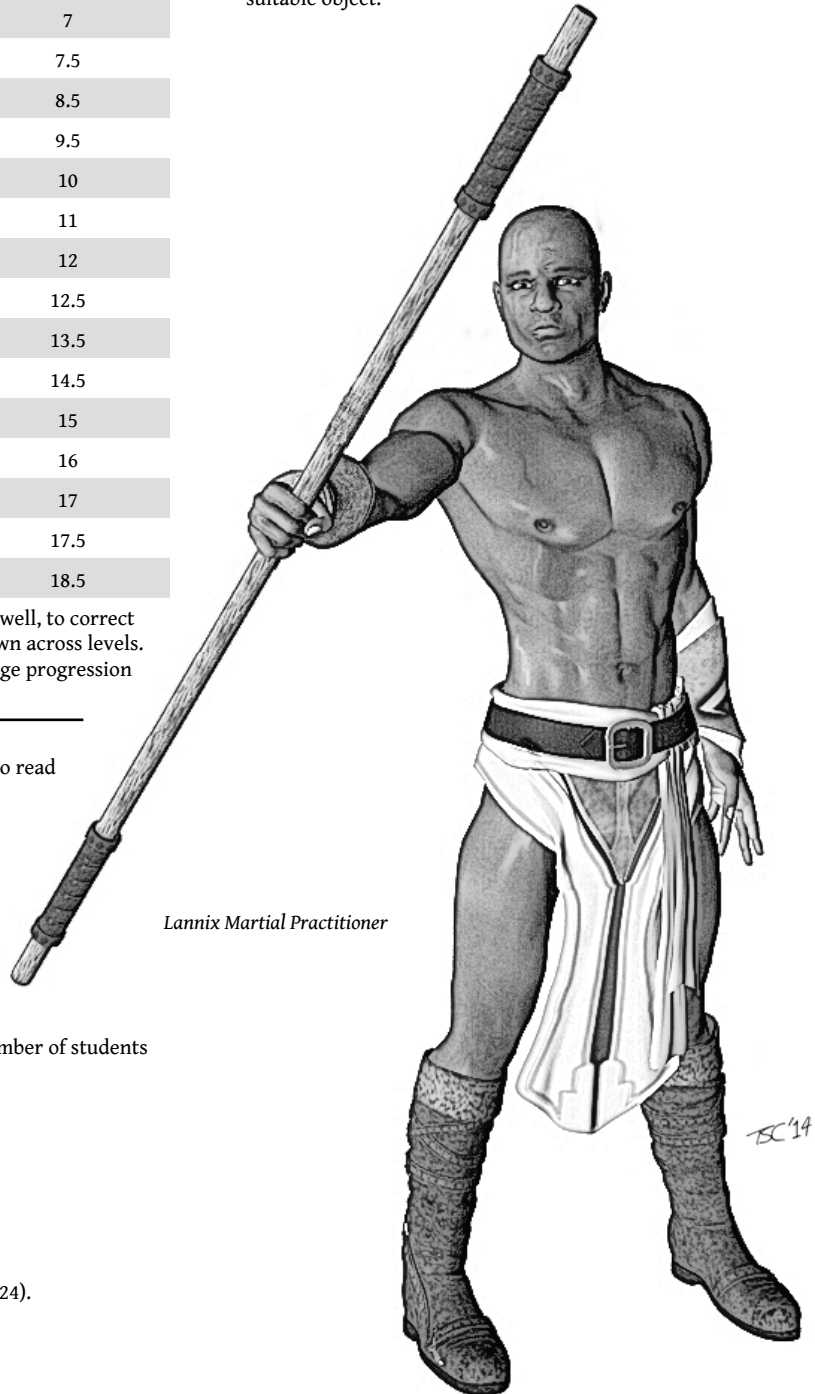
immune to attempts to control your mind or to read your mind in order to anticipate your actions.

- *Moving Heaven and Earth* (epic scale): you may make area effect attacks against opponents of lesser scale, treating your melee attacks as explosions centered on you. You make a single attack roll, which is applied to all opponents within Reach range of you, attacking each one individually. This costs a hero point to use.
- *Students* (epic scale, requires *Dojo*): attract a number of students (*M&M* p 70)

Other Advancements

- *All-out Attack stance* (*M&M* p 42).
- *Brutal attacks* (requires Evil alignment; p 124).
- *Damage Focus stance* (*M&M* p 42).
- *Disarming attacks* (requires Good alignment; p 124).
- *Face Me!* (p 124).
- *Grappler* (p 124).

- *Stalwart Defense stance* (*M&M* p 42).
- *Well-traveled*: in your wanderings, you have been to many places and met people of many cultures.
- *Healer*: you have trained in the ways of binding wounds, treating injuries, and diagnosing and treating diseases.
- *Continuous Strikes*: as *Cleave* (*M&M* p 47).
- *Two Ends, No Waiting*: you are used to using a long object to attack two opponents simultaneously; you may do this with a staff, ladder, broom, or any other suitable object.



Lannix Martial Practitioner

WITCH HUNTER

Prime Attribute:	Strength
Secondary Attribute:	Wisdom
Physical Hit Points:	d10
Mental Hit Points:	d6
Starting Money:	2d6 x 10 gp

There are those that fear the arcane and flee from any that wield its power, and there are few who fear magic, yet go out of their way to keep people from abusing it. You are one of these special few. For one reason or another, you have taken it upon yourself to track down and destroy witches, or anyone else you view as a wielder of dark, arcane powers. Sometimes, you have the support of an organization who keeps you well supplied in return for stamping out any magic users they send you after. Other times, you work mostly alone, but with the help of a few allies. Whatever the case may be, nothing will stop you from wiping out the dark menace that is magic.

Restrictions: You may not take any levels as a magic user or any of its sub-classes. Doing so will cause the witch hunter levels to convert to those of a regular fighter. In addition, the sponsor you were affiliated with or the network you built up will consider you to have betrayed them, and will likely be hunting you down!

Witch Hunter Traits

- *Weapon Proficiency:* you are proficient in one-handed swords, daggers, crossbows, and clubs.
- *Armour Proficiency:* you are proficient with leather, studded leather, and padded armour.
- *Magic Shall Be Our Undoing:* you have a strong fear of magic in the wrong hands. Not of what the magic can do directly; this isn't a personal fear. Rather, it's a fear of the possible consequences of dealing with evil spirits, which you are convinced all arcane spellcasters do. Use this as a trait bonus to resist any attempt to dissuade you from going after an arcane spellcaster, or to persuade you that a particular arcane spellcaster is 'okay'. You may also use it as a trait when attempting to persuade others of the evils of magic.
- *Magic Lore:* you've learned a great deal about magic, particularly about methods of recognizing spells and when they are in effect, and of recognizing magicians for what they are. This also extends to knowledge of demons, devils, etc., and of creatures that commonly use magic.
- *Rabble Rousing:* you've acquired skill in 'working a crowd'—particularly in getting one angered and riled up. Use this as a trait bonus. When you achieve heroic scale, you may use these as pseudo-followers: on an extreme effect, you gain a group of followers (*M&M* p 70) for the scenario who will help you with things, giving you a half-level bonus instead of the normal trait bonus. As with normal traits, this becomes a +1 bonus when used as a secondary trait.

Choose one of the following:

- *Sponsored:* you are backed by someone or some group that has influence—for example, a church, a minor noble, the local constabulary, the town council, or a cult. Work with the GM to establish the nature of this sponsor. You can use your sponsor for support, gaining trait bonuses as appropriate, but may also be ordered about by them. Gain a hero point when the latter causes you a major complication.
- *Unaffiliated:* you work alone, following only your own conscience... and possibly the siren call of money. On the plus side, you aren't answerable to anyone. You've developed your own support network, which is loyal only to you—and possibly not even to

you. Take a trait bonus when looking for help; however, if you fail to find the help you're looking for in an area, you may not use this trait there again during the same scenario. Gain a hero point when a sponsored witch hunter causes you major complications, or when one of your contacts turns against you, causing you major complications.

Witch Hunter Advancements

- *Magical Protection:* you have some form of protection against the magic you fear—be it an amulet, a potion, or some sort of weapon that you wield. Define the source of your protection with the GM's input and approval. Once per session, you may use it to block an arcane magic spell or effect from affecting you; this does not apply to the natural powers of creatures, but it can to spells they can cast. (E.g., it won't block a dragon's breath weapon, even if the campaign defines those as magical in nature. If the dragon casts spells, however, it can block a spell from the dragon.) You must have the item in your possession to do this.
- *Magic is Evil—and So Are Magicians:* not only do you fear the possible consequences of magic, but you have begun to hate it and those who wield it. Use this as a trait against fear, charm, and intimidation effects resulting from spells or actions of a magic user. In addition, gain a hero point when this complicates matters for you with your own party.
- *Religion is Just as Evil (requires Unaffiliated and Magic is Evil—and So Are Magicians):* you've come to believe that religion (or at least, some specific religion(s)) is simply disguised magic. Treat as *Magic is Evil—and So Are Magicians*, but expanding the range of things you gain its benefits with.
- *Sense Magic:* you are a witch-smeller, with the ability to sense both the nearby use of arcane magic, and the 'stench' of lingering enchantments. If no attempt is being made to conceal magic, then the difficulty of noticing it is 20 minus the spell level (or half the rank or spell dice). If magic is being concealed, the difficulty is based on the effect points spent toward concealing it. See *Subtle Magic* below.
- *Smite Witches stance:* when in this stance, you gain a half-level bonus to attack or defend against 'witches'—you must choose between attack or defence when entering the stance, and may change with a minor effect. However, you defend against other opponents with 2d6 instead of 3d6, and must roll your defences against such opponents.
- *Tracking Spells (requires Sense Magic):* You have been taught certain ways of finding 'witches' that you maintain are not magical at all, however they might seem to those ignorant of such things. Take a trait bonus when attempting to find an arcane magic user of any variety.
- *Those Who Fight Evil (heroic scale):* you may call upon other witch hunters for help. When you have identified a 'witch' who is resisting (i.e., isn't choosing to come along peacefully), you may put out the call, getting a number of minor witch hunters equal to your level to come to you. This takes at least a day of game time. Treat these as followers (*M&M* p 70).
- *Turn Undead (heroic scale):* you have learned methods to repel the undead, and may turn them as a cleric.
- *Witch Hunter's Blessing (heroic scale):* somehow, whether through constant exposure or as the result of something else, you've managed to gain a resistance against magic.
- *By Royal Decree (epic scale):* in your quest against the evils of the world, you've gained the support of a noble of high rank or actual

royalty. Use this as a trait bonus when dealing with those it might impress.

- *Fighting Fire With Fire* (epic scale): you have learned some of the summoner's art, in order to fight against demons, elementals, and similar abominations. You may create magic circles and inscribed commands, as per the summoner ability of *Magic Circles* (p 36).
- *Magic Reflection* (epic scale, requires *Magical Protection*): your *Magical Protection* can now reflect a spell back at its creator. This works as before, except that instead of simply cancelling the spell, it is still cast, but with the caster as its target! The caster still has any normal resistances and immunities they would have. Further, they can make an INT check against a difficulty of 20 to realize what is happening. If they succeed, they can choose to abort the spell, losing it (or any spell dice or other resources used in casting it), but not being affected by it.

Other Advancements

- *Follow the Trail*: you are skilled in normal methods of tracking.
- *Muckraker* (must be Evil in alignment; p 123).
- *Reputation*: people have heard of you. Given your profession, how they feel about you is likely to vary widely depending on whether they practice magic or not. Use this as a trait with people it might impress or frighten, and gain a hero point when your reputation causes you a major complication.
- *Stalwart Defence Stance*: *M&M* p 42.

Subtle Magic

In worlds that feature witch hunters, magic users often learn how to conceal their use of magic. To do this, take the *subtle magic* advancement. Having done this, one can put part of the effect points of a spell or other magical effect toward making it hard to 'sniff', at the usual rates for an effect. That is, five effect points adds +2 to the difficulty of sniffing it out, ten add +4, and so forth.

One with such a trait may also create false magical auras to 'throw them off the scent'. Essentially, you cast a useless spell of the desired rank or level, using effect points in it toward increasing the difficulty of sniffing out the magic you're trying to conceal.

- *Whatever it Takes* (must be Neutral with respect to Law/Chaos; p 124).
- *Information Network* (heroic scale): you 'have your ear to the ground', and people come to you now with information. Choose a group or person you want to stay informed about. The GM will make a roll at the start of each session (if it makes sense) to see if you have learned anything new about them from your contacts.
- *Followers* (heroic scale): attract a number of followers (*M&M* p 70).
- *Sidekick* (heroic scale): you have a sidekick or apprentice (*M&M* p 70).
- *Stronghold* (epic scale): you may establish a base of operations (*M&M* p 62).



Magic User Sub-Classes:

BLOOD MAGE

Prime Attribute:	Constitution
Secondary Attribute:	Intelligence
Physical Hit Points:	d4
Mental Hit Points:	d10
Starting Money:	2d4 x 10gp

Often considered a dark and forbidden magic, you have learned to make use of the power in blood—your own and that of others. Using sacrifices of blood, you power magic that you could not otherwise accomplish—and, using the blood of others, you subtly influence and control them, using the link to them that their blood provides. This most primal form of power is shrouded in mystery, leaving those who choose to wield it to discover its dangerous secrets as they blindly explore the limits of its power.

Restrictions: you may not wear armour.

GM's Note: This is an example of a way that you could build a specialist mage, stepping outside the bounds of the 'standard' schools of magic and elements. The basis here is a few things:

- Changing the primary attribute from Intelligence to Constitution.
- Changing Lore appropriately.
- Flavoring the character's magic and setting limitations appropriately.
- Using spell dice for magic (see p 150).

Blood Mage Traits

- *Blood Lore:* you know about blood. Use this not only for information involving blood and magic, but also to identify a creature from its blood that's been left behind, to draw conclusions from blood spatter patterns, and so forth.
- *Blood Magic:* see below.
- *Bloodletting Weapons:* you may use axes, daggers and one-handed swords.
- *My Blood is Mine:* due to your abilities, you have gained a resistance to disease, sickness, poisons, and bleed effects.
- *Bloody Reputation:* blood mages are not always well-looked-upon. You may use your Constitution (being your magic attribute) when intimidating a crowd. However, this can also backfire: gain a hero point when public knowledge that you are a blood mage causes you serious problems.

Blood Mage Advancements

- *Power in My Blood:* you've learned to draw out more power from your own blood, gaining two spell dice for each 5 PHP you expend.
- *Power in the Blood of Others:* when powering your spells via stolen blood, the spell dice you gain are d8 instead of d6.
- *Slow Bleed stance:* while you are in this stance, you are immune to bleed effects, and may ignore 1 PHP of damage from any cutting or piercing attack that does more than 1 PHP of damage to you. You may not, however, use *Self-sacrifice* to fuel magic while in this stance.
- *Pain Resistance:* you are resistant to physical pain, owing to frequent practice at cutting yourself and being cut.

- *Sense of Humour:* from a sample of someone's blood, you can determine something about their personality. You may also sense nearby creatures with blood in their veins. This does not include creatures who do not have 'normal' blood—for example, most insects, crabs, mollusks, etc. This also does not apply to animated, anomalous, extraplanar, fey, incorporeal, plant, primordial, or undead creatures.
- *Blood Familiar* (heroic scale): by feeding small amounts of your blood to an animal, you have made it into your familiar. Treat as a magic user's familiar, allowing you to perceive through its senses. Alternatively, this could be a creature literally made from your blood; it functions the same either way. Treat as a sidekick (*M&M* p 70).
- *Blood Protection* (heroic scale, requires *Slow Bleed Stance*): your ability to control your blood has improved, granting you the protection of *Slow Bleed Stance* without needing to enter a stance and without preventing you from using *Self-sacrifice*. If you do choose to enter the stance, it absorbs 3 PHP of damage from cutting and stabbing attacks, and 1 PHP from blunt attacks, and you may not use *Self-sacrifice*. As before, you always take at least 1 PHP from a successful attack that did PHP damage.
- *Blood Warrior* (heroic scale): when someone else wounds you with a cutting weapon in combat, you gain one spell die that must be used in this or the next round for each 5 PHP of damage they did.
- *Hot-Blooded* (heroic scale): you now use a d6 when determining a PHP increase, and use a d8 for MHP increase, when levelling up.
- *Humour Control* (heroic scale): you are capable of controlling the mixture of humours in the blood, and through this of affecting the emotional states of people, given that you have a relatively fresh sample of their blood to work with (not more than a day old). You may use this to anger or calm them, and to make them despondent or hopeful.
- *The Internal Knife* (heroic scale): you do not need to use a cutting implement to perform self-sacrifice, allowing you to catch those familiar with blood magic unaware. Instead, simply choose how much blood you wish to use. Narrate this as you wish—perhaps you bleed from your nose, eyes, or ears, or from your pores, or cough up blood....
- *Necromancy* (heroic scale): using blood magic, you may reanimate the dead bodies of those you kill as zombies. Treat as the *animate dead* spell, performed using blood magic.
- *Balancing the Humours* (epic scale): you have become capable of treating diseases through the appropriate manipulation of blood—not merely blood diseases, but other ones as well. Treat as the ability to cast the *cure disease* spell.
- *Control of the Living* (epic scale): you may take control of someone's body by controlling the blood within them; this allows you to physically direct their body, but you do not control their mind. Treat as the *domination* spell, but the target may choose to resist with Strength, Constitution, or Wisdom.
- *Ritual Sacrifices* (epic scale, requires *Followers*): you can tap the blood of your followers to fuel spells. You may use your followers as a spell dice pool: each follower is worth one die. A follower's 'die' recovers after one day.

Other Advancements

- *Brutal attacks* (must be of Evil alignment; p 123).

- *Damage Focus stance* (M&M p 42).
- *Followers* (heroic scale): you gain followers (M&M pg 70).

Blood Magic

You can empower spells with blood, using either of these two modes:

- *Self-sacrifice*: you drain your own blood for power. Instead of gaining spell dice normally, you sacrifice your own PHP to get them, getting one die for each 3 PHP of damage you do to yourself. You are also capable of controlling your bloodletting quite accurately, doing exactly as much damage as you wish. You may either let your blood at the time you need it, or do it beforehand, storing it in a specially enchanted receptacle. If you do the former, you may drain no more than 3 + your level PHP per round. If you do the latter, then each day, you choose how many of your PHP you are storing in your receptacle. You have these immediately available, but obviously do not have them with which to take damage.
- *Stolen blood*: you drain the blood of others for power. You do this by inflicting damage on them with a cutting weapon—a dagger, sword, axe, etc. Every 4 PHP you inflict provides you with a spell die; however, you must use that die either with a follow-up action in the same round (using special traits that give follow-up actions), or in the next round. This must be done at Hand or Close range.

Your spells must involve blood in some way. Some of the things you can do include:

Inflicting bleeding wounds: by preventing blood from coagulating, you cause your foe to continue to bleed. This inflicts 1 PHP per round for each level of consequence you inflicted: i.e., 1 PHP/round at minor, 2/round at major, 3/round at extreme. You can accumulate effect to “drive up” to the next level, but cannot have multiple bleed effects of different levels on a target.

Controlling the flow of spilled blood to create slippery spots, either on the ground or on someone you have cut—e.g., making the blood flow onto their hands to make it easier for them to drop a weapon. You could also use this to make blood flow toward their eyes, impairing sight.

Homunculi: you can create small ‘creatures’ made of blood, which may perform minor tasks for you. Treat this as the ability to perform cantrips (p 151), explained via these homunculi.

Tracking: given a sample of someone’s blood, you may attempt to find them.

Healing: you can stop wounds from bleeding, and help revitalize allies by helping their bodies to replace lost blood. Treat as a *cure light wounds* spell. You may also cure blood diseases; what exactly this includes is up to the GM.

Some of the advancements above grant other possibilities. In general, keep in mind the link of a blood mage’s magic to blood.

ELEMENTALIST

Prime Attribute:	Intelligence
Secondary Attribute:	Constitution
Physical Hit Points:	d4
Mental Hit Points:	d10
Starting Money:	2d4 x 10gp

Eschewing other sorts of magic, you have chosen to focus on the conjuration and control of a particular element. Others might see this as limiting, but you understand that the four elements are the basis of all physical things, in different combinations. You know you have chosen wisely, and that your imagination will let you do more things than the naive would consider possible with your element!

Restrictions: You may not wear armour.

Elementalist Traits

- *Elemental Lore*: you know the secrets of elemental magic, know the various types of elementals and their abilities, and understand how the elements interact with each other in the physical world.
- *Read and Write*.

- *Elemental Magic*: you may create effects relating to your element outside of combat. In and out of combat, you may counterspell spells that involve your element, as if you were a magic user with knowledge of that spell (M&M p 21).

You must choose a single element from the following—Air, Earth, Fire, Metal, Water and Wood. Your Elemental Magic grants you only spells and effects of this element. Depending on your chosen element, you gain one of the following corresponding traits:

- *Zephyr’s Speed* (Air): your movement speed is increased by six; for most characters, this gives 18 (+4) movement. You also gain a trait bonus to all agility or movement rolls. This includes dodging, so you have a Physical Defence trait bonus even when unarmed and unarmoured.
- *Chthon’s Endurance* (Earth): you use d6 for your physical hit points instead of d4, and have natural armour +3. This armour improves by one point each tier (+4 at heroic, +5 at epic, etc.).
- *Salamander’s Light* (Fire): as a minor effect, you may regenerate one PHP or MHP. You may not do so more than once per round. You may also use this as a trait bonus when attempting to heal someone else. The number of PHP or MHP you regenerate increases by one each tier (2 points at heroic, 3 at epic, etc.)
- *Mercurial’s Attraction* (Metal): as a minor effect, you can move a small metal object (10 pounds or less) that is not being held by anyone toward or away from yourself by a range category. If you have the effect points, you can move such an object more than one category. You also gain a trait bonus to your Physical Defence against weapons that are completely or mostly metal, even when unarmed and unarmoured.
- *Undine’s Mind* (Water): you have a high mental fortitude, allowing you to use your INT bonus to calculate your Mental Defence instead of WIS. In addition, this acts as a trait bonus when determining Mental Defence.
- *Writhecopse’s Toxin* (Wood): you can produce a toxic fluid from your skin. This fluid rapidly loses its toxicity, and so cannot be used to effectively coat weapons. However, your hand attacks and grapple attacks are considered to be +1d6

weapons when you wish them to be, provided you have your hands exposed.

- *Elemental Resistance*: you are resistant to spells and effects of your chosen element, gaining the maximum possible trait bonus (twice your level) to your defence against such spells and effects.
- *Quarterstaves and Daggers*: you are proficient with these weapons.

Elementalist Advancements

- *Elemental Attack*: you have learned to direct your elemental powers through physical strikes. Your hands and feet count as a +1d6 weapon, you gain proficiency with them, and you may create effects based on your chosen element from your strikes. You still use STR to attack (although you could potentially change that with another advancement).
- *Elemental Defense*: you have gained a new defensive ability related to your chosen element. You may add this effect to any rolls you make on an extreme effect. It affects an area around you extending out to Reach range. It lasts for your level in rounds, or until dispelled by an extreme magical effect capable of dispelling it.
 - *Obscuring Fog (Air)*: you create a fog which impairs the sight of your foes. This is an extreme effect, giving foes a -6 to find and target you and your allies. Note, however, that this will not help against area effects!
 - *Earthen Bulwark (Earth)*: you raise a wall of earth, ten feet high and up to twenty feet long. You may choose to instead create a chasm of similar dimensions. Either way, anyone where you create it is automatically able to get out of the way, but foes must move to the side farthest from you in so doing, unless they can get a major effect on a movement action against your Mental Defence.
 - *Fiery Circle (Fire)*: you surround the area with a ring of fire. Anyone crossing the ring is subject to a fire hazard of difficulty equal to 20 + your level. Missile and thrown weapons, however, pass through unharmed, as they do not spend enough time in the fire to catch.
 - *Warding Aura (Metal)*: you can repel metallic objects away from your person for a time. Any metallic weapon is at -4 to hit you, and anyone wearing metallic armour is at -4 to attempts to close with you. However, those wearing metallic armour gain a +4 on attempts to open their range with you. These effects apply out to Reach range (including attempts to move from Short to Reach).
 - *Rippling Dome (Water)*: you conjure a rippling dome of water which surrounds you. Missile, thrown attacks, and fire effects are blocked until the dome is destroyed; it has 30 + twice your level PHP. The dome does not block movement or line of sight.
 - *Defending Roots (Wood)*: wooden and woody things in the area around you grab at the feet of your opponents and try to knock them off-balance. If this applies, opponents in the area must make a DEX check with a difficulty of 20 + your level. Consequences include losing balance, being knocked down, or being grabbed by one's feet.
- *Summon Elemental*: you may call forth a minor elemental. This is of size M, has (your level x 4) PHP and MHP, AC/MAC 12 + your level, and obeys your commands automatically. It must remain within Short range of you, and remains for one turn, until you dismiss it, or until its PHP or MHP are reduced to zero, whichever comes

first. Another elemental or a summoner can dismiss it with an extreme effect.

Your summoned elemental can perform tasks for you depending on its type:

- *Air*: it may fly (move 20 (+5)), observe, and report back to you. It is difficult to see (difficulty 15+your level). It can neither attack nor block attacks, but it can go through small openings, and may attempt to push things as a wind (effective strength equal to your level). It may not enter water.
- *Earth*: slow-moving (move 9 (-1)), your earth elemental is mainly useful for defence. It can attack, but due to its slow-moving, ponderous nature, its attack is your level. Defensively, however, it is immune to normal missiles (siege weapons and magical missile weapons and spells affect it), and has AC 18 + your level. On a major effect, you may interpose it between yourself or an ally and a foe, so that foe cannot attack without first achieving a major effect to get past it (or eliminating it).
- *Fire*: fire is quick (move 20 (+5)), but cannot fly. It can set paper and cloth alight on a minor effect, and wood on a major. It attacks at your level + 8, and can do up to your level + 8 PHP damage. It may also frighten or fascinate, causing MHP damage and effects. It may not enter a large body of water, but can attempt to boil away small ones, such as a watering trough or smaller (minor, major, or extreme effect at GM judgement).
- *Metal*: quicksilver moves at 15 (+2). It can dissolve metals into itself, weakening armour and metal weapons. It attacks at your level + 6, doing up to your level + 6 PHP damage, and causing dizziness and sense impairment effects. If attacked with fire, it exudes a gas which is a CON hazard of 10 + your level, also causing dizziness and sense impairment. This affects all within Reach distance. It's silvery appearance can fascinate, causing MHP damage and effects at level + 6. It has a fluid, silvery body, and may flow through small openings, as little as half an inch. AC is 15 + level, and it is immune to lightning and electricity.
- *Water*: water moves at 12 (+1) on land, or 18 (+4) in water. In water, it is difficult to see (difficulty 15+your level) and behaves like an air elemental does in the air. On land, it appears as a shifting wave/column. It can strike with an attack of your level + 3, causing up to your level in damage, and causing pushing/wetting effects. You may interpose it between yourself or an ally and an opponent as with an Earth elemental; it does not block physical attacks, but does so for mental ones.
- *Wood*: moves very slowly at 6 (-2), looking like a shambling bundle of sticks or saplings. The wood elemental lashes out with its 'limbs', attacking at level + 6 and doing up to level + 6 PHP damage. Since its 'limbs' are long, it can attack at Close and Reach distances. Water strengthens it, allowing it to use a minor effect to regain 3 PHP. It also exudes poison when wetted, causing a CON hazard of difficulty 10 + level, with PHP damage and effects of pain, swelling, itching, and blindness. If it suffers a major or greater consequence from an attack with fire, a portion of it explodes, attacking all those in Hand to Close range at + level + 6, causing PHP damage and poison effects as above.
- *Elemental Sense*: you may sense the presence of elementals of your chosen element, within Medium range. Further, you can sense the presence of concentrations of your element or a particular manifestation of it within that range (e.g., for earth, sense a

- type of metal or gemstone; for air, sense smoke or another gas; and so forth). Sensing requires a check of base difficulty 15; as a minor effect, you can know approximate distance, direction (i.e., quarter it's toward), and amount. A major will give you more exact indication on one of these. (Thus, a total of 45 is needed to get fairly exact distance, direction, and amount!)
- *Elemental Friend/Master*: elementals of your chosen element like, respect, or fear you (your choice, but you only get to choose once!). You may use this trait when appropriate in talking to and dealing with elementals.
 - *Scribe Scrolls* (heroic scale): inscribe magical scrolls with elemental spells that you know (*Me&M* p 88).
 - *Elemental Familiar* (heroic scale): see below.
 - *Elemental Language* (heroic scale): you have learned to speak and write (albeit in mystical symbols) one of the languages of the elements—Agni (fire), Málmur (metal), Odun (wood), Terra (earth), Udara (air), and Voda (water). This may be taken up to six times. You must learn the language of your own chosen element first.
 - *Elemental Movement* (heroic scale): you gain a movement mode, depending on your element. You can use this movement mode once per day, for one turn. You may carry your normal load while doing so; this affects your speed normally. This advancement may be taken again at epic, legendary and mythic scale, letting you use your chosen movement mode an additional time per advancement, up to a maximum of four times per day. These uses can be 'joined up', allowing a single use of up to four turns at mythic scale. Further, each time you take this advancement again, you become able to transport constructs of increasing scale—heroic with the second time you take it, epic with the third, and legendary with the fourth.
 - *Flight* (Air): you can fly! While this is no faster than running for you, it often allows more direct lines of movement. You can hover as well. Your maximum altitude is unlimited; however, since this is no faster than running, it takes considerable time to achieve great altitude, unless you are starting from a high position (e.g., atop a mountain).
 - *Pass Through Earth* (Earth): you can pass through barriers (natural earthen ones, or ones constructed solely of materials found within the earth) without hindrance, and leaving no trace of your passing. Your maximum movement rate while doing so is your walking movement rate. While doing so, you may grab objects you find within the earth and take them with you, up to your normal carrying limits.
 - *Quicksilver Body* (Metal): your body becomes malleable, enabling you to pass through cracks as little as half an inch wide. However, your body is a thick fluid, so passing through a crack of two inches or less takes you a full round or reduces your movement rate to 2 (-4), whichever will take longer. Squeezing through a larger opening halves your movement rate.
 - *Flame Travel* (Fire): by stepping into a fire, you can transport yourself to another nearby flame. Your maximum range is your current movement rate doubled (the same as your running speed). You do not need to be able to see the other flame, but you must know that it is present. Should your destination flame not be present (e.g., someone has put it out), then you do not move. You may do this as often as you wish during the duration of your power use, but no more than once per round. When you do this, the fire you transport via does not harm you (however, if you continue to stand around in it after the transport, it can!).
 - *Fish's Gift* (Water): you can swim at your full movement rate. While you are doing so, you can breathe underwater. Further, while you are using this power, water does not affect your movement—you may gesture and otherwise move freely. For practical purposes, you can consider this to be like Air's *Flight*, only in water!
 - *Squirrel's Grip* (Wood): you may climb any woody surface, including trees and vines, at your normal movement rate and without having to make climbing checks.
 - *Elemental Effect* (heroic scale): you have gained an additional ability related to the elemental of your chosen element. You may add this effect to any attacks you make as an extreme effect. The effect's range is up to Reach.
 - *Windstorm* (Air): you create a momentary tornado. This can either throw one opponent to medium range from you, or knock down all opponents of lesser scale than you in range.
 - *Earthquake* (Earth): the earth shakes beneath you. All opponents of lesser scale in range lose their footing, but your allies are unaffected. Alternatively, you may create a sudden pit, five feet by five feet and ten feet deep. Anyone standing where you create the pit must make a Difficult (20) Dexterity test, or fall in. Those who do not fall in choose which side of the pit they are now standing on. It takes a major effect to escape the pit.
 - *Flame Burst* (Fire): a burst of flame shoots forth. This is only momentary, and so does no damage. It is, however, very frightening. All opponents of lesser scale in range must move back one range category. Alternatively, you may focus the burst on a single foe, causing them to have to move back, and to be momentarily blinded (major effect to remove the blindness).
 - *Metal Storm* (Metal): metallic shards shoot forth, causing an extra 1d6 damage to opponents struck by the original attack. Alternatively, you may focus this on a single opponent, causing 2d6 additional damage, and allowing you to add +*knockdown* to the attack.
 - *Geysir* (Water): a burst of heated water shoots up! This puts out small normal fires and dazes all opponents of lesser scale in range. Alternatively, you may target a single foe, stunning them; it takes a major effect to recover from the stun.
 - *Poison* (Wood): those struck suffer a CON hazard of difficulty 15 + level. Effects are pain and sense impairment. Alternatively, you may focus this on a single opponent, raising the difficulty to 20 + level.
 - *Elemental Immunity* (epic scale): you are immune to spells and effects of your chosen element. If you wish to let them affect you, you may. For metal, this grants you immunity to attacks from non-magical metal weapons. For wood, this grants you immunity to attacks from non-magical wooden weapons and poison.
 - *Summon Major Elemental* (requires *Summon Elemental*): you may summon an elemental of your chosen type. You may do so once per day. The elemental you summon is a standard elemental of the chosen type, with statistics as in *COLLECTANEA CREATURAE* for that elemental type. When initially summoned, it is obedient. It must remain within Medium range of you, and remains for one turn, until you dismiss it, or until its PHP or MHP are reduced to zero,

whichever comes first. Another elemental or a summoner can dismiss it with an extreme effect.

Each round, the elemental will struggle against your control, making a mental attack. This attack is at +14, and counts as having a +1d6 mental weapon. If you are forced to zero MHP by this or any other mental attack, you automatically lose control of the elemental, which then turns against you and your allies. The elemental may also free itself with an extreme effect arising from this attack.

An uncontrolled elemental can be dismissed with an extreme effect from a summoner or elemental. The elemental will in any case disappear once a turn has elapsed since it was summoned.

- *Versatile Elementalist* (epic scale): choose a second element. You gain the ability to use *Elemental Magic* with this element, and may now take advancements relating to it. This does *not* give you the ability to use all your existing elemental advancements with the new element—if you wish to learn to use one with this element as well, you must re-take it, this time for the new element. This advancement may be taken multiple times, adding a new element to your repertoire each time.
- *Elemental Form* (legendary scale; requires *Elemental Immunity* or *Elemental Movement*): once per day, you may transform your body into your chosen element. This works as the druid spell *elemental form* (p 198).
- *Planar Travel* (legendary scale): you may transport yourself and up to four companions from your home plane to the elemental plane of your chosen element(s). While there, all of you are protected from the normal rigors of the plane in question. This does not grant immunity to the element, but merely the ability to survive the normal environment of the plane. You may return to your home plane at will.

To bring companions, they must be willing and either touching you or forming a human chain that involves you. This applies for the return trip as well—it is possible to leave a companion behind. If this happens, the companion is still protected.

Other Advancements

Note: all the Elemental Form stances are physically oriented; they do not apply to mental attacks and defences.

- *Air Form stance* (heroic scale): while in this stance, you move with your opponent's attacks, evading them in unexpected and surprising ways. While in Air stance, you use 2d6 for attacks, but 3d8 for defence. You may roll defence against any attack you choose when in air stance. If you can, however, you must move away from your opponent on a successful defence. You also gain the ability to move away from one opponent and toward another as a single action, changing your range bands relative to both (one band relative to both as a minor, two as a major, etc.) Lastly, on a successful defence, you may use consequence points to add to your next attack, provided it is not against the same foe you were defending against.
- *Earth Form stance* (heroic scale): this stance grants you a trait bonus against any attempts to move you. You also count as being a size class larger for physical attacks, so that opponents hit you more easily, but their effect points against you are reduced. Lastly, when in Earth stance, the effect level of any grappling effect you create is effectively one higher—that is, for five points, you can create a major grapple effect; for ten, an extreme. This does not, however, increase the maximum level of effect you can create.

- *Fire Form stance* (heroic scale): A highly aggressive stance, which enables you to perform devastating attacks while sacrificing defence. You must roll your defence while using Fire stance, but you roll 3d8 for attacks. Further, your maximum PHP damage is not subject to the normal limits while in Fire stance. Lastly, when creating effects that involve breaking bones or inflicting pain, the effect level you create is one higher than normal (as with grapples in Earth stance).
- *Metal Form stance* (heroic scale): this stance enables one to ignore pain. This negates the *+pain* of attacks that cause pain, makes one resistant to intimidation via physical threats, and grants +2 armour. Further, your fists become +1d4 weapons, and you may ignore the first five consequence points when missing on a physical attack. However, your ignorance of pain also means that you do not know how badly you are wounded. The GM tracks damage you take while in this stance, and does not inform you of it unless you drop (i.e., are reduced to zero PHP) or until the stance ends.
- *Water Form stance* (heroic scale): a mixed defensive/offensive stance, in which one uses your defences to launch counterattacks. A balanced stance, it does not change the dice you roll; instead, you may roll your defences if you choose, and may “roll over” up to ten consequence points from a successful defence into a bonus to your next attack, or up to ten effect points from a successful attack into a bonus to your next defence.
- *Wood Form stance* (heroic scale): this stance allows you to make multiple attacks, granting you an extra attack each round. Your attacks need not be against the same opponent, but you must be within range of both opponents. Further, each attack is with a different limb, so you may not use the same weapon on both attacks. You may not jump or otherwise leave the ground while in this stance; doing so ends the stance immediately, even if the movement was forced.

Elemental Familiar

Through your studies and training, you have discovered the secret of harnessing the power of a minor elemental that corresponds with your Chosen Element. Your familiar is a sidekick, constructed according to the normal sidekick rules; however, instead of having a class, it gains traits according to its elemental type.

All elemental familiars share the following traits:

- *Natural weapons*: they are proficient in the weapon(s) they are naturally equipped with (i.e., those given in their descriptions).
- *Natural defences*: they are proficient with the armour they are equipped with (even if this is no armour!), gaining a trait bonus to physical defence.
- *Elemental*: as elementals, they are immune to attacks and effects of their own element, poison, disease, sleep, and aging. The minor elementals who are familiars are *not* immune to non-magical weapons.
- *Mental link*: the familiar can mentally communicate with its master, so long as both are conscious and within 200 ft of each other. If one or the other is unconscious, the other can sense the unconscious partner's general location and condition.
- *Shared senses*: the master can see through the companion's eyes, hear through its ears, and so forth. The master may also permit the companion to do the same to him/her. Range is limited as per the mental link.

Common advancements:

- *Magic resistance*: your familiar is resistant to magic, gaining the maximum possible trait bonus (twice its level) when resisting magic.
- *Extended mental link*: the range of your mental link with your familiar is 100 ft/level (your levels).
- *Spell conduit*: you may use your familiar as the point of origin of your spells, so long as it is within range of your mental link.
- *Magical assistant*: your familiar helps to focus your mind. You may use this for a trait bonus when your familiar is close by during a ritual.
- *One with Master's Magic*: your familiar is unaffected by your magic, unless you choose for it to be affected.
- *More dangerous than it looks*: if your familiar normally only does scratch damage, it can now do normal damage.

Air Familiar

Your familiar appears as a minor air sprite, looking much like a pixie.

Suggested Attributes: Str 3 (-4), **Dex 18 (+8)**, Con 12 (+1), Int 12 (+1), Wis 14 (+2), Cha 13 (+1)

Size: S

Movement: 20 (+5) flying

AC: level+20 (level+10) (size +2)

MAC: level+12 (level+1) (size -2)

Attacks: Tiny Sword +level+8 (scratch damage only)

Ranges: Hand (Tiny Sword)

Air Familiar Traits

- *Born to Fly*: as an air elemental, your familiar gains a +6 advantage on any movement check made to outmaneuver another flying creature, unless it is also an air elemental.
- *Invisibility*: your familiar can turn invisible, appearing as a slight waver in the air. While invisible, it requires a Difficulty 15+level check to see it.
- *Goes With the Flow*: your familiar has a natural resistance to lightning and electricity.
- *Distractible*: your familiar is, unfortunately, easily distracted. Bright shiny objects, pretty things, or sudden movement can all distract it. Earn a hero point when this complicates things majorly for you.

Air Familiar Advancements

- *Wind Tricks*: can cause wind-based effects as follows: Wind Tricks +level+8 (scratch damage only; +wind effects), range is Hand to Reach.
- *Generate Sound*: by making the air vibrate rapidly, your air familiar can create sounds. This does not allow it to imitate specific voices—take another advancement for that!
- *Pass Through Cracks*: your air familiar can pass through any crack that air could pass through.
- *Gale Force* (heroic scale): Tiny Sword attacks and *Wind Tricks* now do regular (non-scratch) damage. In addition, your familiar may now do strangling effects on a major consequence.

Earth Familiar

Your familiar appears as an ox made of stone and mud.

Suggested Attributes: Str **18 (+8)**, Dex 13 (+1), Con 14 (+2), Int 8 (-1), Wis 12 (+1), Cha 7 (-2)

Size: M

Movement: 12 (+1)

AC: level+17 (level+5) (armour +4)

MD: level+12 (level+1)

Attacks: Stomp +level+8 (+1d8), Charge and Gore +level+8 (+1d10); may charge with it, using Movement to help the attack

Ranges: Hand (Stomp)

Earth Familiar Traits

- *Solid as a Rock*.
- *Rock Steady*: your familiar is difficult to move or knock down.
- *Heart of Stone*: your familiar is resistant to emotionally-based mental attacks.
- *Dumb as a Brick*: unfortunately, your familiar is, well, not very smart. You can gain a hero point when this causes major complications for you.

Earth Familiar Advancements

- *Diamond in the Rough*: your familiar is exceptionally tough. Add +3 to its physical defences, and it may regenerate 1 PHP as a minor effect (but not more than 1 PHP per round).
- *Heart of Gold*: your familiar is not only resistant to emotional attacks—it can help others to weather them as well. Your familiar can help one person at a time with emotional attacks; they gain a trait bonus against them based on the familiar's level. To do so, it must be close by the person and you and the target must share a language.
- *Stalwart Bastion*: your familiar acquires resistance to magic. Further, when guarding your retreat or that of your allies, it makes a free attack upon any creature that passes within Close range of it while trying to pursue you or your allies.
- *Shake the Earth* (heroic scale): your familiar can make area attacks when it uses its Stomp attack, allowing it to create knockdown, unsteady footing, and other similar effects.

Fire Familiar

Your fire familiar appears as a snake made of flame, which slithers and sidewinds through the air.

Suggested Attributes: Str 6 (-2), **Dex 18 (+8)**, Con 13 (+1), Int 12 (+1), Wis 14 (+2), Cha 6 (-3)

Size: S

Movement: 18 (+4) flying

AC: level+20 (level+10) (size +2)

MD: level+12 (level+1) (size -2)

Attacks: Bite +level+8, Hiss +level+6 (+fear)

Ranges: Hand (Bite), up to Reach (Hiss)

Fire Familiar Traits

- *A Spark in the Night*: your fire familiar literally glows, shedding light as bright as a torch normally. It may damp this down to a glow like hot coals, but can never completely stop shedding light.

- *Flaming*: your familiar also puts off heat like a torch or hot coals! This can be used appropriately; in addition, its physical attacks can cause fire/heat effects, and unarmed foes can be burned by it for PHP damage as a riposte.
- *Sidewinder*: the manner of your familiar's movement can be very deceptive. Use this as a trait to mislead someone about where it is going—or coming from!
- *Fiery Temper*: your familiar's temper is as fiery as its body! Gain a hero point when this causes you major complications.

Fire Familiar Advancements

- *Dancing Flames*: your familiar can fascinate creatures with its flames, giving it the effect *+fascinate*. Treat otherwise as a Hiss attack.
- *Warmth*: your familiar can spread itself out, warming an area up to 20 ft across. All creatures in this area gain a trait bonus equal to the familiar's level against cold effects.
- *Rushing Flames*: once per combat, your familiar may move to any point within Medium range of it at no cost. This does not ignore barriers.
- *Starfire* (heroic scale): your familiar's flames partake of the essence of the stars themselves. It may harm ethereal creatures, including ghosts. Creatures normally resistant to fire are not resistant to its attacks, and those normally immune count only as resistant.

Metal Familiar

Your familiar appears as a porcupine with quills of steel.

Suggested Attributes: Str 5 (-3), Dex 15 (+2), Con 16 (+6), Int 10 (0), Wis 12 (+1), Cha 14 (+2)

Size: S

Movement: 15 (+2)

AC: level+21 (level+8) (armour +4, size +2)

MD: level+10 (level) (size -2)

Attacks: Shoot Quills +level+2 (+1d4), Scratch & Bite +level+2 (+1d6)

Ranges: Short (Shoot Quills), hand (Scratch & Bite)

Metal Familiar Traits

- *Steely Resolve*: your metal familiar is resistant to any attempts to make it run away or leave you.
- *Bane of Fey*: any quill attacks made against Fey type creatures have their damage dice doubled and gain *+burning pain*. Further, the target continues to be burned for one PHP each round until they are removed (difficulty 10 first aid check).
- *Quills*: your familiar can riposte against melee attacks. Its *Bane of Fey* applies to these ripostrs, granting a +1d4 damage die to them.
- *Teeth of Steel*: given time, your familiar can gnaw through wooden or softer barriers, at a rate of roughly one inch per turn when making a hole large enough for itself. Making a hole large enough for a man-sized creature will take one hour per inch of barrier thickness.

Metal Familiar Advancements

- *Magnetic Personality*: your familiar can attract metal objects to itself. Treat as *Mercurial's Attraction* above.
- *Corrosive Quills*: the quills of your familiar cause other metals to corrode and dissolve. Make a *Shoot Quills* attack, but use effect

points to weaken and destroy non-magical metal armour and weapons.

- *Ductile Body*: your familiar can squeeze through cracks as per *Quicksilver Body* above.
- *Electrical Discharge* (heroic scale): once a day, your familiar can release an electrical charge. This is an attack at level+2 (+3d6 +*stun*). If the target is touching or holding the familiar, their armour class is at a -4; further, metal armour does not protect against this attack.

Water Familiar

Your familiar appears as a swelling in the water, vaguely discernible as a spherical shape, or, on land, as a small moving wave.

Suggested Attributes: Str 6 (-2), Dex 14 (+2), Con 12 (+1), Int 12 (+1), Wis 16 (+6), Cha 12 (+1)

Size: S

Movement: 12 (+1); 18 (+4) swimming

AC: level+16 (level+4) (size +2)

MD: (2 x level)+14 ((2 x level)+4) (size -2)

Attacks: Spray +level+6 (scratch damage only; can do water effects)

Ranges: Up to Reach (Spray)

Water Familiar Traits

- *Waverider*: in water, your familiar becomes a part of the water, becoming invisible. The difficulty of seeing it is 15+its level.
- *Reflective mind*: a water familiar is difficult to mentally attack effectively. It counts as resistant to mental attacks (already included in MAC above), and can riposte against mental attacks, causing effects of the same kind(s) that the attack that was targeting it could.
- *Shifting Form*: a water familiar does not have a fixed form. It normally appears as a small moving wave, but can give itself any sort of appearance, although it will still appear to be made of water. If it uses this to appear as a puddle or such, this counts as a trait for hiding.
- *Capricious*: your familiar is quick to change its mood, often in radical ways. When this complicates things for you in a major way, gain a hero point.

Water Familiar Advancements

- *Healing Pool*: your water familiar can heal physical and mental damage, as per the normal first aid rules. This counts as a trait for it to do so.
- *Dry*: your water familiar can remove water from items and plants, drying them out. It cannot do this to living animals. Against plant creatures, treat this as Spray, but as regular non-scratch damage with drying effects.
- *Produce Water*: your water familiar can give up some of its substance, supplying up to three person-days of drinking water. It may do this no more often than once a week.
- *Phase Transition* (heroic scale): by changing its state of matter, your water familiar can become ice or vapor. As ice, it can do normal (non-scratch) damage and cause cold effects. As vapor, it can be invisible in air (as *Waverider*, but in air) and can make mental attacks to attempt to enter and possess someone. This requires an extreme effect or reducing the target to 0 MHP. Lasts for one turn or until ended otherwise. Mental attack is as Spray, but doing mental damage and effects.

Wood Familiar

Your familiar appears as a sort of small shrub that moves about on its own.

Suggested Attributes: Str 16 (+6), Dex 10 (0), Con 14 (+2), Int 11 (0), Wis 14 (+2), Cha 7 (-2)

Size: S

Movement: 12 (+1)

AC: level+15 (+level+3) (armour +1, size +2)

MAC: level+12 (+level+1) (size -2)

Attacks: Branch Lash +level+6 (+1d4), Entangling Vines +level+6 (+slowed +entangled; no PHP damage)

Ranges: Close (Branch Lash), hand to reach (Entangling Vines)

Wood Familiar Traits

- *Bends, But Does Not Break:* blunt attacks do only half their normal effect value to your familiar.
- *Speaks to Trees:* your wood familiar can speak to trees and other plants. However, it should be noted that most plants aren't very smart or perceptive. They may be able to tell things like whether a large group passed by in the last few days, but they won't be able to give you a count or any decent description.
They do, however, take much more notice of grazing animals and other herbivores—so if a group you're tracking was riding horses, they're more likely to remember that than the people!
- *Animals Love Me For the Wrong Reasons:* your familiar smells good to herbivores, who may try to eat its leaves and buds—and to dogs, who may urinate on it. Gain a hero point when this causes major complications for you.

- *Toxic Berries:* your familiar is poisonous to everyone but you or those you designate. You may gain enough food to feed two people from it, but no more than once per week. This poison rapidly loses its effectiveness when exposed to air; the berries may be kept and used to feed to someone, if you can find someone you can trick into eating white berries. Treat as if it were a disease, with a CON check difficulty of 10 + level, a check time of one hour, and effects of vomiting, diarrhea, and PHP damage (after the previous two are inflicted). It lasts for six hours, or until a successful CON check is made against it.

Wood Familiar Advancements

- *Thorns:* your familiar has toughened up and grown thorns. Raise Physical Defence by two points, and it may make ripostes against melee attacks from Hand or Close range.
- *Deep Roots:* your familiar can root itself during battle. When it does so, an extreme effect is required to move it from its rooted spot. It may also use this as a trait bonus for grappling when rooted, adding half its level as a secondary bonus.
- *Water Drinker:* can recover PHP by finding a source of untainted water (which need not be physically clean, so long as it is not toxic). Make a CON check for the familiar with difficulty 10; it regains the effect points in lost PHP, up to a limit of regaining twice its level. As with all healing, this may not be done again until and unless the familiar is re-injured.
- *Growth (heroic scale):* your familiar grows to size M, with physical defence decreasing by two, and mental defence increasing by two. In addition, its *Branch Lash* now is effective at Close and Reach range, and it gains two points of CON, with a corresponding hit point increase.



Tanuki Elementalist

ENCHANTER

Prime Attribute:	Intelligence
Secondary Attribute:	Constitution
Physical Hit Points:	d4
Mental Hit Points:	d10

Potions, scrolls, magic swords and armour—for most adventurers, these are rewards earned through adventure. For you, however, such things are your bread and butter. As an enchanter, you specialize in the magical means of taking properties from one object and placing them into another—including imbuing items with spells, whether they be your own or cast by someone else. In an adventuring party, you may play the magical equivalent of a thief's role—working on those things too subtle for those whose talents are more aimed at combat.

Restrictions: You may not wear armour. You must be 5th level or higher as a magic user (including sub-classes). You must be able to read and write.

Enchanter Traits

- *Enchantment:* you can imbue an item or person with magical energy. See *Enchantment* below.

Enchanter Advancements

- *Accumulating Power stance:* you may perform an enchantment over time. To do this, state up-front how long you're going to take, using the time scale appropriate—e.g., rounds at adventurer scale, turns at heroic scale, and so forth. We will refer to these as *periods* here.

So, for example, to transfer an effect from one person to another, you could choose to take three periods (three rounds, since this is happening at adventurer scale) to do so. You would roll each round, accumulating effect points against the normal difficulty. At the end of three rounds, you would have to accept the number of effect points you had then; if that were negative due to bad luck, you would take consequences.

While you are accumulating power, you may take no other actions beyond walking or riding at a normal pace, or other normal actions appropriate to the time scale being used (e.g., if accumulating power at legendary scale, the character cannot undertake adventures during the period, but is obviously eating, sleeping, etc.).

If you are forced to end the enchantment early, you take a -2 penalty for each period originally pledged that you did not spend performing the enchantment. You may not accumulate power for a total of more than ten periods per enchantment attempt.

- *Imbued Weapon:* you have imbued your own melee weapon with magical energy; it gains no pluses, but counts as a magical weapon for purposes of what creatures it can strike. Further, your weapon defends you, granting you a +2 armour bonus.
- *Improved Imbued Weapon* (requires *Imbued Weapon*): you may grant your imbued weapon a permanent bonus, making it a truly enchanted weapon. This bonus is dependent on your scale, as per *Permanent Enchantment* below. Your weapon also defends you as per the normal *Imbued Weapon*. You may add additional properties to your imbued weapon, either with advancements (as per a signature weapon), or with treasure points by the normal rules (*Me&M* p 86-87).
- *Magic Sense:* you've trained yourself to be sensitive to magical auras. You may make an INT check to sense magic in your vicinity. Normally, the difficulty of sensing an active spell is (20 - spell level/dice). A passive spell, such as a waiting magical

Variations on the Enchanter

We've presented the enchanter here as a heroic scale class; however, it doesn't necessarily have to be used that way. If you'd like magic users in general to be able to make magic items, without having to give up some of their spellcasting ability, then you could use the traits and advancements here as advancements that are available to all magic users.

Alternately, if you'd like a world with more subtle magic, enchanter could be a base class. If you wish to do that, a starting enchanter should also have the weapon proficiencies of a normal magic user, the *Magical Lore* trait as a starting trait, *Read and Write*, and *Imbued Weapon*. They would also have the same starting money as a regular magic user. The *Familiar* advancement should be available to them at adventurer scale, as it normally is to magic users. At 1st-4th level, such an enchanter can use *Enchantment*; they do not become capable of *Permanent Enchantment* until 5th level.

This makes for more subtle magic, without fireballs, lightning bolts, and the like. If you're using such a setup, another option might be to reverse things from our 'standard' setup here, and make the normal magic user class be a heroic class! Thus, wizards would start off using the subtler magic of enchantment, and later on become able to cast spells.

trap, is more difficult to detect; the GM should set the difficulty, bearing in mind the difficulty of the area and/or level of the trap's creator, as if designing a trap for a thief to defeat.

As with physical traps and thieves, magical traps will not normally simply be sensed automatically—they will have to be looked for.

- *Potion Creation:* you can create potions—magical items which hold a particular property ready for use, and grant that property to someone who drinks the potion. Details are as per *Enchantment*. This works like creating an item that is holding an enchantment, except that anyone can transfer the effect to themselves by drinking the potion. Creating such an item counts against the limits on how many enchanted items an enchanter can have ready, unless treasure points are used to create the item.
- *Scroll Creation:* you can create scrolls—magical items which hold a single spell ready for use, and allow that spell to be triggered by someone in possession of the item. You must be able to cast the spell, or work with someone who can cast the spell. Creating the scroll consumes any ingredients normally used to cast the spell. As with potions, creating such an item counts against the limits on how many enchanted items an enchanter can have ready, unless treasure points are used to create it.
- *Stored Power* (requires *Scroll Creation*): you are capable of creating items that store magical energy for later use. See *Stored Power* below.
- *Use Magical Items:* you gain the ability to use the magical items of another class of your choice.
- *Improved Transfer* (heroic scale): when a transfer of a trait fails while using *Enchantment*, you may choose to make up the difference by accepting a minor consequence (of course, this only works if you have failed by 5 points or less). The consequence could be to you, the source of the transfer, or the target of the transfer, so long as it will create problems for you and your party. GMs should use their imagination—such a consequence could be a reduced version of the trait, or could bring along 'side effects' from the source of the trait. For example, a character granted a

cat's stealth might also have a sudden desire to chase mice, or clothing given the hardness of mail might make noise like mail as well.

- **Flexible Item Use** (epic scale, requires *Stored Power*): when using an item that has stored magical energy and has been designed to cast a particular spell, you may choose to use it to cast any spell related to that spell, but at the cost of using two spell levels/dice from the item for each level or die of effect you gain. Thus, you could use a *Wand of Fireballs* to light a fire, or to shoot up sparks to signal someone at a distance, or in other ways.
- **Power Weaving** (epic scale, requires *Flexible Item Use*): when using spell dice or levels from an item, you may use them to supplement your own. Thus, you could use two levels from a *Wand of Ice Magic* along with one of your own 2nd-level spell slots to cast a 4th-level spell that you have memorized, without using that spell up.
- **Imbue Construct** (epic scale): with this advancement, an enchanter can operate on constructs of a lower scale than his or her personal scale. Thus, a 10th-level enchanter with this advancement can perform enchantments involving heroic constructs.
- **Phylactery** (legendary scale): you can create a receptacle capable of storing a soul. If this is attuned to store a specific soul (say, your own), then that soul will automatically move into the phylactery if its body is no longer capable of supporting it, providing that the phylactery is within heroic range (i.e., within a day's ride of the phylactery). A soul in a phylactery to which it is attuned can perceive things happening around the phylactery. It may mentally communicate with anyone touching the phylactery, and can engage them in mental combat if desired. If they are reduced to zero MHP, the soul may occupy their body and eject them. On an extreme effect, it may occupy their body with them still in it; this is risky, however—when in a still-occupied body, the other soul may attempt to prevent you from returning to your phylactery. If there is an unoccupied body nearby (i.e., within ten yards or so), the soul can attempt to occupy it. This requires an INT or WIS check, against a base difficulty of 20. The soul may attempt this once per day.

When in a phylactery to which it is not attuned, a soul is essentially imprisoned. In short, this means that items can be made for the purpose of trapping souls. Simply making the item a phylactery is not enough, however—it would also need to be enchanted with a spell or trait which would permit it to 'steal' souls.

Other Advancements

- *Air of Mystique* (p 125).
- *Countercharms* (p 124).
- *Leave me out of this!* (p 124).

Enchantment

Enchantment is the process of moving properties and power from one thing to another. In game terms, an enchanter can:

- Take an effect or consequence and move it from one thing (the source) to another (the target).
- Transfer a trait or attribute from source to target.

For effects and consequences, the difficulty is 10 + 2 for each level of effect/consequence, plus 5 for a consequence. This presumes that living sources and targets are willing; if they are unwilling, they resist with their mental defence if it is higher. If a transfer is being done during combat, increase the difficulty by +5, or by +10 if the enchanter is directly engaged in combat.

If the source or target is unwilling, a partial transfer can result. The enchanter spends effect points to create an effect on the target, and the effect on the source is reduced by a like degree. If *both* source and target are unwilling, use the higher mental defence, and add two to it.

If an effect is being transferred and the enchanter fails, the effect is lost; no one and nothing has it now. With a consequence, a failure inflicts consequences, which may go on either the source (making it worse), or on the enchanter (placing a version of the consequence they were attempting to move onto them).

Transferred effects and consequences still follow the normal rules for the duration of effects and consequences; *M&M* p 48. To create a permanent effect, see *Permanent Enchantment* below.

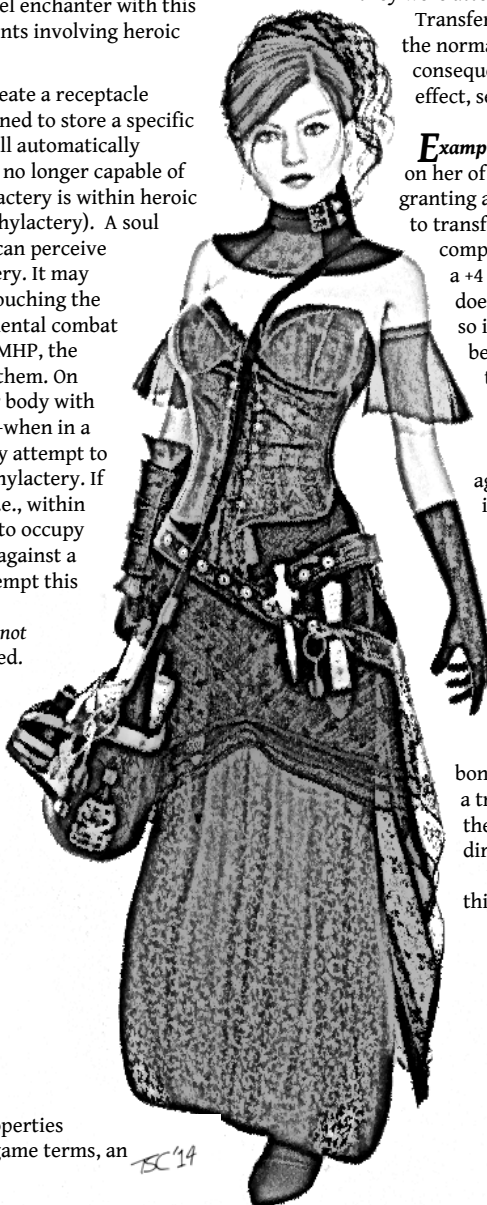
Example: Melinda the thief has gotten an effect on her of *silent like a cat*. This is a major effect, granting a +4. Edward the Enchanter wishes to transfer this effect from Melinda to their companion Guxar the Warrior, since he needs a +4 to sneaking much worse than Melinda does. The difficulty of such a transfer is 14, so if Edward gets a 14, the major effect will be transferred. Should Edward fail, then the effect is simply lost, and no one has it any more.

If Melinda were unwilling to give up her effect, Edward would have to roll against her mental defence. If he exceeded it by 5, he'd create a minor effect on Guxar, and reduce Melinda's major effect to a minor one, so they would both have a +2 to sneaking.

Transferring a trait or attribute is more difficult than an effect or consequence. Treat it as if it were an extreme effect, requiring a 16 difficulty as a base. For every five effect points or fraction thereof achieved above the difficulty, one point of bonus or penalty can be transferred. As above, if a transfer is being done during combat, increase the difficulty by +5, or by +10 if the enchanter is directly engaged in combat.

With a living creature, it's simplest to do this at the moment the creature dies; its death makes the full value of the trait or attribute potentially available. If you wish to leave the source alive, only a partial transfer is possible. A transfer of this sort lasts for one day.

Example: Amelia the Enchantress is trying to speak to a goblin who seems friendly, but does not speak the Goblin tongue. Through gestures, she manages to convey to the goblin that she wants to try using magic to help (the GM of course



requires a CHA roll for her to try to get the idea across!). Of course, killing the goblin would be counterproductive!

So, she attempts to transfer the goblin's *Speak Goblin* trait to herself partially. The goblin is only a first-level creature, and thus, only has a +1 trait bonus. Normally, this would make a transfer impossible without killing the goblin, but the GM agrees that this is a good time to make an exception. Thus, he allows Amelia to try the enchantment. The base difficulty is 16; if she gets a 16 or better, the GM says that Amelia will acquire a *Speak Goblin* trait with a bonus of +0—she'll only be haltingly fluent, but she and the goblin will be able to talk.

At any given time, the number of active transfers (whether of an effect, a consequence, a trait, or an attribute) an enchanter can have is limited to his or her level.

Prepared Items: An enchanter can prepare a special item that holds a trait or attribute taken from something, ready to place it into something else. Each such item counts against the limit on the number of active transfers. The special item does *not* gain nor grant the trait; it can only be used by the enchanter to grant the trait. It lasts for about a week if unused; when used, the property it grants lasts the normal duration (as normal for effects and consequences, or a day for traits or attributes).

The roll to see how effective the transfer is should be made at the time the item is used. This is subject to the normal increases in difficulty for being in combat: +5 if in combat but not engaged, +10 if directly engaged in combat. Creating such an item requires spending a turn of game time doing so.

Bonus Limits: the limit on the bonus that can be granted to something is either (1) doubling the magnitude of an attribute it already has, or (2) adding up to the enchanter's or wielder's level, as if it were a trait. Thus, with the case of transferring the armour value of a suit of chainmail to normal clothing, a 3rd-level enchanter would only give the clothing a +3 armour value. A fifth-level enchanter could give it a +5, making it as strong as the original suit of chainmail, but that is as good as could be done. To do so, however, would require a total roll of 36 (16 base difficulty to transfer one point of bonus, +5 per additional point).

Transfer of consequences and immunities: in general, you cannot transfer a consequence to a target which is immune to consequences of that sort. For example, if a target cannot be burned, you can't transfer a burn to it; if it cannot bleed, you can't transfer a bleeding wound to it. You can't transfer a petrification consequence to a creature of living stone. In general, the GM should apply a bit of common sense.

Permanent Enchantment

An enchanter can permanently transfer enhancements of normal properties of an object—thus, one can place an armour bonus on armour, or a hit or damage bonus on a weapon. The limit for a permanent enchantment is +1 per level of scale; thus, a heroic enchanter can make +1 armour and +1 weapons, but no higher. (Note that since weapons can have both hit and damage bonuses, this enchanter could create a +1/+1 weapon.)

Creating such enchantments requires the expenditure of treasure points. This follows the rules for the creation of special items on pages 88-89 of the core book. What's the advantage of having an enchanter do it, then? First off, an enchanter automatically has a trait bonus for this. Second, the base difficulty for an enchanter to create a special item is 15, instead of 20.

At epic scale, an enchanter becomes capable of placing permanent enchantments on items that give them properties they do not normally possess—thus, an epic enchanter can create flaming swords, cloaks of protection, and so forth. If certain effects are limited to certain scales, as suggested in the Magic chapter (*Effect Types and*

Scale, p 148), then an enchanter must be a scale higher than that to place those effects into a permanent item. Thus, if flight is a heroic scale effect, then an enchanter would have to be of epic scale to create a ring of flying. If teleportation is epic scale, then creating a permanent teleportation enchantment requires an enchanter of legendary scale.

A source for the property being transferred must still exist. Obtaining these sources is normally subsumed in the cost in treasure points; however, if the enchanter wishes to enchant something with an extremely unusual property, the GM may require that the character work in-game to find something with that property. This could be a magic user capable of casting a spell which grants that property, searching out a legendary location which has it, seeking the blessing or cooperation of a creature (or hunting down the creature!) with it, or some other sort of adventure.

Stored Power

An enchanter with the *Stored Power* advancement may choose to create an item that can store power in any of the following ways. A single item may only store power in a single way.

- You may store arcane spell levels within an item, which a spellcaster may later use. The maximum spell level you can store is the highest spell level you would theoretically be able to cast, adding your highest spellcasting class level to your enchanter level. You may place a total number of spell levels equal to your own level within the item. So, for example, a 5th level enchanter can place spell 'slots' of up to level 3 in an item, up to a total of five levels worth. This could be a 3rd level spell slot and a 2nd level one, or five 1st level ones, or one 1st and two 2nd, or any other combination that adds up to five total levels.
- You may create an item that is capable of storing only a particular variety of spells—for example, only fire spells, only cold spells, only necromantic spells, or so forth. The maximum level is the same as in the first case, but the total number of levels which can be placed into the item is doubled.
- You may create an item which stores only a single, particular spell. In this case, the total number of spell levels storable is tripled, unless the item is also usable by someone who normally cannot cast the spell. In that case, the normal limit applies.

Stored power items do not count as permanently enchanted. If one is allowed to be completely drained, it no longer can be used to store power. Such items can be recharged by any magic user who can cast spells of the appropriate level(s). Such items are normally made in the form of wands, staves, or rods, but this is not an absolute requirement.

To create a stored power item which is permanent, and does not have its "slots" go away when all the stored spells levels within it are gone, a "permanent enchantment" trait must be added to the item. Such an item can still be drained of power, but can be recharged even if this has happened.

If you are using spell dice rather than spell levels, the above limits on spell levels apply; simply read them as "spell dice" instead. Thus, a 5th-level magic user/3rd-level enchanter could create an item that stores eight spell dice, of which no more than four can be used at once. If that item were restricted in the sorts of spells it can cast, it could store sixteen dice.

One change is required: for the third category, the 'single spell' that the item can store also uses a set number of spell dice each time it is used. Thus, if the above enchanter were to create an item that can perform a single spell, casting it with three spell dice, the twenty-four spell dice that could be placed into the item would power that spell eight times before the item would be drained.

SUMMONER

Prime Attribute:	Intelligence
Secondary Attribute:	Wisdom
Physical Hit Points:	d4
Mental Hit Points:	d10
Starting Money:	2d4 x 10gp

Some magic users choose to specialize in the summoning and binding of extraplanar creatures, instead of working or using magic directly against their foes. Your primary challenge with these creatures is maintaining control over them—should you lose control, they will either flee, leaving you alone and defenseless, or turn on you. Those who manage to master this ability are quite powerful—be they allies or enemies.

Restrictions: you may not wear armour.

Summoner Traits

- *I Don't Get Dirty:* you have no weapon or armour proficiencies. You do not gain a level bonus to your AC until and unless you gain a weapon proficiency and equip yourself with the appropriate weapon. Note: if your race would normally grant you a weapon proficiency, you do *not* gain that proficiency as a starting trait. You may choose a racial advancement from your race to replace your racial weapon proficiency trait, and you may take the racial weapon proficiency trait as an advancement (but not as your first level advancement).
In any case, however, you gain only a half-level bonus from your weapon or armour proficiency (i.e., the first trait that lets you use it), and your maximum trait bonus with a weapon or armour is your level, rather than twice your level.
- *Read and Write.*
- *Summoner's Lore:* you have knowledge of the techniques of summoning and binding, and of extraplanar creatures. Use this to identify such things, and to create effects based on your knowledge of them.
- *Circles of Binding and Protection:* you may craft magic circles. See *Magic Circles* below.
- *Summoning:* you may select one sort of extraplanar creature that you have knowledge of summoning. See *Summoning* below.
- *Summoner's Command:* when you have an action, you may choose to use it to give one of your major summons (see *Summoning* below) a command, having it act instead of you.
- *Dismissal/Exorcism:* you have knowledge of the techniques to dismiss and banish creatures of any type that you can summon. This is also covered in detail below.

Summoner Advancements

- *Familiar:* as a magic user (M&M p 20). The familiar is a sidekick, and does not count as a summoned creature, but must be of a type you can summon.
- *Quick Summons:* you have a particular major summons who has agreed to come immediately when needed. When you summon this one, it arrives the following round. You may change which of your summons you can call quickly; this takes an hour in a safe area where you have access to proper summoning equipment (that is, you can have space to make a magic circle, have ritual candles, robes, chalk, etc.).
- *Second Sight:* you have the ability to see spirits and other magical entities. You may use this as a trait bonus when attempting to tell the true nature of a disguised/illusion-masked person or

This Seems Like a Lot of Dice Rolling...

Well... yeah. If you're skipping over a period of time, it's best if the summoner is simply assumed to dismiss their summons. Otherwise, you can take one of these options:

Only summons who can't effectively struggle can be kept out for more than an hour (thus, if the summon's level is 20 or more less than the summoner's MD, it can't possibly win the struggle, and may be kept out.)

More generously, you could assume that if the summon's level is 15 or more less than the summoner's MD, it can be kept out without any MHP loss on the summoner's part, and the hourly struggles can be skipped.

Summoners who need to keep a summons out for a while, but aren't actively ordering it around, could be required to place it in a circle.

creature. You may also take this as a trait bonus when attempting to search for magic items, find the area of effect of a spell, and so forth.

- *Symbol:* you have learned a new sort of symbol which you can inscribe within a magic circle. This could be a mental/physical effect (e.g., a *symbol of sleep* or *shrinking*), or a form of attack (e.g., a *symbol of fire* or *electricity*). The symbol attacks with your INT, plus 1d6 for each two levels you possessed at the time you created the symbol. Effect points are used to create the appropriate effect or inflict damage of the appropriate type.
- *Versatile Summoner:* learn to summon a new type of creature; your new major summons for this level must be of that type. You may only take this once at each scale (including once before reaching heroic).
- *Binding* (heroic scale): you may attempt to bind a creature you could summon which is already present, even if you do not know a calling name or true name for it. Mechanically, treat this as exorcism, but with the end result placing the creature under your control instead of dismissing it from this plane. Such a binding lasts until the following sunrise or sunset; the summoner who has bound the creature may dismiss it at any time, requiring it to return to its native plane.
- *Create Scrolls and Jars* (heroic scale): you may create scrolls of summoning, and jars that can hold summoned creatures (of appropriate types—demons, elementals, genies, etc.). A summoned creature in a jar can be ordered to perform one service each day by the holder of the jar, but one must be physically holding the jar to do this. The service must last for a turn or less; a summoner may choose to keep the summoned for up to an hour, but each additional ten minutes "burns" another day's use—thus, if the full hour is used, the creature cannot be ordered to perform a service again during the next five days.
- *Great Summoning* (heroic scale): you have a cooperating set of entities that you can summon. This functions as a warband or similar heroic scale construct. You may take this advancement again at each new tier, gaining a construct of that tier that you can summon; you must, however, have it for all lower tiers in order to gain it for a particular tier. Such an entity behaves as a major summons for purposes of summoning and maintaining control over it.
- *Quick Summons* (heroic scale): you have a particular major summons who has agreed to come immediately when needed. This may not be your highest-level major summons. When you summon this one, your mental struggle takes place instantly; it

is played out normally, but takes no time, and uses no actions on your part. You may change which of your summons you can call quickly; this takes an hour in a safe area where you have access to proper summoning equipment (that is, you can have space to make a magic circle, have ritual candles, robes, chalk, etc.)

- *Adept Summoner* (epic scale): you may now have two major summons active at once. Note that it is usually a bad idea to bring out your two highest-level summons at once.
- *Create Summoning Items* (epic scale): you may create items that give bonuses to summoning, binding, and dismissing a particular type of summons.
- *Self-Conjuration* (epic scale): by summoning and binding your own astral double, you have gained certain powers. You gain resistance (maximum trait bonus of twice your level) against spells that attempt to command you in any fashion. You also gain a trait bonus to any roll you make to detect someone scrying or otherwise magically watching you; against effects of this sort that normally do not allow a chance of detection, you may still make a roll, with the difficulty determined by the scale of the caster (extreme for a 1st-4th level caster or below, heroic for a 5th-9th level caster, epic for 10th-14th, and so forth).

You must also declare something about your character's shadow that indicates their new status. This could be that they have no shadow, that they have two shadows, that their shadow is the wrong shape, or something else, so long as the GM agrees that it is suitable.

Other Advancements

- *Countercharms* (p 124).
- *Leave me out of this!* (p 124).
- *Skilled mediator* (must be Neutral with respect to Good-Evil; p 124).
- *True Names* (p 153).

Restricted Advancements

- A summoner may not take a normal sidekick, nor normal followers.

Magic Circles

Magic circles are used by magic users to form barriers against extraplanar creatures and magical energies. Drawing a temporary magic circle takes a full turn, during which the one drawing it may do nothing else. It may not be done in combat. The summoner then makes a non-combat casting check (difficulty 10), using INT. Result points create a *magic circle* effect, which may be used to defend against magic that attempts to cross the circle, or as a bonus when preventing an extraplanar creature from escaping. A circle created with an extreme effect blocks any extraplanar creature of level 4 or below completely; completely blocking more powerful extraplanar creatures requires a circle created with an effect of their tier.

It is recommended that dice not be rolled to determine the strength of the circle until it needs to be known, so that players do not take undue advantage of knowing the circle's strength with certainty.

A circle can also be prepared with an *inscribed command*. This is a magical sigil that will automatically be triggered when the circle is breached. A summoner can create sigils of *obedience* and *dismissal* for the creature types he/she is capable of summoning. These act as if attempting to dismiss/exorcise the creature. A character who can create magic circles and is capable of creating scrolls can inlay any spell they could place into a scroll into a sigil; the spell will be

activated when the circle is breached, with the target being either the one breaching the circle, or the point in the center of the circle, as appropriate. Placing an inscribed command into a circle takes an additional turn, or longer if a spell with a longer casting time is being inscribed.

Note that while a circle may only have one command inscribed, circles can be nested, to a maximum of three circles containing any given point. It is not uncommon for cautious mages to do so, each with an inscribed command.

"Permanent" circles can be made. This requires the expenditure of 500 gp worth of materials, and a week's time. The circle so made can be "empowered" in one round when needed. If it has an inscribed command, the command must be energized separately, also taking one round.

Breaking Circles

Breaking a circle can be done either magically or physically. Breaking one by pure magic is a mental attack against the circle, which is treated as having an MD of 10 + its effect value (i.e., 5 for a minor effect, 10 for a major, etc.). The character attempting to break it must achieve an effect of the same strength as the circle's effect to break it, but may accumulate points toward this. Anyone who is capable of wielding magic of any sort and who can make magic circles may break a circle by this means.

However, it's generally easier to physically break a circle. This requires either a minor effect of placing a physical object so that it obscures a portion of the circle, or an effect strong enough to deface the circle itself (which varies; a circle drawn in sand usually needs only a minor effect; one drawn with chalk on stone requires a major effect; one carved into stone requires at least an extreme, and possibly higher). If a portion of the circle is obscured, it regains power as soon as the obscuring item is removed, so long as it has been obscured for less than a full round. If it is physically defaced, then the circle must be redrawn (or carved, or whatever) before it can be re-empowered.

Note that this does mean that it's possible for, say, someone to toss a handkerchief onto the circle, and someone else to physically remove it before the bound entity's action, preventing it from exiting the circle. That's drama!

Summoning

There are two types of creatures you may summon: minor summons and major summons. Minor summons are treated as followers (*M&M* p 70): you may summon a number up to your level, and they allow you to take actions against multiple targets once you advance to heroic scale. Further, through your summoned creatures, you may attack using your INT bonus, with damage as a martial practitioner (see the *Unarmed Damage* table, p 21). When you take physical damage through your minor summons, you may choose to take it as MHP.

Major summons are treated much like Sidekicks; however, they are "swappable" sidekicks—you can have multiple ones, but only a limited number of them can be in play at once. You begin with the ability to have one in play, and taking the *Adept Summoner* advancement allows you to have two.

The number of major summons you have available is equal to your summoner level; each time you advance a scale, you may create a new one; thus, you gain new ones at 5th, 10th, 15th, and 20th level.

Your summons level up with you until you gain a new one, at which point, the original summons ceases to level. Thus, a 20th level summoner has a 20th level major summons, a 19th level one, a 14th level one, a 9th level one, and a 4th level one.

However, where a normal sidekick is loyal to their master/mistress, a summoner's major summons are not—rather, they are

controlled by the summoner magically. The strength of this control is dependent on the summoner's current MHP; should the summoner's MHP drop to zero while they have any active major summons, those summoned creatures become uncontrolled. They may then either attack the summoner and his/her allies, or leave. Normally this is a 50:50 chance, but the GM may take into account how the summoner and their allies have treated the summoned creature or being.

The major summons themselves do not normally take MHP damage. Any attack upon them which would normally cause MHP damage instead accrues to the summoner. Further, the summoner suffers 1 MHP of damage for each 2 PHP that the summoned takes. A summons that has become uncontrolled uses its own MHP, and the summoner does not take MHP damage for any damage done to it.

Someone attempting to take over control of a major summons is effectively making a mental attack upon the summoner. They can gain control of the summons either through reducing the summoner to zero MHP, inflicting an extreme effect of *Lost Control of X* on the summoner and then managing to control the summons (note that the summons will be uncontrolled from the time the summoner loses control until someone manages to establish control of it!), or by the summoner choosing to give up the struggle and yield control.

Controlling Your Summons

When a summons is initially called for, it will briefly struggle with the summoner. This is an incremental contest, which proceeds until either the summoner gains 10 effect points against the summons, the summoner is reduced to zero MHP or the summons gains an extreme effect against the summoner, or the summoner chooses to give up the struggle and allow the summons to not be summoned. A summons has an MD for this struggle of 15 + its level, and uses the mental attack:

Struggling Against the Summoning +2+level

The summoner uses INT for their attacks, and their normal MD. The summoner always gains initiative when initially summoning. If another summons is active at the time, they will assist the new arrival, adding their level to its attacks and defence. During this mental struggle, the summoner may defend against attacks and move at their normal movement rate, but may not run, sprint, attack, or take other actions.

An hour after the last struggle, the highest-level active summons will make a mental attack against the summoner, as above. If this succeeds, they will have to be re-controlled, repeating the above struggle.

If a summoner with one or more active summons is knocked unconscious, stunned, or otherwise left temporarily unable to take mental actions, their active summons will initiate a struggle as if the hour had passed. The summoner acts normally for this, and if they maintain control, the summons will protect the summoner and continue to obey any orders it already had. Normal sleep on the part of the summoner will not trigger such a struggle, although the summons will still attempt its hourly struggle.

Note that if the summons is currently trapped inside a magic circle and controlled, it will not be able to struggle with the summoner. Thus, establishing a circle around your summons can assist in keeping it out for long periods. Of course, since it cannot leave the circle without either overcoming it or someone else breaking the circle, this also greatly limits its utility! A summons inside a circle cannot be ordered to leave it, and is not required to follow any command that would require it to leave the circle.

Building Summons

Each of your major summons must be built in advance. They are built not as normal sidekicks, but by selecting a type and purpose from

the lists below. You are restricted in type to those you have learned to summon. Lastly, if you have taken the Empowered Summon advancement, you may add a power.

All major summons share the following traits:

- *Proficient with its armour*: the summons is proficient with whatever armour it comes with when summoned.
- *Proficient with its attacks*: the summons is proficient with its normal attacks.
- *Controlled*: when first summoned, it is controlled by the summoner. It does not act of its own free will: rather, it does what the summoner commands. Attempts to make any sort of mental attack against the entity are treated as being mental attacks against the summoner, going against his/her MD, inflicting consequences on him/her, and inflicting any mental damage done on the summoner's MHP. If the summoner is reduced to zero MHP, all his/her currently controlled major summons are released from control. Further, a single major summons can be released from control via an extreme effect.
- *No followers*: a summons cannot have a follower, sidekick, familiar, nor any other sort of 'additional creature' as a trait or advancement.

In addition, all major summons have a base movement speed of 12 (+1). Some of the purposes that can be selected for major summons allow the summoner to choose the size of the summoned entity. Remember that Small creatures get +2 AC, and that Large creatures get -2 AC when determining defence scores. Such adjustments have already been factored in where the purpose only has one size option.

Types of Major Summons

Anomalous

Anomalous creatures cannot be taken as minor or major summons; they may only be summoned via the "Summoning Other Entities" rules. (Yes, those rules say you have to have the type of creature you're summoning as a type you've learned to summon. Yes, that means you have to take up an advancement slot to learn to summon anomalous creatures, and don't get to take minor or major anomalous summons for your trouble. Did you think learning to summon C'thulhu was going to be *easy*?)

Animated

- Animated immunities (*COLLECTANEA CREATURAE* p 4).
- Called by the summoner into a physical object—either an inanimate one, or a plant.
- Animating spirit leaves the object at zero PHP. Generally, this means the object is also broken / the plant is dead.
- Object must be solid or mostly solid, and bound together as a single object. E.g., a wagon would be okay, but a woodpile would not.
- The animated object may not exceed the size of a horse if the summoner is below 5th level; above 5th level, it may not exceed the size of an elephant. Larger "objects" can be animated via the "create constructs" advancements.

Demon

- Demonic immunities (*COLLECTANEA CREATURAE* p 28).
- Increase damage dice by one size category: d4 to d6, d6 to d8, etc..
- +4 to fear attacks.

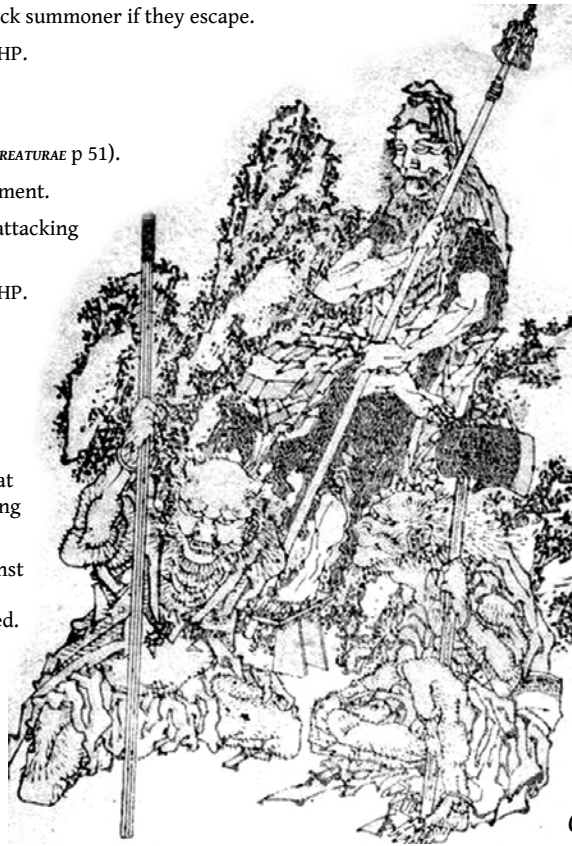
- Will try to twist orders; usually attack summoner if they escape.
- Return to their own plane at zero PHP.

Elemental

- Elemental immunities (*COLLECTANEA CREATURAE* p 51).
- Has the normal properties of its element.
- Will usually go wild if they escape, attacking anything nearby.
- Return to their own plane at zero PHP.

Empyrean

- Empyrean immunities (*COLLECTANEA CREATURAE* p 61).
- Will attempt to break summoner's control if directed to do actions that oppose its Good alignment; attacking summoner if successful.
- Will not normally fight, unless against Anomalous, Demonic, or Undead opponents in situations of true need.
- When they do fight, their attacks are considered Holy, doing double damage to Demonic and Undead opponents.
- Can offer advice, heal, and give blessings of protection.
- Return to their own plane at zero PHP.



- *Trick Shooting.*

Archers may take Ranger traits and advancements as advancements.

Brute

Suggested Attributes: Str 18 (+8), Dex 10 (0), Con 14 (+2), Int 10 (0), Wis 10 (0), Cha 10 (0)

Size: L

AC: level+DEX score +4 (level+DEX+4)

Attacks: Melee +STR+level (+1d10)

Ranges: Hand, close (Melee)

Brute Traits

- *Damage Focus stance.*

- *Knock 'Em All Down.*

Brutes may take Barbarian traits and advancements as advancements.

Carrier

Suggested Attributes: Str 18 (+8), Dex 10 (0), Con 14 (+2), Int 10 (0), Wis 10 (0), Cha 10 (0)

Size: L

AC: level+DEX score -2 (level+DEX-2)

Attacks: Melee +STR+level (+1d4)

Ranges: Hand (Melee)

Carrier Traits

Choose two of the following:

- *Load-bearer:* can carry twice normal carrying capacity for its Strength.
- *Fast:* move 18 (+4)
- *Rideable:* can be ridden by the summoner and up to one other person.

Carriers may take advancements that are appropriate to a mount or load beast. Among these are:

- *Noble Steed:* your carrier is of regal or impressive bearing, and you gain a +1d4 social weapon to impress others when on it.
- *Frightening:* your carrier acts as a +1d4 weapon toward attack to intimidate or cause fear in others when it is with you.
- *Knows the Way:* to a location of your choice, and can take you there or carry someone there at your command. You may take this advancement more than once, adding a new location it knows the way to each time.
- *Carrier's Feet:* provides resistance to hot coals, caltrops, and similar things.
- *Blinking (heroic scale):* the carrier can teleport short distances. This allows normal movement to be described as teleportation, and allows movement checks to reach normally inaccessible areas within your range of movement on a major effect, or an extreme effect if the area is not visible.
- *Trample (heroic scale):* can run down opponents, using its movement check as a bonus to attack.
- *Move-By Attack (heroic scale):* someone mounted on this carrier may move, attack, and then use any remaining movement in the same round.

Living

- Can be healed by clerical healing.
- Do not appear magically; summoning time is time to call. The creature comes by its own means, and may be prevented from reaching the summoner or delayed.
- Most non-predators will simply flee when dismissed/escaping control.

Undead

- Undead immunities (*COLLECTANEA CREATURAE* p 6).
- +4 to fear attacks.
- Deanimated at zero PHP.

Purposes of Major Summons

Archer

Suggested Attributes: Str 14 (+2), Dex 16 (+6), Con 12 (+1), Int 10 (0), Wis 10 (0), Cha 10 (0)

Size: M

AC: level+DEX score (level+DEX)

Attacks: Melee +STR+level, Ranged +DEX+level

Ranges: Hand (Melee); up to Medium (Ranged)

Archer Traits

- *Steady Aim stance.*

- *Dimensional Mount* (epic scale): choose another plane that your mount can access. It can move between that plane and the prime material, carrying others who are riding it along.

Lance

Suggested Attributes: Str 14 (+2), **Dex 16 (+6)**, Con 12 (+1), Int 10 (0), Wis 10 (0), Cha 10 (0)

Size: S, M, or L

AC: level+DEX score+2 (level+DEX+2)

Attacks: Melee +DEX+level (+1d8)

Ranges: Hand, close (Melee)

Lance Traits

- *First In:* use as a trait bonus to initiative. In the first round of a combat, against an opponent who has not acted yet, you are treated as if having surprise—that is, the opponent must roll their physical defense against your attack.
- *Fast:* move 15 (+2)

Lances may take Duelist traits and advancements as advancements. Note, however, that they're stuck with a 10 CHA, so the taunt-centered ones won't do them much good.

Shield

Suggested Attributes: Str 12 (+1), **Dex 14 (+4)**, Con 16 (+3), Int 10 (0), Wis 10 (0), Cha 10 (0)

Size: L

AC: level+DEX score -2 (level+DEX-2)

Attacks: Melee +STR+level (+1d4)

Ranges: Hand (Melee)

Shield Traits

- *Guard stance:* when in this stance, select a target to guard. If that target is struck by a physical attack, you may roll your AC against the attack. If you succeed, you may take the attack instead of the target. Since you are *trying* to put yourself in the way of the attack, size bonuses/penalties to defense are reversed.

Shields may take Fighter traits and advancements as advancements.

Sneak

Suggested Attributes: Str 12 (+1), **Dex 16 (+6)**, Con 14 (+2), Int 10 (0), Wis 10 (0), Cha 10 (0)

Size: S or M

AC: level+DEX score (level+DEX)

Attacks: Melee +STR+level (+1d6), Stealth Attack +DEX+level (+1d8)

Ranges: Hand, close (Melee); Hand (Stealth Attack)

Sneak Traits

- *Move Silently.*
- *Hide.*

Sneaks may take Thief traits and advancements as advancements.

Powers of Major Summons

You may select powers from the list below as advancements for a major summons. A major summons is limited to taking one power from this list if it is of level 1-4; two if it is of level 5-9; three if it is 10-14, and so forth. Some types already have items from this list as base traits: those do not count against the number of powers the summons may have.

- *Alternate Travel Mode* (requires heroic scale if also rideable): the entity can fly, swim, burrow, or otherwise travel in a particular mode outside of the normal. The mode in question is chosen when the power is gained by the summons.
- *Area Attack:* pick one attack. It has an area of effect. This may be selected multiple times, applying to a different attack each time.
- *Attack Mode:* the entity gains a property that is added to its attacks. For example, *+fire*, *+frost*, *+slowing poison*, or so forth. Note that this can transform an attack in nature; for example, *+heal* could allow a summons to use its 'attack' as a healing spell!
- *Fast:* increase base move speed by +6, and adjust the bonus appropriately. This may be selected more than once.
- *Huge* (requires heroic scale): the entity is exceptionally large. If it is rideable, it may carry any number of passengers, limited only by its carrying capacity. It must be of L size.
- *Incorporeal* (requires epic scale): the entity is capable of moving through normal barriers.
- *Keen Senses:* the entity's Wisdom should be considered to be 16 (+3) for purposes of sensing and searching. The summoner may use his/her bonus attribute points to improve this. What sort of information the entity can convey, however, is reasonably limited by its type—animals can't normally report back overheard conversations, for example.
- *Load-bearer:* the entity's carrying capacity is twice normal.
- *Lunge:* can move up to full move and still attack.
- *Ranged Attack:* the entity has a ranged attack, using DEX. Give it a +1d6 weapon bonus with this attack. This may be selected multiple times, with each ranged attack having a different range.
- *Rideable:* the entity is rideable, as per the *Carrier* type.
- *Strong:* add +4 to the entity's Strength score. This power may be selected more than once.
- *Tough:* the entity has an exceptionally tough hide. Add +2 to physical defense. This power may be selected more than once.

Do not forget that a major summons receives normal advancements; while powers consume an advancement slot, they can also take knowledges, stances, and so forth as advancements—anything that a player character could take as a personal trait.

A summoner's major summons are entities that the major summoner has previously called up, bound, and made a compact with for them to come to the summoner's aid when called. Calling a major summons takes only a single action; however, it may not come immediately. When one is called, roll 1d4 for each level of scale it has (1d4 for a summons of level 1-4, 2d4 for one of level 5-9, etc.). This is the number of rounds that elapse before the summons arrives.

After a major summons is forcefully dismissed or escapes control, it may not be summoned again until a week has passed, minus one day for each level by which your level exceeds that of the major summons (to a limit of one day).

For all summons, the point to which the summoned target is called must be within twenty feet of the summoner, and must be both directly visible to the summoner, and have no surface interruptions between the summoner and that point which would prevent the summoned creature from moving to the summoner, were the summoned creature free to move (e.g., no pits, chasms, or walls in between).

Dismissal/Exorcism

To dismiss or exorcise an extraplanar creature that has either escaped control or was never under your control is an INT-based

mental attack in game terms. Reducing the target to zero MHP or achieving an extreme effect results in it returning to its own plane. With lesser effects, you may restrain the creature and place other appropriate effects on it *or yourself or an ally* (e.g., giving it penalties to attack you). Note that when placing effects on yourself or an ally, only the normal casting difficulty (10, 15, or 20, depending on combat status) is involved.

While you are dismissing or exorcising a creature, you must concentrate. You may defend yourself against attacks and move at your normal movement rate, but may not run, sprint, attack, or take other actions.

Summoning and/or Controlling Other Entities

If you know the name of an entity (magically speaking, the “calling name”, not necessarily the true name) that is of a type you can summon, you may attempt to summon it, even if it is not one of the entities bound to you (i.e., one of your major summons). To do so is normally a three-step process:

1. Establish the magic circle(s) to be used. At least one is needed, to serve as the point where the summoned entity is being called to. If the entity is already present and is to be controlled, this step can be skipped.
2. Summon the entity. This is an extended check, with a difficulty of the entity’s MAC, using the summoner’s INT. An extreme effect is needed to accomplish the summoning; a major consequence ends the attempt with failure, and it may not be retried for a week. This is, of course, skipped if the entity is already present.
3. Deal with the entity. If you are attempting to control it, treat it as dismissal/exorcism, except that if the entity reaches 0 MHP or you place an extreme consequence of *Controlled* upon it, you have gained control of it. You may also seek to bargain with it, roleplaying the bargaining process, likely with mental attacks back and forth. The summoner may at any time choose to break off, ending the struggle. If the summoner chooses to do this, the entity is uncontrolled. (And hopefully the summoner has properly established a magic circle to bind the entity, so it is not now free to attack the summoner or simply leave and roam about the world!)

A controlled entity will behave as a major summons, with regards to maintaining control over it. Note, however, that unlike a major or greater summons, an ‘other entity’ is free to bring whatever mental attacks it has to bear, and is not restricted to using the **Struggling Against the Summoning** attack.

At the GM’s option, the entity may choose to give in before losing all its MHP or taking an extreme consequence. If it does choose this option, the summoner will know that it has not struggled “to the finish” and can choose to press the struggle further, if desired. As usual, the summoner may choose to create an effect upon the entity to enforce its ‘loss’, using the effect points gained to do so.

If the entity is currently under the control of someone else, the summoner must first engage in mental conflict to release the entity from the other’s control, as noted under *Summoning* above,

just before *Controlling Your Summons*. This is a round-by-round mental struggle. Once the summons has been released, anyone may attempt to control it. If the summons is one of your major or greater summons, you only need to gain ten effect points on it to control it, due to your pre-existing pact; otherwise, this proceeds normally with the three-step pro above.

Grimoires

A grimoire is a book containing rituals of summoning. Every summoner has their own personal grimoire, in which they record the summoning rituals they know. Magical grimoires also exist, which can grant someone who uses them the ability to summon either specific creatures, or whole classes of creatures. It is also possible to create scrolls of summoning, which allow anyone capable of using a magical scroll to summon the specific creature the scroll summons. Such scrolls are single-use.

Human Summoner



Thief Sub-Classes:

BOUNTY HUNTER

Prime Attribute:	Dexterity
Secondary Attribute:	Intelligence
Physical Hit Points:	d6
Mental Hit Points:	d8
Starting Money:	1d4+3 x 10gp

Bounty Hunters are men and women who make their living by tracking down fugitives and returning them. This may be by private contract, or it may be to gain a reward that's been offered to the public. Some bounty hunters are altruistic, seeking to help capture criminals and return them while making a decent living at it. Others, however, are of baser motivations, and may accept contracts of a more dubious and deadly nature.

Bounty Hunter Traits

- *Bounty Hunter Weapons*: use one-handed weapons, polearms, nets, bolas, and man catchers (see below).
- *Use Light and Medium Armor and Shields*.
- *Hide and Sneak*.
- *Follow the Trail*: skilled in tracking and hunting.
- *Shadowing*: skilled in following people in an urban environment.
- *Catch of the Day*: choose your current quarry. Against this person, creature or members of this group, you may use this as a trait when attacking, intimidating, tracking, or otherwise searching for them. At the GM's option, you may also be able to earn XP for catching them as for achieving a Goal.
- *Know Your Prey*: you may use your INT modifier for tracking and hunting, and for perception when searching for a person or creature.

Bounty Hunter Advancements

- *Hogtying*: you're skilled in the art of tying someone up. This also applies with the use of chains, shackles, and so forth.
- *Friends in Low Places*: you have contacts on 'the street' in urban areas. Use this as a trait when trying to gather information in an urban environment.
- *Intimidating Skill*: you can show off your skill with weapons to intimidate, letting you use Dexterity and gaining a trait bonus.
- *Woodcraft*: as the Ranger trait (*M&M* p 19).
- *Infiltration*: infiltrate enemy camps and other hostile places.
- *Eyes in the Back of Your Head*: you're constantly alert and difficult to surprise.
- *Always Gets 'Em* (heroic scale): through your exploits, you've gained a reputation. People know who you are, and what your business is. Gain a trait bonus for intimidation, and you are able to intimidate small groups at scale.
- *Poisoner* (heroic scale): you've learned to make poisons. To start with, you can make sleeping and paralysis poisons, both ingested and injected. You may learn to make other types via further advancements.

- *Tracking Magic* (heroic scale): you've learned how to track people via magical means. This permits you to take a tracking trait bonus even in circumstances when normal tracking would be impossible, provided you have something that belongs to or was a part of the target. If normal tracking is also possible, you may use this as a secondary trait granting a half-level bonus.
- *Induced Torpor* (epic scale, requires *Poisoner*): you may place someone into a state of torpor. In this state, they are effectively in suspended animation, unable to awaken on their own, but needing no food or drink. You can place them into torpor for a number of days equal to your level. To do so requires either an extreme effect, or first reducing the target to zero PHP or MHP. An extreme effect is likewise required for someone else to arouse the target from torpor.
- *Guildmaster* (epic scale): you have become a leader of other bounty hunters, with multiple crews that work for you. Beyond that, however, you have official sanction and established relationships with others. Use this as a trait bonus when dealing with 'people of importance', especially when seeking information or aid. You may also deal with other organizations at scale.

Other Advancements

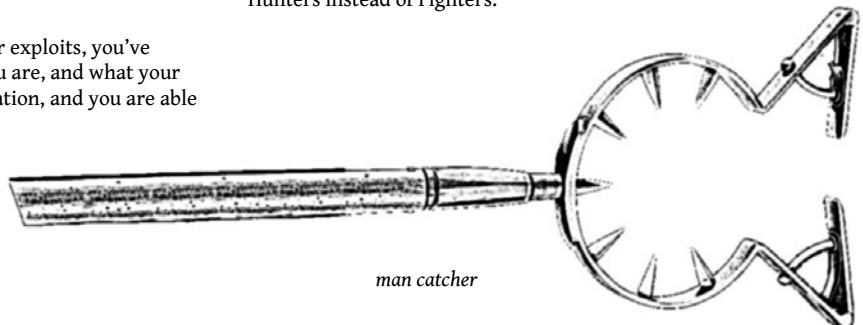
- *Information Network* (heroic scale): you 'have your ear to the ground', and people now come to you with information. Choose a group or person you want to stay informed about. The GM will make a roll at the start of each session (if it makes sense) to see if you have learned anything new about them from your contacts.
- *Sidekick* (heroic scale): you have a sidekick or apprentice (*M&M* p 70).
- *Followers* (heroic scale): attract a number of followers (*M&M* p 70).
- *Private Jail* (epic scale): you may establish a stronghold as a base of operations (*M&M* p 62).

Bounty Hunter Weapons

Typically, bounty hunters are called in to capture targets alive (otherwise assassins are used), meaning that they favour weapons that do no damage, such as bolas, man catchers, and weighted nets. However, this does not mean that a bounty hunter can't use such weapons to knock opponents unconscious with an extreme consequence!

GM Option: Bounty Hunters and Rangers

If the GM wishes, he or she may allow Rangers who have fallen from that status by changing from a Good alignment to become Bounty Hunters instead of Fighters.



man catcher

TREASURE HUNTER

Prime Attribute:	Dexterity
Secondary Attribute:	Intelligence
Physical Hit Points:	d8
Mental Hit Points:	d6
Starting Money:	2d6 x 10gp

You're an expert in finding and retrieving lost items. Specifically, the kind that have been lost for centuries, and are now known only through rumour and legend. As such, knowledge and information is as much your stock in trade as your physical abilities. You relish the physical and mental challenges that you face on a daily basis, after all, the prize is always worth it.

Treasure Hunter Traits

- *Use one-handed swords, whips, and hand crossbows.*
- *Wear no or light armour.*
- *Treasure Hunter's Lore:* you have knowledge of legends about artifacts, tombs, lost cities, and so forth.
- *Detect and Disarm Traps.*
- *I'm Making This Up As I Go:* use this as a trait when you are forced by circumstances to abandon a plan you'd already developed in-character. Yes, this means you are rewarded for having your plans go wrong. This trait continues to apply to anything you do for the remainder of the scene.
When you develop a plan, you may roll INT and this trait against a difficulty set by the GM to create effects from the plan. These last as ordinary effects do. If you have to abandon the plan, the previous paragraph applies.
- *Read and Write.*
- *I Can Get Us There:* you're skilled in climbing, jumping, the fixing of ropes and pitons, and the other ways of getting around that extend vertically as well as horizontally. Further, you're skilled in leading others in doing the same, allowing you to give helping bonuses as a static check, using your INT.

Choose one of the following; you may never have both:

- *For KNOWLEDGE!:* your drive is to recover lost artifacts (in the technical sense, not the 'powerful magic item' one) so that scholars can learn from them. This counts as a Goal for you, and you gain a trait bonus when following it. Further, since knowledge is your primary interest, once per day, you may recall a single fact related to the current situation without rolling an INT check. Instead, you are awarded the maximum possible roll of the dice you would use for this check. The GM will then provide an appropriate answer.
- *In it for the Money:* you recover lost artifacts not for the knowledge that could be gained, but from the desire for money, or to curry favor with those who could advance your career. This counts as a Goal for you, and you gain a trait bonus when following it. Further, you have formed many useful connections and gained resources in this way—and learned certain underhanded tricks. You may use this for a trait bonus when using your abilities to lie, cheat, steal, and get the authorities to interfere with others.

Treasure Hunter Advancements

- *Any Knowledge is Handy:* you pick up little bits of useful knowledge about all sorts of things. Once per session, you may take a +1 secondary trait bonus in something you do not have a trait for,

We Made These Rules Up As We Went

The *I'm Making This Up As I Go* trait may seem enormously powerful: essentially, it becomes a do-everything trait. A couple of things should keep this in check:

First, remember that a secondary trait is only a +1. That's not really that large a boost—where it really comes into play is where the Treasure Hunter doesn't have an applicable trait normally.

Second, it only kicks in when things go wrong enough to force abandonment of a plan. This means that you as GM get to choose when that part of it works. When you do decide to make it work, things should be going *spectacularly* bad. Think Indy running for his life in front of the giant rolling boulder. Think the PCs running for their lives while a horde of hundreds of screaming orcs chases them. Think Gandalf, Bilbo, and the dwarves stuck up a tree with the goblins setting it on fire. *If the PCs are not having a 'how are we going to get out of this alive?' moment when this kicks in, you're not playing it right.*

representing some scrap of remembered knowledge that you've come up with.

- *Whip Mastery:* you can disarm people, grab items, swing across chasms and do other improbable things when wielding a whip. You may use DEX as your attack trait with the whip, and if you already have *Finesse Attack*, you gain a +1. The difficulty of achieving such effects is determined by the GM, and they may be performed in and out of combat.
- *The Final Challenge:* seemingly without fail, you will come across a riddle or puzzle that must be solved in order to get to your goal, or to free yourself from a death trap that you have set off. You have accepted such situations as an inevitability, and devoted time to mastering the arts of defeating challenges like these. You gain a trait bonus in such situations.
Further, if you do not like the outcome you've achieved, you may take a second chance at the challenge, regardless of whether it is rolled for or role-played. This is purely metagame; in the game world, if you succeed on the second try, the characters succeeded on their first. You may only do this once for each level you have attained. You may "save up" uses, but may not use this ability more than once on the same challenge.
- *Fortune and Glory:* nothing can keep you from seeking riches and acclaim. Heart-stealing cults, booby-trapped tombs and killer spirits are just part of the job, making you resistant to intimidation and fear effects.
- *Decipher Languages.*
- *'X' Marks the Spot:* you may make an INT roll against a difficulty of 10, as if casting a spell, to produce a map from your collection that is helpful in locating something. This may only be done once per location being looked for, and does not apply for things for which a map would not reasonably exist (e.g., "where's my brother right now?")
- *Can't Get Lost* (heroic scale): you can always at least find your way back. When making a Navigation check (*M&M* p 80), you may use this trait. If someone else in your party also has a navigation trait, you may save yours to use as a "second chance" roll. *Decipher Magical Writings* (heroic scale).
- *Step Where I Step* (heroic scale): when you and others are avoiding traps, if you roll higher than you need, then you may give away your extra effect points to allies as helping bonuses.

- *Use Magic Item* (heroic scale): your researches have taught you how to use a broad variety of magic items. In addition to those normally usable by thieves, you may use other items. To do so, you must make an INT check against a difficulty corresponding to the scale of the magic item: 20 for adventurer items, 25 for heroic, 30 for epic, and so forth. If you fail, the GM may use the consequence points for a magical mishap.
- *Don't Touch Anything* (epic scale): you are immune to magical and non-magical compulsions to make you pick up items; allies who are both visible to you and within earshot of you count as resistant to such if you choose to warn them.
- *Museum* (epic scale): you have established a museum as your base of operations. You may use this to act at epic scale, utilizing the artifacts, ancient scrolls of spells and technology, and so forth in your museum.
- *Just Another Trap* (epic scale): when using DEX to avoid traps, you may make two rolls and take the highest one. You may combine this with *Step Where I Step* if you have that advancement.

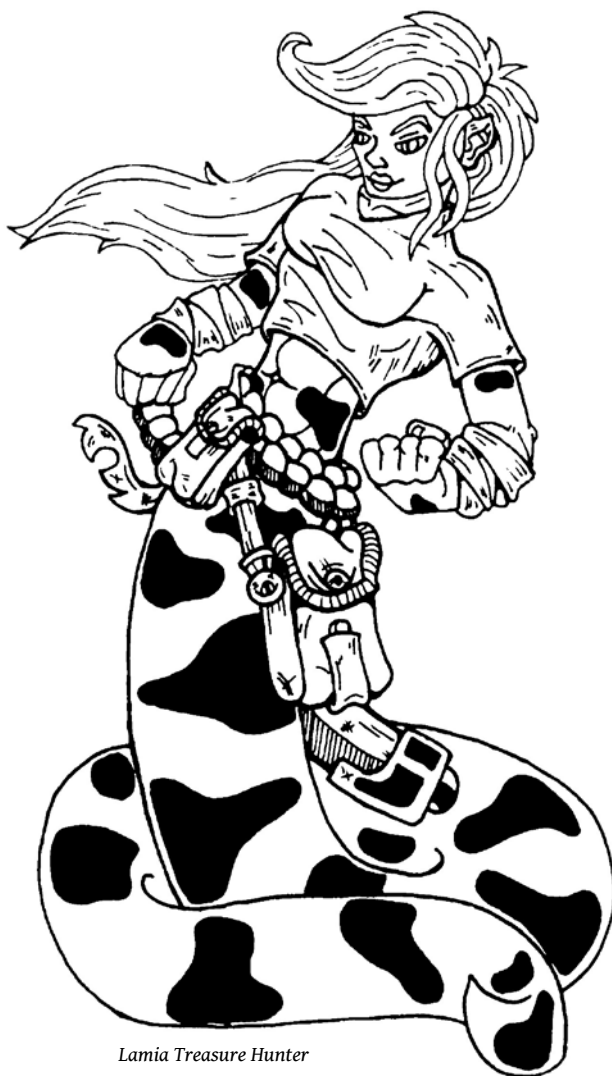
Other Advancements

- *A Friend in Every City*.
- *Brawler* (p 124).
- *Countercharms* (p 124).
- *Dirty Fighting*: from long experience using whatever you can to get an advantage against your enemies, you've become skilled in such tactics as throwing sand in their eyes, shooting them when they challenge you to a sword duel, bashing them in the head with rocks, and so on. *Finesse Attack*: use DEX instead of STR to attack with finesse weapons. If you already have *Whip Mastery*, all attacks with the whip gain a +1.
- *Skirting the law* (must be Neutral with respect to Law-Chaos; p 124).
- *Stunning wordplay* (p 125).
- *Swim*.
- *Well Traveled*.
- *Why Did It Have To Be...:* pick a common type of creature that you're afraid of. Gain a hero point when this fear complicates things for you.
- *Sidekick* (heroic scale): you have a sidekick or apprentice (*M&M* p 70).

We've Got a Jones-ing for Treasure

Our Treasure Hunter is meant to be an Indiana Jones or Lara Croft sort of character -- someone who's a lot like a *D&D* thief, but is interested in stealing things not for their monetary value, but generally for their historical or religious value, or for any other significance it might hold. They've also got a good deal of knowledge to go with that... at least, if you've taken the FOR KNOWLEDGE! option. In it For the Money shades more into their enemies, who have similar knowledge and abilities, but are more basely motivated.

The Thief class can cover similar territory, but this gives an option for those who don't want the 'street thief' portions of the standard thief ability set -- instead, the treasure hunter gets a smattering of scholarly abilities. In some cases, the treasure hunter can also make a good secondary class for someone who would otherwise be a magic user/thief, since many of their abilities overlap in ways that can be helpful for a hunter after magical artifacts!



Lamia Treasure Hunter

VANGUARD

Prime Attribute:	Dexterity
Secondary Attribute:	Wisdom
Physical Hit Points:	d6
Mental Hit Points:	d8
Starting Money:	(1d4+3) x 10 gp

You're the one who goes in first. An army would call you a scout... or maybe a spy, in some instances. A thieves' guild calls you a 'caser'—the one who cases places for robbery. Regardless of how you learned your skills, though, you know how to get in and out of places without anyone noticing you. Not necessarily without them *seeing* you, but if they do see you, they'll think you were supposed to be there.

Vanguard Traits

- **Weapon Proficiency:** with one-handed swords and axes, daggers, bows, slings, and staff.
- **Light Armour Proficiency.**
- **Trailblazer:** marking trails for others is your job. Anyone following a trail you have marked for them (either obviously or using *Signals* below, if they can understand the signals) gains a trait bonus to needed climb, stealth, jump, etc. checks to follow the trail. No tracking tests are needed to follow a trail you have marked.
- **Infiltrator:** you are exceptionally good at sneaking into places that you aren't meant to be. As part of this, you're familiar with guard signals, where common places to post guards are, how camp and fortification defences are designed, and so forth. You may also use this as a trait for hiding and sneaking.
- **Signals:** you are experienced in ways of signaling others you are working with inconspicuously—bird calls, arrangements of sticks, and so forth. You can so signal others, provided they have this trait (other classes may take it as an "other advancement"), or you have previously arranged signals with them.

Choose one of the following:

- **Dungeoncraft:** you've made your living at some point being a scout/torchbearer for adventurers. You know what to look for when scouting for traps in a dungeon, the minute signs of passage that are left on stone floors, what kinds of moss are safe to eat, and all manner of other odd tidbits of information about getting around and surviving in dungeons and caves.
- **Spycraft:** going beyond simply finding ways in and out and gathering easily observable information, you're trained in deeper sorts of infiltration and investigation. You know how to interrogate someone without seeming to do so, burying significant questions among many others, so the target is left with the impression that they didn't tell you anything important at all. Further, your *Signals* trait extends to the use of drops and coded messages.
- **Towncraft:** you know your way around towns and cities. Use this as a trait when looking for an alley to duck into, trying to find a convenient way onto someone's roof, looking for the back way in (or out!) and so forth.
- **Woodcraft:** same as ranger (*M&M* p 19).

Vanguard Advancements

- **Detect and Disarm Traps.**
- **Fake it to Make it:** to further your ability to disguise and impersonate, you have gained familiarity with a broad variety

of weapons and armour. You are not truly proficient with them, but you have basic familiarity with how they are worn, used, and cared for. You may use this for a trait bonus when persuading someone that you know how to use a weapon or armour; you do not, however, gain the benefits of proficiency in combat. If you wish to become truly proficient, you should instead use the normal personal trait rules, or multi-class into other classes to gain their weapon and/or armour proficiencies. You may later drop this to gain a multi-class proficiency trait, if you should multi-class after having this trait. (See the multi-class rules, *M&M* p 59).

- **Follow the Trail:** same as ranger (*M&M* p 19)
- **Open Locks:** you may open locks as if you were a thief using *Thievery* (*M&M* p 22).
- **Inconspicuous:** you're skilled in camouflage and disguise—not the sort where you appear as a specific person, but the sort where you blend into the background, appearing to be just another person who should be there. Take a trait bonus when attempting to not be noticed as standing out, and when concealing gear on your person.
- **Ways and Means:** if there's a way into somewhere, you'll find it. You may use this as a trait bonus for climbing, swimming, and jumping as well.
- **Well Travelled.**
- **Deep Cover** (heroic scale): it's said that the best spies are those who can totally become someone else. You are able to present a false alignment against any magical/divine checks to discern your alignment. Such spells are resisted by your mental defence, and you count as resistant for such attempts, gaining a total trait bonus equal to twice your level. On a failure against you, the one attempting to detect your alignment believes you to have the alignment that you wish to present. You may use consequence points to create consequences on them to enforce this.
- **Many Tongues** (heroic scale): you have broad experience with different languages. You may automatically understand the gist of anything spoken in a language closely related to one you know (e.g., if you speak Orc, you can get the gist of things in Goblin or Hobgoblin). In any case, you may make a WIS check to understand the gist of any reasonably common language (not mage tongues, Thieves' Cant, Druidic, or any other 'secret' language, nor ancient languages no longer in widespread use), using this as a trait bonus. On a 15, you have the gist; on a 20, you understand subtleties; on a 25+, you understand as well as you would with a language you truly know.
- **One With Many Faces** (heroic scale): you are able to disguise yourself well as someone else of your own race and gender, or a very similar race, using mimicry and an assortment of easily obtainable items. This is a CHA based check, and you may use this as a trait bonus when attempting to pass for someone else. Your check result determines the difficulty of penetrating your disguise. The GM may also make adjustments for how well the person attempting to do so knows the person you are disguised as (if you are disguised as a specific person), and for how extreme the change in your appearance is. This may be up to a +6 for the observer. Note that magical assistance may change the Vanguard's apparent race and gender, and mitigate the extremity of changes in appearance (e.g., using a growth or shrinking spell to become the right height).

This includes mimicking mannerisms and such—thus, penetrating a disguise could mean that the vanguard behaved in a way that has aroused suspicion—use the effect points generated as a guideline, so five points would be a minor suspicion, 10

points a major one, and 15 points would be enough that the disguise has definitively failed against that person.

Note as well that the person penetrating the disguise might not react openly—thus, the results of their roll should be kept secret.

- *Master Finder* (epic scale): you've developed a network of scouts, spies, and informants. With sufficient time, you may make information-gathering actions at scale.
- *Master of Disguise* (epic scale, requires *One With Many Faces*): with proper equipment (a kit costing 50 gp), you may disguise yourself as someone of a different race and/or gender. The same rules apply as for *One With Many Faces*; however, the maximum bonus for the observer does not change. Instead, the GM should simply give more leeway to the Vanguard when considering what constitutes an extreme change in appearance.

Other Advancements

- *Close thrower* (p 125).
- *Escape artist* (p 124).
- *Eyes in the Back of Your Head*: as ranger (*M&M* p 20).
- *Fleet of Foot*.
- *Horsemanship*: you know how to ride—and fight from!—a horse.
- *Oops, pardon me!* (p 125).
- *Read and Write*.
- *Sidekick* (heroic scale): you have a sidekick (*M&M* p 70). If you wish, your sidekick may be an animal companion (*COLLECTANEA CREATURAE*, Appendix 2).
- *Steady Aim stance* (*M&M* p 42).



Bard Sub-Classes:

DUELIST

Prime Attribute:	Charisma
Secondary Attribute:	Dexterity
Physical Hit Points:	d8
Mental Hit Points:	d8
Starting Money:	2d6 x 10gp

Whether as a blade for hire or a champion of the oppressed, you have mastered the art of dueling. This is far more than simply being good with your weapons—the consummate duelist never even need draw a weapon, because their style and grace show their mastery. On the other hand, some duelists are little more than hired killers, using their skill at taunting and insulting to lure others into duels, then finish them.

Restrictions: A duelist may not acquire followers until he/she establishes a school.

Duelist Traits

- *Use 1-handed Swords and Daggers.*
- *Wear No or Light Armour.*
- *Dual Wielder:* may use a dagger, main-gauche, or cloak as an off-hand weapon, either adding its damage dice to attacks, or using it to parry while attacking. A cloak counts as a small shield for this purpose.
- *Weapon Finesse:* use DEX modifier instead of STR for melee attacks with finesse weapons.
- *Taunts & Insults:* against an opponent with whom they share a language, a duelist can make mental attacks while engaged in melee, using their CHA to attack. This may only be directed at the opponent(s) with whom they are engaged, and does not take an action to do.
- *Worthy Opponent:* in a fight that involves multiple opponents, you may declare a single opponent as your target. Against that opponent, you may get full value from a second trait bonus on attacks and defenses. However, you are at a penalty of half your level with attacks and defenses against all other opponents. You may not change your opponent until the one you have already declared is defeated.

Duelist Advancements

- *Cloak Tricks:* you can use your cloak to distract opponents and set up attacks when using it as an off-hand weapon. To do so, make a CHA attack against your opponent's mental defence, and apply effect points as a bonus to your physical attack. However, you may suffer consequences if you fail.
- *Disarming Moves:* you have practiced in ways and means of disarming people. If you declare that your attack is to disarm before you make it, then you disarm your opponent on a simple success; however, you may not cause damage. You can, however, spend your effect points to do other things, including knocking your foe down or grappling them. For a minor effect, you may have their weapon in your grasp, rather than it being on the floor. For a major effect, you have it in your grasp and are holding it properly to wield it.
- *Flashy Moves:* after making a successful physical attack, you may immediately follow with a free mental attack using your CHA. If it fails, your opponent gains an extra 5 consequence points against

you. You must declare that you are using this before you roll your physical attack.

- *It Is Of No Matter:* the duelist can use CHA to resist socially-based mental attacks.
- *Steely Calm:* can heal from mental damage while in combat. On a successful attack with *Taunts & Insults* or *Flashy Moves*, you may use effect points to heal your own mental damage, at the standard first aid rates (1 MHP healed for 1-4 effect points, +1 more for each 5 full effect points spent; can also remove effects and consequences at the standard costs).
- *Is That All of You?* (heroic scale, requires *Taunts & Insults*): you may make area effect mental attacks using *Taunts & Insults*. This is treated as explosive damage, with your total being applied against each enemy within short range's defence separately.
- *Prepare to Die!* (heroic level, requires *Taunts & Insults* or *Flashy Moves*): against an opponent, add your weapon damage to any mental attacks you make using *Taunts & Insults* or *Flashy Moves*.
- *You've Got Me Right Where I Want You* (heroic scale): when making an attack, you may choose two targets. Your attack roll is compared to the higher physical defence to generate effect points; you may then split the generated effect points between your two targets. If there is significant distance between the targets, the GM may charge you effect points for movement between them.
- *I Am Not Left-Handed* (epic scale): once per session, you may choose to start a combat by giving yourself a negative effect (essentially, a consequence) that you are using as a 'handicap'. On your turn, you can choose to end this handicap; if you do, you will receive a positive effect of the same strength, which will last for the same number of rounds as you kept the negative effect. You may place up to an extreme (-6/+6) effect on yourself in this way.
- *School* (epic scale): you may establish a school to teach your style of dueling. This acts as a construct for epic scale actions.
- *You And What Army?* (epic scale, requires *Is That All of You?*): you may use *Taunts & Insults* against heroic and epic scale constructs, given a suitable justification.

Other Advancements

- *Air of Mystique* (p 125).
- *Close thrower* (p 125).
- *Conspicuous ostentation* (p 125).
- *False Bravado:* a foolish bravery. This can be used as a defensive trait against fear/intimidation, and as a source of hero points through complications.
- *I Always Have the High Ground:* always believes that his/her cause is right and just. This can be used as a defensive trait in mental combat against persuasion/charm, and can be a source of hero points through complications.
- *Oops, pardon me!* (p 125).
- *Pommel attack* (p 125).
- *Split attack* (p 125; your *Dual Wielder* class trait can substitute for *Dual attack* to meet the requirements for this advancement).
- *Wrestling at the Sword* (requires *Pommel attack*; p 125)

- *A Reputation For Violence* (heroic scale): your reputation precedes you. Earn hero points when it complicates life for you, and use this as a trait when intimidating people or getting them to treat you politely.
- *Grandiose Presence* (heroic scale; p 125).
- *Followers* (epic scale, requires *School*): attract a number of followers (*M&M* p 70).



Faun Duelist

MINSTREL

Prime Attribute:	Charisma
Secondary Attribute:	Dexterity
Physical Hit Points:	d6
Mental Hit Points:	d10
Starting Money:	2d6+6 x 10gp

Travelling players, minstrels are welcome in most civilized lands for both the entertainment they bring, and the news they bring from other places. In spite of this, they have a bit of an unsavoury reputation, often being suspected of being thieves, spies, and seducers. They do not have the magical abilities of a 'standard' bard, but do have other skills, some of which they may use to affect magical ability.

Minstrel Starting Traits

- *Weapon Proficiency*: in one-handed swords and daggers, and the use of instruments as improvised weapons. The latter has a 50% chance of ruining the instrument with each blow.
- *Armour Proficiency*: you are proficient in the use of bucklers, the defensive use of capes, and the use of instruments as improvised shields. The latter has a 100% chance of ruining the instrument.
- *Play and Sing*: you are skilled in the playing of portable, one-person instruments, and in singing to accompany your own playing. You are also skilled in playing the emotions of your audience, and may use this as a trait when attempting to get an emotional reaction from someone—even if you are not playing or singing at the time. If you are not, however, you only get half your level as a primary trait, or the standard +1 bonus as a secondary trait.
- *Theatrical Disguise*: you can make yourself look like someone else. This does not grant you good enough capabilities to disguise yourself as a particular person, but you can appear as a class of person—e.g., a beggar, a nobleman, a soldier, etc. Make a CHA check to determine how well you are carrying it off, possibly with bonuses or penalties for situation (e.g., having the correct uniform if pretending to be a soldier... or pretending to be an orc when one is human, on the negative side). Your check result is the difficulty for someone to penetrate your disguise. The GM may assign bonuses for someone to do so, however, based on circumstances. For example, it will be much easier to persuade a group of peasants that one is a noble than it would to persuade an actual noble of it... and still harder to persuade the Master Herald, who knows the names and genealogies of every noble in the kingdom!
- *Swashbuckling*: gain a trait bonus when swinging from a chandelier, swinging from a rope, climbing a wall, leaping across a chasm, or performing any other act of physical prowess—as long as you're doing it in a showy and unnecessary fashion. Yes, that's right—if you actually *must* climb a wall to get into somewhere for plot-relevant reasons, you get no bonus. If, however, you are doing it simply to show off, or in pursuit of your own subplot, you *do* get a bonus.
- *Hidden Pockets*: you routinely carry around some "extras" secreted on your person. These may be in actual hidden pockets, or it could be a metal thread hidden in your hair, or a lockpick taped to the underside of your foot, or anything else of such nature. The upshot is that anyone attempting to deprive you of your tools must roll for it, against a difficulty of 10 + your level + your CHA bonus.

Minstrel Advancements

- *Mimicry*: vocal training and familiarity with voices permits you to imitate the voices of others. Treat as *Theatrical Disguise*, but applying to verbal communication, and allowing you to imitate specific voices. This includes the ability to mimic the sounds of animals that are within your vocal range.
- *Throw Voice*: you may make your voice seem to come from another location, through a combination of skill and minor magic. Your voice issues from a location within short range of you. Difficulty for someone to realize the voice is actually coming from you is 15 + your level if they can see you. If they cannot see you, that difficulty is used for them to be able to tell that the voice is not actually issuing from the place from which you are making it appear to issue.
- *Prestidigitation*: you can perform 'magic tricks': making a coin appear to vanish and appear, a card seem to levitate, make it appear that a chosen card comes to the top of a deck on its own, and so forth. Essentially, this covers anything that one could do with real-world close-up magic: it does not cover the territory of stage illusions. You can use this to entertain onlookers, or to persuade the gullible that you really have magical powers.
- *Read and Write*.



- *Dual Wielder*: may use a dagger, main-gauche, cloak, or instrument as an off-hand weapon, either adding its damage dice to attacks, or using it to parry while attacking.
- *One With Many Faces* (requires heroic scale or having *Mimicry*): as Vanguard (p 44).
- *Many Tongues* (heroic scale): you have broad experience with different languages. You may automatically understand the gist of anything spoken in a language closely related to one you know (e.g., if you speak Orc, you can get the gist of things in Goblin or Hobgoblin). In any case, you may make a WIS check to understand the gist of any reasonably common language (not mage tongues, Thieves' Cant, Druidic, or any other 'secret' language, nor ancient languages no longer in widespread use), using this as a trait bonus. On a 15, you have the gist; on a 20, you understand subtleties; on a 25+, you understand as well as you would with a language you truly know.
- *Troupe* (heroic scale): you have a group of other entertainers who travel with you. These could be other minstrels, jugglers, stage magicians, animal trainers, and so forth. Treat as followers (*M&M* p 70).
- *Master of Disguise* (requires epic scale and *One With Many Faces* or having heroic scale, *Mimicry*, and *One With Many Faces*): with proper equipment (a kit costing 50 gp), you may disguise yourself as someone of a different race and/or gender. The same rules apply as for *One With Many Faces*; however, the maximum bonus for the observer does not change. Instead, the GM should simply give more leeway to the minstrel when considering what constitutes an extreme change in appearance.
- *Travelling Show* (epic scale, requires *Troupe*): your troupe has expanded, and now carries extra equipment—instruments, a travelling stage, animals cages, and so forth. Indeed, one might even call them a circus! You may use your show as a construct for creating epic scale effects.

Other Advancements

- *Finesse Attack*: use DEX instead of STR to attack with finesse weapons.
- *Parry*: you gain the ability to parry (*M&M* p 47).
- *Well-traveled*.
- *Sidekick* (heroic scale): you have acquired a sidekick (*M&M* p 70). This could be a person, or a trained animal of some sort.

That's Never Going to Sound the Same: Instruments and Capes as Weapons

When using a cape in combat, it counts as a small shield if you are proficient with it. You can also use it to set up attacks by throwing the end in an opponent's face or using other similar maneuvers: treat this as using one's own CHA against the opponent's mental defence, applying effect points gained as a bonus to your following attack. The risk, however, comes in the possible consequences of failure.

An instrument used as a weapon does damage according to its size and solidity. When used defensively, one adds the instrument's damage die to your physical defence. A very weak instrument, such as a reed pipe, is not usable for combat. A weak one, such as a wooden flute or recorder, is worth 1d4. A larger, more sturdy instrument, such as a lute, is worth 1d6. A very sturdy instrument, such as a steel harp or lyre, is worth 1d6 on attack and 1d8 on defence, and can be used multiple times as either, although it still has the normal chances to be ruined for play. Repairing such an instrument after using it for combat will cost a quarter of the instrument's original cost.

New Classes

ARBITER

Prime Attribute:	Charisma
Physical Hit Points:	d6
Mental Hit Points:	d8
Starting Money:	(2d6+4) x 10gp

You are a born talker, and when you decide to speak, people tend to listen. Perhaps you're a diplomat, a courtier, or a noble. Whatever the case may be, you're known for your ability to talk yourself and others out of trouble, or being the one who can settle disputes and calm tensions. Negotiations aren't a problem for you, and you are usually able to achieve results with a few kind words or subtle threats. In any given situation, words are your weapon of choice. Nonetheless, you realize that force is sometimes the only language others will understand.

Arbiter Traits

- *Light Weapons*: you're skilled with one-handed swords, daggers, and axes, and with throwing knives.
- *Light Armour*: you have experience with the use of padded, leather, and studded leather armour.
- *People Reading*: you have either learned or have an instinct for understanding people's motivations, emotions, and when they're hiding something. This applies only when you can speak to and understand the person in question. You need to interact directly with them in a significant way, or observe them interacting with others over a considerable length of time (e.g., an hour or more) to use this.

Don't Just Talk It Out:

Giving Social Traits Value

Many old-school gamers are of the opinion that social interaction should simply be 'roleplayed'. Usually, this boils down to the GM and the player(s) talking, and the GM making a judgement about what the NPCs' reactions without any dice being rolled.

The problem here is that this devalues socially-based traits and characters. Making a character's ability to persuade NPCs rely on the player's ability to actually be persuasive is akin to requiring that the player of a warrior have to mock-fight the GM to use their combat skills. A big part of the reason for playing fantasy RPGs is to play a character *different* from yourself—the proverbial 98-pound weakling can play a big hulking bruiser, so it's only fair that someone with poor social skills in real life be given the chance to play a silver-tongued devil.

When the game is played this way, it also results in the well-established trope of players using Charisma as a 'dump stat'—if they're never going to have to actually make rolls based on it, there's no need to worry about how high it is. Thus, we strongly encourage requiring rolls when players have their characters try to persuade NPCs... or even each other! You'll find much more about how we think social conflict should be worked in *MONSTERS & MAGIC* in "Chapter 3: Wicked Barbs, Withering Glances, & the Cut Direct: Social Combat" on page 96.

- *The Voice of Reason*: you have a talent for persuading people to go along with what you say. Of course, this only applies when they can understand you!
- *Social Circle*: choose a 'social realm' in which you normally operate. This could be noble courts, back-alley gangs, the guild masters' halls, the 'high society', or any other venue you choose. You know the movers and shakers in that realm in your own area, and can quickly suss out who's who in such a venue outside your own area. You also know the social 'rules' for that realm and can advise others on how to behave in it.
- *It'll Just Take a Moment*: you have a knack for getting in the way of others at the most inconvenient times. Use this as a trait bonus when trapping others in conversations, delaying their departure, or creating a distraction for someone else.

Arbiter Advancements

- *Aggressive Negotiations*: when threatening someone, or assisting others in threatening, you may add your CHA bonus to their STR bonus. However, only one of the two can count as primary; you choose which one is 'demoted' to secondary status for the check.
- *A Word in the Right Ear*: you have a contact in your *Social Circle* whose influence spreads into another realm. Decide what that social realm is when you take this. Once per session, if you could reasonably get help from your contact, you may take an action regarding that social realm as if it were your own *Social Circle*.
- *Calming Presence*: you're exceptionally good at defusing tensions and getting people to calm down. Gain a trait bonus when trying to persuade someone to stop fighting, or when trying to heal mental damage to others. (as first aid, *M&M* p 38)
- *Grifter*: you are proficient in the fine art of getting people to part with their money or other valuables. This can include information, if it is of real value.
- *I Know Who Knows*: you have knowledgeable contacts within your *Social Circle*. Once per session, when you could reasonably get help from your contact, you may use your CHA bonus instead of INT to make a knowledge check.
- *Living in a Material World*: one cannot get far without the proper resources. You have some extraordinary means of getting hold of such resources—perhaps you have access to a treasure somewhere, or having a wealthy patron, or come from a rich family. You may use this as a trait bonus to resist attempts to bribe you with money or things, and as a trait bonus when attempting to bribe others thusly.
- *Translator*: if you are translating for two people or groups, you can permit someone you are translating for to use social abilities that normally require someone to share a language with their target. However, their trait bonus becomes the lower of their level or your level. (For example, a magic user could use their *intimidate the Ignorant* trait against a target with you translating for them.)
- *Battle Leader* (heroic scale): your ability to get people to work together allows you to take helping actions in battle with an area of effect, or assisting scaled constructs.
- *Deep Coffers* (heroic scale, requires *Living In a Material World*): for the cost of a hero point, your character can come up with 100 gp or the equivalent on short notice—essentially, you may convert hero points to treasure points even when there is not a treasure in the offing, as long as you have the opportunity to access your

sources of funding. You may *not* use these treasure points to create magic items directly.

- *Instant Reading* (heroic scale, requires *People Reading*): you can 'get a read on someone' after only a few moments of interacting with them, or after minutes of watching them interact with others.
- *The Long Con* (heroic scale, requires *Grifter*): you may use *Grifter* against groups of people, allowing you to use it at scale.
- *The Ears of Kings* (epic scale): your *Social Circle* now includes some very influential people—kings, dukes, guildmasters, high priests, major crime lords, whatever is appropriate. You may take social actions at epic scale.
- *Social Chameleon* (epic scale): you may use the benefits of *Social Circle* in all situations—effectively, all circles are now your circles.

Other Advancements

- *Read and Write*.
- *Followers* (heroic scale): *M&M* p 70.
- *Sidekick* (heroic scale) *M&M* p 70.
- *Strategy and Tactics* (heroic scale): you understand the ways and means of mass battle. Use this to create effects and consequences relating to the disposition of troops, maneuvering on the battlefield, and so forth.
- *Palace* (epic scale): you've established a stronghold of some sort. You may use this as a construct (*M&M* p 62) at epic scale.



Human Arbiter

ARBITER SUB-CLASS: MERCATANT

Prime Attribute:	Charisma
Secondary Attribute:	Intelligence
Physical Hit Points:	d6
Mental Hit Points:	d8
Starting Money:	5d4 x 10gp

Some people strike out to seek their fortune as adventurers. You've struck out to seek your fortune, and the adventuring is just a bonus. The fighting part you prefer to leave to others, but there's something about matching wits with foes and tying them up with their own words that excites you. So you'll sell some things, take the money, and have fun with the dangerous parts. Because that's your style.

Mercatant Traits

- *No Armour Proficiency*: armour? It's hot and uncomfortable and slows you down, and people think the guy in armour wants to rob them. It really cramps your trading style, so you don't wear it.
- *Weapons Not Easily Seen*: people *really* think the guy with obvious weapons wants to rob them. A belt knife or dagger you can get away with—everybody carries one of those. But beyond that, you've learned to use weapons that either don't look like weapons, or that are easy to hide. You're proficient in garrote, whip, and staff, and can use a short stick as a club. In addition, you may use this for a trait bonus when attempting to appear non-threatening, if you are not armed with any other sort of weapon and are not wearing armour.
- *Trader's Lore*: you know more than just how to buy and sell—you also know where to get the best prices on things, where things sell for the most, who the reliable suppliers are, who works which routes on a regular basis, and so forth.
- *The Man With the Silver Tongue*: you've mastered the art of salesmanship, and are skilled in getting people to listen to you, and sometimes even buy things they don't want or need.
- *Wagoneer*: you know the care and use of draft horses, mules, oxen, harness, wagons, carts, and all such 'heavy hauling' things. Note, however, that this does not mean you know how to ride a horse!
- *Gimcracks & Geegaws*: you're an expert in the odd and unusual things that people bring to trade. Use this to identify any unusual item (if no other PC has an appropriate trait, then this works!).
- *Let Me Help You With That*: you're not good at direct combat... but you *are* good at being a distraction, getting in the way, and otherwise helping out. Use this as a trait bonus when helping someone else in combat, or when attempting to trip, knock down, block someone from escaping, and so forth.

Mercatant Advancements

- *Apprentice Trader*: you have a helper who's half bodyguard and half assistant. (It's getting those to breed together that's the real trick.) This is a sidekick you can take at first level. They must be of a non-mercantant class, but you must trade out one of their starting class traits for *Trader's Lore* or *Wagoneer*. As they advance in levels, you may give them mercatant advancements in place of advancements from their normal class.
- *Bodyguard* (requires *Apprentice Trader*): you gain a bodyguard as another sidekick. This sidekick, however, is a pure bodyguard, and does not get mercatant traits or advancements. In addition, your new bodyguard could even be a trained animal—like a loyal dog, or a tricky monkey.

- *But Wait, There's More!:* when you or one of your sidekicks is below 10 PHP, you pull something out of your pocket (figuratively) that's going to help. You have your choice of:
 - heal a sidekick back to full PHP
 - heal yourself 2d8 PHP
 - produce a backup weapon (that you could have been hiding). This is a normal weapon of a type that you or one of your sidekicks is proficient in.
 - if close to your wagon, have one of your horses suddenly kick (one attack at +level+8+1d8)
- *Get Moving!:* when initiative is rolled, you may choose to re-roll your own initiative, or allow an ally to re-roll theirs. Either way, the best of the two rolls is used.
- *I Know Just the Guy.*
- *I've Got What You Need:* use this as a trait bonus when attempting to figure out what someone wants/needs, or their true motivation.
- *Master of Many:* you may give helping bonuses to multiple people, dividing your effect points among them. All of them must be able to hear and see you.
- *More Bang For Your Buck:* when exchanging treasure points for money, you gain 10% more money.
- *I Was Hoping To Sell This...* (heroic scale): your character can come up with a magic item they've had hidden away when needed. To do so, they must spend a number of hero points equal to the cost of the item in treasure points, but they are limited by scale. At heroic scale, they may spend up to 2 hero points, at epic up to 3, at legendary 4, and at mythic 5.
- *Powerful Friends* (heroic scale, requires *I Know Just the Guy*): some of the 'guys' you know are highly-placed now, and may be able to lend you help in the form of groups of people (i.e., constructs).
- *Specialized Knowledge* (heroic scale): you know all about what you sell. Pick a class from the basic class types—bard, cleric, fighter, magic user, thief. You have extensive knowledge of the equipment that class uses and their needs. This gives you an additional half-level bonus when selling to them, buying from them, or assisting them; this extends to their sub-classes as well. You may take this advancement more than once, selecting a different class each time.
- *The Crew* (heroic scale): you gain followers (*M&M* p 70). These are assistants for you and your sidekick(s), and may assist with both combat actions and mercant actions.
- *Caravan* (epic scale): you've become the leader of a merchant caravan, be it on land or sea. This is an epic construct (*M&M* p 62).
- *Hurrying It Up* (epic scale): when it is your turn, you may choose to let another character (or construct) act instead. If they have already acted this round, then their turn next round becomes yours; otherwise, the two of you exchange turns. In addition, you

get to make a helping action for them on their turn. This action may *only* be used to help that particular character/construct.

- *Mastermind* (legendary scale): when operating on long-term time scales (epic scale or above), you gain the maximum possible trait bonus (double your level) to initiative. You may also hold your action, choosing to go at a point of your choice after your rolled initiative. You may do so even if holding your action would not normally be allowed.

Other Advancements

- *Persuasive stance:* you have a way of getting people to drop their guard, by dropping yours. While in this stance, you roll 3d8 for actions involving persuading someone, selling to them, etc. However, you may only roll 2d6 when attempting to sense trouble/danger, roll initiative, or defend physically while in this stance. If you draw a weapon, the stance immediately ends.
- *Command stance:* you may roll 3d8 when helping others in combat by giving orders, suggestions, etc. However, you may not make attack actions yourself while in this stance.
- *A Punning Clan:* you enjoy puns (maybe too much), and have learned to use them as weapons in social combat. By showing off your skill with puns, you can supplement your CHA bonus with your INT bonus once in a social combat. However, not everyone loves puns, so the GM may choose to give you a hero point when you try to do this and make your action fail... or have unintended side effects (such as someone else there deciding they don't like you!)
- *On My Order* (heroic scale): you may use CHA instead of DEX or WIS when making initiative rolls if you and your allies had time to plan beforehand. Further, your allies can also use your CHA instead of their own normal attribute bonus when rolling initiative. This never applies when you are surprised!



BEASTMASTER

Prime Attribute:	Charisma
Physical Hit Points:	d10
Mental Hit Points:	d6
Starting Money:	1d6 x 10gp

Beastmasters are wilderness wanderers with a great affinity for animals, and for some inexplicable reason, animals are unusually quick to bond with or befriend them. They tend to avoid cities, only entering them if necessary, and travel lightly, with only the treasure and equipment they and their animal companions can carry. A beastmaster, not unlike a ranger or druid, tends to prefer nature and the companionship of the creatures they bond with, rather than interacting with other people.

Restrictions: A beastmaster cannot have a sidekick or followers except for their animal companion(s) and animal followers, nor a stronghold.

Beastmaster Traits

- *Wear Light Armour.*

Companions, Death, and You

Companions are sidekicks—and so, if a Beastmaster's companion dies, the Beastmaster suffers twice the companion's PHP and MHP in damage. Since a Beastmaster can have multiple companions, and can start getting them at first level, this presents a problem: a Beastmaster can literally be 'broken' by the deaths of their companions. Making this worse, player characters get their CON and WIS as base hit points, but companions don't, so losing a companion can have a proportionally bigger impact at higher levels!

What can you do about that? One aspect of the rules already helps there: the player character can take consequences on behalf of their sidekick, and a sidekick who is only helping is not considered to be engaged in combat. So, as long as your sidekick isn't independent, it will rarely take actual damage (mostly from area effect attacks, and any damage you decide to let it take for you). This gives you a good degree of control to prevent your sidekick's accidental death.

We suggest that in addition, instead of always taking twice the sidekick's PHP and MHP as damage, these are instead treated as effect points, and the PC take appropriate consequences—such as 'enraged by X's death' or 'mourning X'. Thus, up to 30 points could be taken as a minor, major, and extreme consequence. (And, once the player character is high enough level, heroic and higher consequences could be taken as well!) Since a consequence of the same level as an existing one replaces the existing one rather than being added on, this can also help greatly if multiple companions should die in close succession—if the GM is feeling kind, putting consequences into the same slots that are already occupied would allow a fair amount of consequence points to be "harmlessly" expended. And, should the GM not feel so kindly, the player always has the option to spend a hero point and decide how those points will be spent!

We suggest as well that in the event that a companion is resurrected or otherwise brought back to life, the effects of the companion's death—both consequences and damage—should immediately be healed. This should provide a considerable incentive for players to find a way to bring back a fallen companion!

- *Beastmaster Weapons:* trained in the use of one-handed swords, daggers, axes, staves, spears, throwing weapons, slings, and bows.
- *Follow the Trail:* same as ranger (*M&M* p 19).
- *Friend to Animals:* see below.
- *Animal Companion:* the beastmaster begins with an animal companion. See below.
- *Relates to Animals Better Than People:* gain a hero point when this creates complications for you.
- Choose one of the following:
 - *Woodcraft:* same as ranger (*M&M* p 19). Note that in spite of the name, *Woodcraft* does not only apply to forest environments. Following the guidelines about *Broad and Narrow Traits* on p 58 of the core *M&M* book, we recommend that it be usable in all natural land-based environments. If the player wishes to rename the trait to better fit their vision of the character (e.g., *Plainscraft* or *Mountain Dweller*), they should be allowed to.
 - *Seacraft:* you understand bodies of water, allowing you to navigate them better than most and grant you the knowledge to survive in them. You are also familiar with the creatures and beings that live within such environments.

Beastmaster Advancements

- *Animal Whisperer:* gain a trait bonus when attempting to calm or pacify animals. If you are also a *Friend to Animals* with that type of animal, gain an additional half-level bonus from that trait.
- *More Companions:* gain another animal companion. The beastmaster may select this advancement up to two times, for a total of three animal companions.
- (*Animal Type*) *Friend:* see below, under *Friend to Animals*.
- *The Pain of Loss* (heroic scale): a beastmaster understands that death is a part of life, and thus, they are not as pained by the passing of close allies. If a beastmaster's animal companion should die, they take only the companion's PHP and MHP in damage, instead of doubling it.
- *Animal Followers* (heroic scale): gain followers who are all of a particular type of animal. These use the normal follower rules (*M&M* p 70), but must be a type of animal that would be eligible to be an animal companion for the beastmaster.
- *Watchful Companions* (heroic scale): the beastmaster's companions will warn of attacks if able. This gives the beastmaster a 'second chance' roll to avoid surprise, at a +1 for each additional animal companion able to assist. This is subject to the maximum trait bonus of twice your level.
- *Wild Ways* (heroic scale): you know how to move quickly and efficiently through thick brush, forest, rocky areas, and so forth. You may use this as a trait bonus to movement checks outdoors for yourself and, when not in combat, for companions who you are leading. When traveling long distances in the wilderness, you and companions you are guiding move as if on Poor Roads or Trails when there are no roads or trails (*M&M* p 80).
- *Call of the Wild* (epic scale): the beastmaster is capable of calling together a large force of animals, granting access to an epic construct. This force takes a week to gather, but the beastmaster may redefine it each time it is gathered, subject to the limitation that the animals within it must be of types that the beastmaster has *Friend to Animals* for.
- *Home Territory* (epic scale): instead of being able to have a Stronghold, a beastmaster can declare a Home Territory. This is

an area in which the beastmaster has developed friendships with most of the local animals, giving him or her an extra trait bonus when dealing with animals in the area. Further, the leaders of herds, packs, and so forth will know the beastmaster, and may approach him or her to share information and concerns. The beastmaster may use this trait to act at epic scale with appropriate descriptions.

Other Advancements

- *Brawler* (p 124).
- *Climb*.
- *Wilderness Traveller*: as the bard's "well-travelled", but applies to natural features and non-city areas.
- *Strong Swimmer*.
- *All-out Attack stance* (*M&M* p 42).
- *Stalwart Defence stance* (*M&M* p 42).
- *Trapper* (p 124).
- *Improved Move* (heroic scale): same as monk (*M&M* p 17).

Friend to Animals

A beastmaster may use his/her Charisma bonus when dealing with normal (i.e., currently existing in the real world) mammals. Beastmasters may communicate with them as well, to the degree of basic understanding of motivations and desires. This communication is, of course, limited in scope by the animal's intelligence and knowledge. (For example, asking a rabbit 'did one of the King's Guards go by here' is futile—a rabbit has no concept of what a 'King's Guard' is.) This also counts as a trait, granting the beastmaster a trait bonus when dealing with such animals.

This ability may be broadened through advancements adding new types of animals: "Reptile Friend", "Bird Friend", and so forth. As with mammals, these apply only to normal animals of the sort that exist in the real world. Beastmasters may not, however, take insects or arachnids as a friend type. Beastmasters of heroic or better scale may be 'friend' to fantastic creature types that they are of sufficient scale to take as a companion. Thus, a heroic scale beastmaster may be a 'pegasus friend', and an epic scale beastmaster could be a 'unicorn friend'.

Animal Companion

Beastmasters are best known for their animal companions. They start with one, and may gain up to two more as advancements. These function as sidekicks (*M&M* p 70) that can be gained before 5th level, but may not be given the *Independent* advancement until the beastmaster has reached heroic scale.

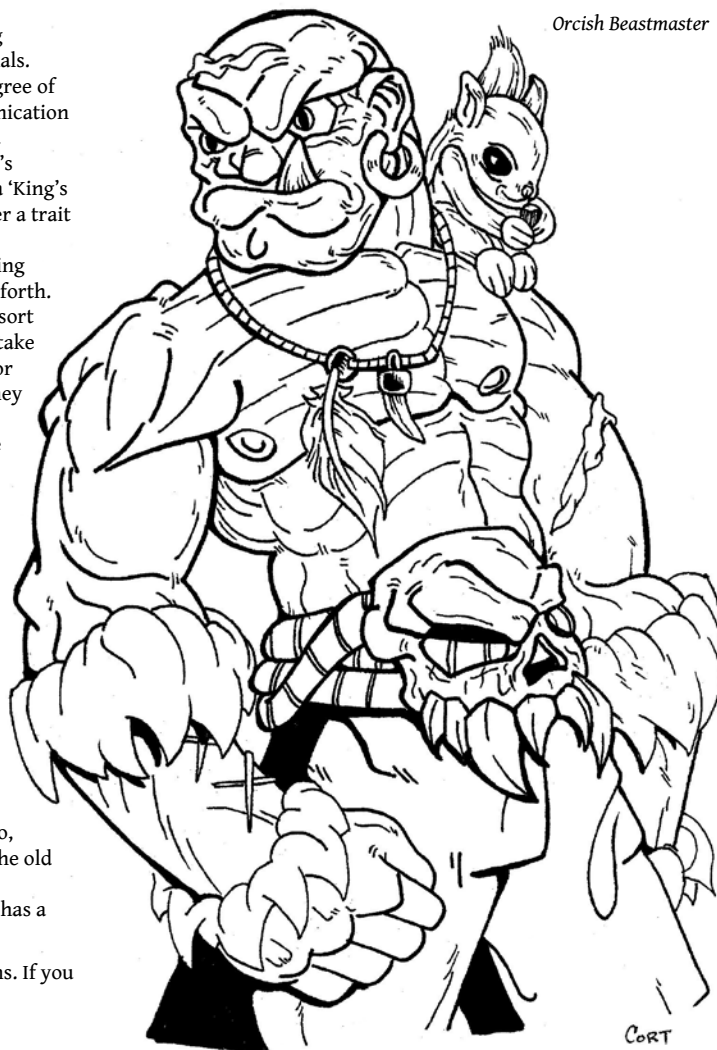
Instead of having a class, an animal companion has the motivations and actions of its animal type. Initially, animal companions should be small animals, befitting the fact that they are only one hit die. Each time a beastmaster advances in scale, he or she may choose to let one animal companion go, replacing it with a new animal companion of the same level the old one was, but of an appropriate type to its hit dice.

Animal companions must be animals that the beastmaster has a "Friend to Animals" trait applying to.

COLLECTANEA CREATURAE has complete rules for animal companions. If you do not have those rules, here's a brief overview.

All animal companions have the following traits:

- *Natural weapons*: the companion is proficient with its natural weapons.
- *Natural defences*: the companion gets a trait bonus on both physical and mental defences.
- *Low-light vision*: companions see better in the dark than humans do.
- *Intelligent and obedient*: companions are of greater intelligence than normal animals—they can problem solve, anticipate the future, and understand their masters' commands within the limits of their abilities.
- *Faithful companion*: the companion serves the master to the best of its abilities, anticipating needs as well as following commands. If the master is unconscious or other incapacitated, the companion will attempt to guard or rescue the master, or seek help from others, as seems most reasonable.
- *Timmy's Down the Well*: the companion can recognize its master's allies, and will work with them as needed, especially to preserve the safety of its master. It will communicate with them and the master to the best of its ability.



Orcish Beastmaster

BLADEMAGE

Prime Attribute:	Intelligence
Physical Hit Points:	d8
Mental Hit Points:	d6
Starting Money:	3d6 x 10gp

Blademages apply arcane magic to melee combat, developing the ability to enhance the attacks of the swords from which they take their name with fire, ice, and more subtle effects. Unlike other magical classes, you step forward into the thick of melee, trusting your sword and magic to win the day.

Bladamage Traits

- *Bladebond*: see below.
- *Wear Light Armour*.
- *Use one-handed Swords (including Rapiers) and Daggers*.
- *Blade Magic*: Blademages use magic to attack, channeling it through a bonded weapon. See below for details.
- *Countermagic*: May use trait bonuses when resisting magic user spells.

Choose one of the following as a starting trait. The remaining two may be taken as advancements.

- *Fighting Lore*.
- *Magical Lore*.
- (*Creature Type*) *Lore*: you've made a special study of some class of creature—demons, elementals, faeries, goblinoids, whatever. Choose the type when you take this. You may use this as a trait when making checks to see if you know something about such a creature, and to create effects involving understanding their tactics, weapons, abilities, etc.

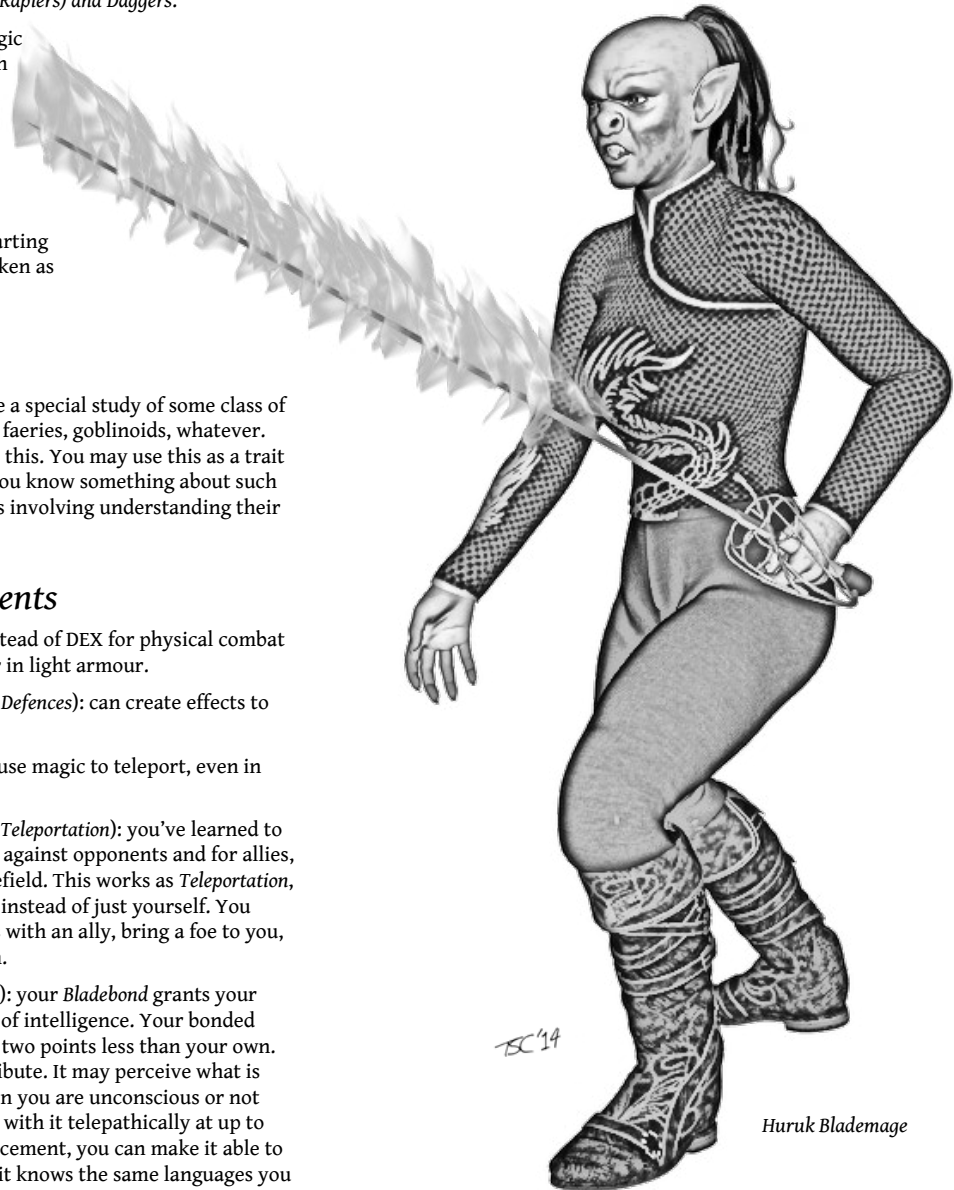
Bladamage Advancements

- *Magical Defences*: can use INT instead of DEX for physical combat defences, when unarmoured or in light armour.
- *Magical Shields* (requires *Magical Defences*): can create effects to shield others.
- *Teleportation* (heroic scale): Can use magic to teleport, even in combat. See below.
- *Foe Grasp* (heroic scale, requires *Teleportation*): you've learned to use your teleportation abilities against opponents and for allies, moving them around the battlefield. This works as *Teleportation*, except that it applies to others instead of just yourself. You can use this to switch positions with an ally, bring a foe to you, "push" a foe away, and so forth.
- *Improved Bladebond* (heroic scale): your *Bladebond* grants your bonded weapon a limited form of intelligence. Your bonded weapon has INT, WIS, and CHA two points less than your own. It does not have a primary attribute. It may perceive what is happening around it, even when you are unconscious or not present. You can communicate with it telepathically at up to Short range; for another advancement, you can make it able to speak and understand speech (it knows the same languages you do). In order to do this, however, you have placed a portion of

your own soul in the blade. If it is broken, you take (your level)d4 mental and physical damage.

If your bonded weapon is also animated, then it can fight without your concentration, using its own INT bonus instead of yours. When doing so, it cannot create blade magic effects—it simply makes normal attacks. However, it can even do this when you are unconscious. Its animation is not limited to short range.

- *Animated Blade* (epic scale): your bonded weapon is subject to your mental control. You may make it fight for you, so long as it is at Short range or closer. Doing this requires concentration—it consumes actions as if you were manually wielding the blade. Further, you are at a -2 per range step when doing this. (I.e., it attacks at -2 at hand range, at -4 at close, -6 at reach, and -8 at short). It can be deanimated through an extreme effect, either physical (knocking it from your "grasp") or magical (dispel magic and such).



Huruk Bladamage

- *Demon Blade* (epic scale): you have summoned or captured a spirit and placed it into your blade. This need not be a demonic spirit; feel free to change the advancement name as appropriate.

Your blade acts as with *Improved Bladebond*; however, it may have a primary attribute, and may gain advancements. It begins with an effective level of 5 (including five advancements). You may give it XP in order to advance it in levels, as with a sidekick. It also has an Alignment, including a Focus and Drift—you may choose the Alignment, but your GM chooses the Focus and Drift.

It has no PHP, but may be broken as a normal bonded weapon; doing so 'kills' it. It gains d8s for MHP instead of d4; reducing it to zero MHP can break the bond with its master, and/or free the entrapped spirit. It may also suffer mental effects as normal.

The *Independent* advancement can be taken for the blade, but is of very limited use if it is not also an *Animated Blade*.

- *Dual Bond* (legendary scale): you may have two bonded weapons. *Animated Blade* and *Improved Bladebond* each apply only to one, but need not be applied to the same one. You may have both on each weapon, if you wish to spend the four advancement slots to do so.

Effect Type Advancements

- Fire
- Ice
- Acid
- Paralysis
- Lightning
- Force

... the GM and players may agree on others.

Other Advancements

- *Cleave* special effect (*M&M* p 47).
- *All-Out Attack stance* (*M&M* p 42).
- *Damage Focus stance* (*M&M* p 42).
- *Sidekick* (heroic scale): attract a sidekick or apprentice (*M&M* p 70).
- *Followers* (heroic scale): attract a number of followers (*M&M* p 70).
- *Stronghold* (epic scale): build and rule a stronghold like a castle (*M&M* p 64).

Bladebond

With an hour's contemplation, a bladamage can bond to a chosen weapon. A bladamage can bond to any one-handed sword, rapier, or dagger, but can only be bonded to one weapon at a time.

A bonded weapon can be called to the bladamage so long as it is within short range or nearer and has an unobstructed path to the bladamage. Doing this requires an INT check, with this trait assisting. Difficulty is either 10 if no resistance is being offered, the STR check of a creature that is attempting to hold onto the weapon, or a value set by the GM in other circumstances (e.g., if the weapon is in a scabbard that is on someone's belt). The effect points resulting

from the check are used to make the weapon close ranges with the bladamage; if it comes into hand range, the bladamage can then grab it as part of the same action.

A bonded weapon is resistant to being broken. It takes an extreme effect to break it initially; as the owner gains scale, the effect required becomes one of the same scale (a heroic effect when the owner is of heroic scale, an epic effect when the owner is of epic scale, and so on). If the weapon is targeted independently of the owner (e.g., it has been taken from him/her or the wielder is using the *Animated Blade* ability), it has the same physical and mental defences that the owner has when unarmoured.

An intelligent weapon can choose to refuse a bond.

Blade Magic

A bladamage attacks using their bonded weapon with their INT attribute bonus instead of STR. When spending effect points generated by their attack, they may describe magical effects and consequences resulting from the magic of their attack—for example, an opponent could be burnt, frozen, slowed, etc. The bladamage begins knowing one effect type that they can produce, from the list under *Effect Type Advancements* above; they may add more, for the cost of an advancement each.

Note that *Blade Magic* can be used in conjunction with special effect advancements that enhance weapon attacks (e.g., *Cleave*).

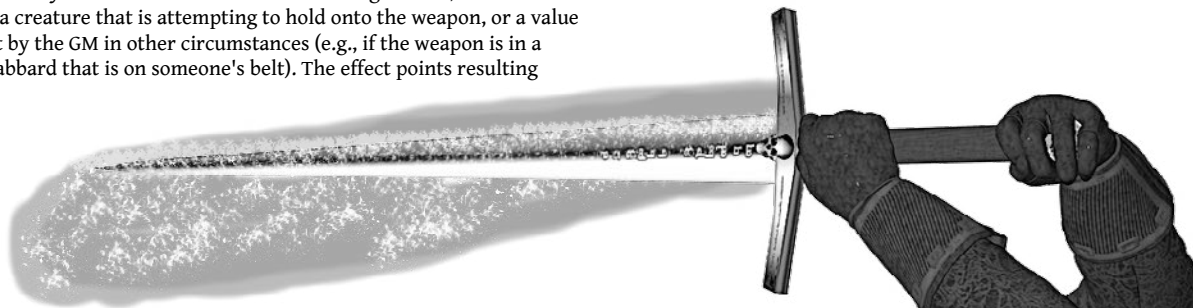
Teleportation Magic

Some bladamage train to be able to teleport short distances, even in combat. A bladamage with this advancement can describe any movement effect they could normally do as being a teleport; effect point costs are the same as for normal movement (*M&M* p 52). With an extreme effect, they may make a movement through or across a barrier that would normally prevent it (e.g., across a chasm, through a wall or door, etc.). If they cannot see and do not have direct knowledge of the target area, a heroic effect is required.

Example: Merithel is on the other side of a chasm from Ingtbär the Enchanter, who is currently threatening one of her teammates. Merithel is at short range from Ingtbär on a direct line, but would not normally be able to move there because of the chasm.

To teleport to Ingtbär, Merithel must spend at least fifteen effect points—this will get her across the chasm, but she'll still be at short range (having overshoot or moved diagonally or such). For twenty effect points, she could cross the chasm and be in reach range; for twenty-five, cross and be in close range.

Example 2: Later on, Merithel encounters a locked door. If she wishes to try to teleport past the door, a heroic effect will be required, since she does not already know what's on the other side of it. If it were a room she had been in before, an extreme effect would suffice.



CHOSEN

Prime Attribute:	Wisdom
Physical Hit Points:	d8
Mental Hit Points:	d8
Starting Money:	2d6 x 10gp

For whatever reason, a Chosen is of great interest to a supernatural entity. Perhaps it is because of their uncanny perception of the supernatural, or maybe it stems from being part of a particular bloodline. Whatever the case may be, a Chosen has been marked by a powerful force—whether or not they wish it. It is up to a Chosen how he or she will wield the abilities bestowed upon them by their supernatural benefactor. Some will take up their benefactor's cause, while others will oppose it. Chosen who do not follow the plans or wishes of the entity that has marked them are swiftly dealt with.

Chosen Traits

- **Weapon Proficiency:** proficient with quarterstaves, daggers, and clubs. In addition to these, choose one of the following: axes, hammers, one-handed swords, or polearms.
- **Armour Proficiency:** you are experienced in the use of light and medium armour, and may use bucklers.
- **Marked by Power:** you have an ability to influence events around you, which has been awakened by the entity that is interested in you. You may place blessing and cursing effects on others, granting them bonuses and penalties as appropriate. To do either, make a spellcasting check, using WIS. Against a foe, the check goes against the appropriate defense, based on whether physical or mental effects are being attempted. When blessing an ally, the difficulty is 10 when out of combat, 15 when in combat, and 20 when in combat and engaged.

With a subsequent advancement, you may purchase the area of effect enhancement for this trait.

- **A Taste of Things to Come:** when using your *Marked by Power* trait, sixes in your dice roll explode: that is, you reroll the die that rolled a six and add it. You do *not* reroll sixes on these rolls.

Choose one of the following:

- **My Blessing:** fortune must favour you, for these abilities you have been granted have brought you everything you've ever wanted—power, wealth, allies, all of these things are within your grasp.
- **My Curse:** you never asked for these 'gifts' you now have. If anything they have made life more complicated and troublesome than it already was—especially given the attention now upon you.

You gain a *Destiny Focus* and *Drift—Focus: Patron's Calling*, and *Drift: Rebelling Against the Call*. (You may rename these to fit more closely to your character concept.) With these, you gain the following trait:

- **Destiny's Pawn:** gain a trait bonus when doing anything that either aligns with or directly rebels against your patron's

Chosen and Alignment

Rather than choosing to limit Chosen, Champions and Adversaries to a specific alignment, we decided that it would be best left up to players and GMs how such characters should be aligned within their game. This presents a wide variety of roleplaying opportunities, especially for those who are willing to get a little creative with the demons, gods and entities that populate their worlds, their motivations, and how their followers behave.

calling. Further, gain a hero point any time that doing either majorly complicates your life. You gain focus and drift points in your destinies for appropriate actions; this works as Focus and Drift normally do. When you reach ten points in either, you lose both, and become a Champion of the patron in question (if Patron's Calling reached 10), or an Adversary of one of your potential patrons (if Rebelling Against the Call reached 10), as per *Anointment* below (but you do not have to be of heroic scale to receive anointment this way).

Chosen Advancements

- **Both Ends Against the Middle:** another supernatural entity has also become interested in you! Add another *Destiny* drift, with a calling from a different patron.
- **Inspiration:** Chosen can inspire others. This allows the Chosen to take helping actions to aid multiple allies at once, splitting effect points as desired among them, and using WIS as a helping ability.
- **Observer:** one of the entities interested in you has assigned an observer—a minor supernatural entity that follows you, keeps tabs on you, and helps to ensure that you are pursuing your sponsor's agenda—to watch over you. Treat this as a sidekick (*M&M* p 70), but with a Goal of 'keeping you on track' with respect to the sponsor. It is *Independent*, but controlled by the GM. The player character, however, does not suffer any ill effects should the observer die, unless the character is directly responsible for its death, in which case such effects should come in the form of curses upon the character.
The observer may or may not be noticeably supernatural—it may appear to be an ordinary person or animal... or it might not, depending on the whim of the entity that has sent it (i.e., of the GM.). Gain a hero point whenever the presence or actions of this observer cause you complications.
- **Borrowing Against My Future (heroic level):** you may choose to reroll any ones on a roll that you make (including a natural three (*M&M* p 35)), and you do this after seeing the results of the roll. However, when you do this, the GM will note that you have done so, and on a future roll, will have the option of changing the same number of dice that you rerolled to ones. When the GM chooses to do this, you may not use this trait to reroll the affected dice. You may only use this ability once per game session; if you do not use it during a session, you cannot save that use for later—it is lost. The GM, however, is under no such restriction when using your "borrowed" rolls.

Other Advancements

- **Desperate Offense:** when engaged in combat by three or more enemies, you roll 3d8 for any attack check made while channeling your power. However, you must use 2d6 when you roll to defend.
- **Combat Caster (heroic scale):** you have become used to casting spells in combat. As such, casting difficulties for non-targeted spells are reduced by five in combat for you.
- **Followers (heroic scale):** you gain followers (*M&M* p 70).
- **Sidekick (heroic scale):** you gain a sidekick (*M&M* p 70).
- **Stronghold (epic scale):** you establish a stronghold. This is an epic scale construct (*M&M* p 62).

Anointment

At any time after advancing to heroic scale, a Chosen who has not yet become a Champion or Adversary may choose to accept or forcefully

reject the entity's interest (or one of the entities, if the *Both Ends Against the Middle* advancement has been taken), becoming *anointed*.

Upon becoming anointed, the character must change their trait set to either the Champion, or Adversary. This is *not* multi-classing—rather, the character's Chosen class traits change. The character may keep any Chosen-specific advancements they already had, but cannot gain new Chosen-specific advancements once they have become anointed.

If the character in question has the *Both Ends Against the Middle* advancement, then they do *not* lose their Destiny focus and drift. Instead, their focus turns to Focus: Current Patron, while their drift becomes Drift: Potential Patron. Should they bring their Focus to 10, then they lose *Both Ends Against the Middle* and must replace it with a new class trait. If their drift reaches 10, they change patrons, but retain *Both Ends Against the Middle*; their focus and drift should be rewritten, with the focus being for the new patron, and the drift being either for the former patron, or for a different one entirely, as desired.

The GM should note that frequent changes of patrons are likely to gain one or more former patrons' enmity toward the character—this should have consequences!

Example: At third level, M'gala, Chosen of the Raven Lord, decides that the Raven Lord isn't for him, and becomes an Adversary of the Raven Lord. He chose *My Curse* to start with, and has taken the *Observer* Chosen advancement.

M'gala's *Weapon Proficiency* and *Armour Proficiency* do not change, since the Adversary's are "as Chosen". He loses *Marked by Power*, *A Taste of Things to Come*, *My Curse*, and *Destiny's Pawn* (along with the Destiny Focus and Drift). In return, he gains *No Mark Upon Me*, *To Undo Their Works*, *Detect Presence*, and *Adversary's Enmity*.

The *Observer* advancement **can** be kept, but does not have to be—M'gala could trade it in for an Adversary advancement. If he chooses to do so, he won't be able to gain *Observer* again while remaining an Adversary. You might wonder why he would keep *Observer*; note that it can be used as a complication (to gain hero points), and that the actual observer could be switched out with GM permission—for example, if M'gala chose to take *New Patron's Offer*, the observer might now be one for the potential new patron.

Note that since M'gala began as a Chosen, then became an Adversary, he does not take a background trait to explain why he is an Adversary, and does not gain an additional trait to go with that background.

Watcher

A Chosen who does not choose to become anointed by the time they reach epic scale becomes of particular interest to their potential patron(s). As a result of this, they will be assigned a Watcher. This is much like the *Observer* above, except that the Watcher's task is less gentle—they are to influence the Chosen to pick a side. Thus, rather than operating as a sidekick, they are an independent, GM-controlled character who will hound the Chosen, trying to either get them to choose their patron in subtle and not-so-subtle ways.

CHAMPION

A Chosen who chooses to serve the agenda of a patron becomes a *Champion* of that patron. With this comes the responsibility to take action against the designated foes of that patron. Often, this will be determined in an alignment-based fashion, but it is not necessarily so—for example, the designated foes of a god of natural death could

be the undead and necromancers. Those of a god of nature could be despoilers of nature, and/or unnatural beings (possibly including undead as well here). Those of a god of justice could be criminals and those who protect and assist them.

The nature of the foes who the Champion has been chosen to fight should be agreed upon by the player and GM before the Champion begins play.

Beginning as a Champion

A player may choose to have their character begin as a Champion rather than starting as a Chosen. Should they choose to do so, they should take a background trait explaining how and/or why their character has already decided to take their patron's offer. Examples include:

- *Raised by faithful parents.*
- *Orphaned and raised by the Church.*
- *Accepted from desperation.*

With your background, you should also take a selection from the list below:

- *Militant Orders*: you have been trained and equipped for your duties by a militant order. If you chose one-handed swords as your additional weapon proficiency, you are also proficient in two-handed swords. You are proficient in heavy armour and all shields. You start with 5d4x10 gp instead of the normal starting money. However, you have had your debt to your patron strongly ingrained in you, and will keep no more money and possessions than you and your mount can carry, and will donate all excess to your patron. In any event, you will give at least 20% of the treasure you gain to your patron's organization.
- *Champion of Peace*: you have been raised in the ways of non-violence. Your additional weapon proficiency must be polearms. You gain the *Healing Touch* advancement immediately, but your *Champion's Weapon* only creates effects that are appropriate—e.g., pushing foes back, knocking them down, stunning them, and so forth. Further, you must avoid violence when possible, seeking peaceful resolution before resorting to combat.
- *Champion of the People*: you have been chosen directly by your patron, bypassing the normal structure of your patron's church or cult. Take your choice of *Dedicated Champion* or *Patron's Guidance* as a benefit; however, the authorities of your patron's church or cult intensely dislike you, and denounce you as a heretic. Gain a hero point when this causes you major complications.
- *Strong Right Hand*: the leader of your patron's following has told you that you are key to helping spread its influence throughout the land. Take 4d6x10gp starting money to represent the increased resources you start with. However, certain other elements within the following wish to remove you from your position—you may take a hero point when their plots complicate your life in a major fashion.
- *Prisoner By Choice*: you never wanted to follow your patron, yet you dutifully do so because it helped you in your time of need. Start with 2d4x10gp. Your background trait should reflect what your patron did for you—this might be a relationship to someone they saved for you, a debt to the patron's organization which will only be called due should you fail in your undertakings or abandon your new responsibilities, or so forth. You gain the effects of *Dedicated Champion*; note that this can also apply to elements in your own patron's following that might disagree with you!

- *Alone in your Faith*: your patron has no formal following; this may be because the patron is uninterested in organized followers (e.g., a trickster or a lord of Chaos) or because worship of your patron has been outlawed. Because of this, your patron has granted you more power than they normally would: take the Chosen's *Taste of Things to Come* advancement as a bonus. Many, however, will consider you to be odd or insane; gain a hero point when people react to you badly and it causes you major problems.

Champion Traits

- *Weapon Proficiency*: as Chosen.
- *Armour Proficiency*: as Chosen.
- *Champion's Weapon*: see below.
- *Mantle of Power*: as the Chosen's *Marked By Power*.
- *Champion's Aegis*: as a Paladin's *Protection from Evil* (M&M p 18), using WIS instead of CHA, and against those aligned against the god you serve.
- *Detect Foes*: as the Cleric spell *Detect Evil* (M&M p 93), but this detects those who your patron considers to be enemies. Do this as often as you like but it requires an action check.

Champion Advancements

- *Dedicated Champion*: you may use this trait to resist mental/social effects that would interfere with pursuing your patron's cause. If appropriate to your patron's cause, this does give you a trait bonus against fear effects from undead or demonic creatures.
- *Patron's Guidance*: your patron subtly influences you and events around you to get you to the right place at the right time. You may expend a hero point to do this when appropriate and desired. When this is appropriate and causes you major problems, you may gain a hero point from it.
- *Patron's Mark*: followers of your patron automatically recognize you as a Champion of your patron. For most followers of your patron, this will grant a positive trait bonus for reaction rolls and social dealings. However, if you have taken one of the selections that places part of your patron's following against you (e.g., *Champion of the People* or *Strong Right Hand*), you do not gain a trait bonus when dealing with those belonging to that portion of your patron's following. They do, however, still recognize you as a Champion, which may make it difficult to hide who you are from them!
- *Healing Touch* (heroic scale): you may channel the energies granted by your patron to heal physical and mental damage and effects suffered by your allies. The effect points generated indicate the amount. Any consequence generated from attempting this prevents you from using the ability again until the next day.
- *Healing Circle* (epic scale, requires *Healing Touch*): you may heal all allies within Short range of you (as per *Healing Touch*) as a single action. When doing so, treat it as an explosion type area of effect: each ally in the area is targeted individually, using the same action roll for all of them; however, since this is not a literal explosion, it is not blocked by obstructions. This power may only be used once per day, and any consequence that results



from using it ends the power immediately, with it healing no more targets, and removes the ability to use *Healing Touch* for the remainder of the day.

Alternatively, you may use this to allow you to use *Healing Touch* on a construct where appropriate (e.g., this makes sense for a warband, but not for a ship or fortress.)

Champion's Weapon

The Champion has been granted a weapon by their patron. It is bound to the Champion and functions as a signature weapon and symbol of their patron's power. For others, it functions only as a regular weapon, and it will cause 1d4 + the Champion's level PHP of damage per round to any foe of their patron holding it. Disarming the Champion of their Weapon in combat requires a major effect against a champion of level 1-4; as the Divine Champion proceeds to higher scales, the degree of effect required proceeds as well, so that at level 5-9, it takes an extreme effect, at 10-14 a heroic effect, and so forth. Breaking the weapon requires an effect of two scales higher than simply disarming it; the blessed weapon of a level 20 Champion cannot be destroyed by any lesser creature than a deity.

In combat, the Champion may use their weapon to create effects appropriate to their patron; for example, a Champion of a death god could create necrotic effects; one of the demon prince of the undead could raise their slain foes as minor undead; a goddess of wisdom

might grant her Champion tactical insights, allowing the creation of “I have a plan!”-type effects.

ADVERSARY

A Chosen who decides to wield their power in opposition to a potential patron is an Adversary. Usually, such a choice is made due to a difference of beliefs regarding a patron’s plans for a Chosen or for their long-term goals for the world. Sometimes, it’s taken for more personal reasons—the Chosen blames the patron who tried to recruit them for an event in their life, rightly or wrongly, and chooses to oppose that patron and their works because of it.

Beginning as an Adversary

A player may choose to have their character begin as an Adversary rather than starting as a Chosen. Should they choose to do so, they should take a background trait explaining how and/or why their character has already decided to reject their patron’s offer. Examples include:

- *Branded as an apostate.*
- *Wronged by my patron.*
- *Rescued from a cult.*

With your background, you should also take a selection from the list below:

- *Sinister Left Hand:* you are part of an organization that opposes your erstwhile patron. You have been trained in the ways and means of destruction, making you proficient in two-handed swords, axes, or hammers (whichever you picked as your extra weapon proficiency) and in the use of heavy armour and all shields. However, your activities have brought you to the attention of the patron’s following: take a hero point when this causes you major problems.
- *Fight the Power:* you gain the *By My Power* advancement. You are driven to fight the patron’s followers and works at every opportunity: take a hero point when this causes you major problems.
- *Atoning For My Sins:* a former follower of your patron, you did terrible things (at least, from your new perspective), until you were overcome with conscience and chose to rebel against your former patron and fellows. Your reputation follows you wherever you go: gain a hero point when this complicates your life in a major way. Gain the *Dedicated to the Cause* advancement.
- *The End Justifies the Means:* your dedication to opposing the patron borders on the insane—or perhaps crosses right over that line. Gain the *Dedicated to the Cause* advancement, with it extended to apply to even those who might simply *distract* from your cause. Gain a hero point when your dedication causes major problems for you.
- *Rebellious Child:* you were raised in the organization of your patron, but have chosen to rebel against it. Your former patron, however, still wishes to bring you back into the fold. Take the *New Patron’s Offer* advancement, but with your original patron as the “new” patron. Followers of your former patron may seek to kidnap you or otherwise force your return: gain a hero point if this causes you major problems.
- *Undercover Brother:* you have chosen to work at destroying your patron’s following from within, pretending to still be a loyal member—a most dangerous game! Take *New Patron’s Offer* with your original patron as the ‘new’ one; should you accumulate ten Focus, then your apostasy becomes apparent, with appropriate

results. Should you accumulate ten Drift, you have a crisis of... uh... lack of faith, and find yourself returning to the fold. You may use this trait for a bonus when attempting to deceive others about your faith or lack thereof.

Adversary Traits

- *Weapon Proficiency:* as Chosen.
- *Armour Proficiency:* as Chosen.
- *No Mark Upon Me:* as *Marked by Power* above; however, you no longer bear the mark of any entity, and you gain the ability to use this trait to resist magical attempts to detect your presence or location. (Note that this is *all* magical attempts, not just those by the agents of the entity you oppose.)
- *To Undo Their Works:* you may dispel effects created by the Champions, Clerics, Paladins, and so forth of the entity you oppose. Do this as if you were blessing or cursing someone with *No Mark Upon Me*, attempting to generate an action total equal to or greater than the spellcasting check total of the original caster (not including any bonus dice given by the spell used.)
- *Detect Presence:* you may detect the influence of the entity you oppose. This functions as the Champion’s *Detect Foes*, except that it allows you to detect those who are servants of or influenced by the entity.
- *Adversary’s Enmity:* similarly, those who are servants of or influenced by the entity you oppose will automatically feel that there is something strange and bad about you. Take a hero point when this causes you problems.

Adversary Advancements

- *New Patron’s Offer:* an entity that is opposed to the one who you have chosen to become an Adversary of has taken notice of you. You regain the Chosen *Destiny’s Pawn* trait, with accompanying Focus and Drift (which is Focus and which is Drift is reversed for you, however!).
- *Dedicated to the Cause:* you may use this trait to resist mental/social effects that would interfere with pursuing the cause of opposing the patron. If appropriate, this does give you a trait bonus against fear effects from undead or demonic creatures.
- *By My Power:* your determination to stop your patron’s followers and works allows you to press yourself to the limit against them. When working against them, you may roll twice and take the higher roll; however, if you fail when doing so, you take at least a major consequence. You also act last in the initiative order when doing so.
- *Burst of Disruption* (heroic scale): when using *To Undo Their Works*, you may do so to everything within Short range of you as a single action. Your check total is compared individually to each potential target within the area of effect, dispelling each one that you succeed against. However, the consequence points of all those you fail against are added up to a single total, which can be used to inflict consequences upon you.
- *And None Shall Stand Before Me* (epic scale, must not have followers or a stronghold): you may use your Adversary abilities at scale without needing a construct to work through, allowing you to single-handedly take on armies. When working at an individual scale, you may divide effect points from your actions among multiple foes, as if you had followers appropriate to your level. You may use this as a trait bonus whenever performing an action against multiple foes at once with your Adversary abilities (even if the ‘multiple foes’ are represented as a single construct).

MIND MAGE (PSIONICIST)

Prime Attribute: choose Intelligence, Wisdom, or Charisma

Physical Hit Points: d6

Mental Hit Points: d8

Starting Money: 2d6+50gp

With many ways to influence and alter the world around them, a Psionicist's abilities are the result of having a highly structured mind coupled with an extreme level of mental focus. A Psionicist may focus on developing their abilities in a single discipline or they may choose to learn and combine abilities from multiple disciplines.

Restrictions: If you do not take your first character level in Psionicist, you can only ever gain abilities from two disciplines.

Psionicist Traits

- *Simple Weapons:* you are proficient in the use of clubs, knives, daggers, and short swords.
- *Light Armour:* you are proficient with leather and padded armours.
- *Unlocked Potential:* see below.

Choose one of the following. You may take the other as a heroic advancement.

- *Will to Power:* you may spend 5 MHP to gain one psionic power point, but cannot gain power points beyond normal maximum.
- *Mind Over Body:* you may spend 5 PHP to gain one psionic power point, but cannot gain power points beyond normal maximum.

Psionicist Advancements

- *Fear is the Mind Killer:* resistant to intimidation and fear effects.
- *Perception is Reality:* you have an unconscious ability to make things be the way you think they should be. Once per session, you may spend a hero point to produce one of the effects of *Reality Manipulation*. However, when you do so, the GM may then cause a major complication based on one of your traits without compensating you with a hero point.
- *A Mind is a Terrible Thing to Waste:* when you reduce someone else to zero MHP, you may immediately make a First Aid check to heal your own MHP. As with all First Aid, you may not benefit from this or another source of First Aid for your MHP until you have taken mental damage again.
- *Pain is All In The Mind:* when you would suffer PHP damage, you may take up to half of it as MHP damage instead.
- *Mental Focus* (heroic scale): you may now maintain three psionic abilities at once, instead of two. You may take this again at legendary scale, permitting you to maintain four abilities at once.
- *Body's Sacrifice* (epic level): you now roll 1d4 to determine PHP and 1d10 to determine MHP when leveling up.
- *Gain a Discipline advancement* (see below).
- *Gain a New Discipline* (heroic scale). This may be repeated upon reaching epic scale. Note that a multi-classed psionicist may only gain abilities from two disciplines, and thus, cannot repeat taking this advancement.

Other Advancements

- *The Great Pretender* stance: you are able to observe others and imitate some of their actions and abilities within a short period of time. If you have seen someone successfully do something physical (at the GM's discretion) within the last turn, you may

take a trait bonus to do that thing as well; however, the bonus you gain is limited to the lower of your level or theirs. You may only be imitating one ability at a time; once you have imitated something, you can only then switch to imitate something you see done afterwards.

This stance ends if you are engaged in combat, use a heroic scale or greater psionicist ability, or after three uses of the granted ability (whichever comes first).

Unlocked Potential

You have unlocked mental abilities beyond those of your ken. Where others turn to ancient religions or arcane magics for power, you channel your power from within. Provides access to two Mental Disciplines (or one, if you have multi-classed into Psionicist).

Psionic Power Points

Psionic disciplines are fueled by Power Points. You have a number of Power Points equal to your prime attribute's bonus plus your psionicist level, divided by two (that is, if you are level 4, have INT as primary, and have an INT bonus of 6, $(4+6)/2 = 5$ Power Points). Normal use of a psionic trait costs zero points if it is of adventure scale, then one point for each additional level of scale (thus, one point to use a heroic ability, two to use an epic one, and so forth.)

Power Points can also be used to boost your abilities. Spending an additional Power Point gives a +1 on your roll, to a limit of +5.

Once a discipline has been activated with Power Points, it remains so for a turn (ten rounds), or until the normal usage time of it has passed, if that is longer. If a power is designated as 'single use', then spending the power points grants only one use of it; subsequent uses must be paid for separately, regardless of the time between them.

These points refresh each day, provided the psionic has rested.

Disciplines

Each discipline has a starting trait signifying the psionicist as having access to the abilities within; the starting trait is a prerequisite for all other traits in the discipline. More traits are taken to add effects or increase abilities.

Maintaining Psionic Abilities

Unless otherwise specified, a character may not maintain more than two psionic abilities at once; advancements are available to increase this number.

A Note on Mental Defence

A willing target may waive their mental defence. In this case, the psionic rolls the standard casting difficulty (*M&M* p 38).

Whisperers (Telepaths)

- *Listener* (starting trait): you can hear the thoughts of others. To deliberately do so, roll INT against their Mental Defence or, if they waive their defence, against base spellcasting difficulty. This permits you to hear surface thoughts—what they are thinking about right now—and sense current emotional state. At ranges beyond Close, you suffer a -5 penalty for each range step (beyond extreme range, use the scaled ranges). If you cannot see your target, you must know they are present, and have had previous mental contact with them. Lastly, this may be used as a disadvantage, gaining you a hero point when you are overwhelmed by the thoughts of crowds of people.

- **Coordinator:** you may use your telepathic abilities to share skills between yourself and someone else. Make a mental link with a target. Either of you may then make helping actions to the other through the link (so long as this makes sense—this can't be used to, for example, help lift something!).
- **Illusion:** through intense practice, you have gained the ability to alter the sensory impressions of others. To do so, make a mental attack against them, using CHA. You may spend effect points to make it difficult for them to see things as they truly are.
- **Mental Bond:** you gain a mental bond with a particular person. When attempting to contact them, you may do so automatically if they are within long range; at extreme range, the difficulty of contacting them is 10. In order to establish contact beyond about a mile away, you must have appropriate scale, but the difficulty does not increase. You can also sense their emotional state, whether or not they are conscious, get an idea of the distance and direction to them, and know their physical and mental condition (i.e., approximate fraction of MHP and PHP remaining).
The target of a mental bond must be willing at the time the bond is formed. If they later become unwilling, they can then use their Mental Defence to resist contact and to resist attempts by you to sense their status or location; however, you do not suffer range penalties when trying to contact them.
- **Mental Healing:** mental damage is easy to come by; fortunately you are exceptionally talented when it comes to healing it. By taking a turn to heal someone in psychic communion with you, you may roll against a difficulty of 10, adding +1d8 effect points, and healing one point of damage for each effect point, or cancelling mental effects at the usual cost (same cost as required to create an effect of that level). You may not do this more than once a day to a particular target.
- **Prompter:** you have the ability to force a target to perform an action. Make a CHA roll against their mental defence. On a minor effect, you can force them to do something that they would not normally be strongly opposed to. A major effect is required to overcome mildly strong opposition—that is, to make them do something that they would normally only consider doing for a close friend or family member. An extreme effect can force a target to perform actions they would normally be violently opposed to. In general, an extreme effect is required to force a target to attack a random stranger, unless the target is evil and believes they can get away with it.
Note that this ability only forces a single action—that is, the target can only be forced to do something that will take a round or less, and can be done as a normal action.
- **Psychic Vampirism:** you may heal yourself by taking mental energy from others. You must be in their presence and interact with them for a turn, or have established mental contact with them. You attack using your CHA against their mental defence, with a +1d8 weapon rating. You may spend as many effect points as you do on causing damage to your foe to heal yourself, healing at the first aid rates (*M&M* p 38). You may also create effects on yourself, but must create an effect of equal value on your target to do so.
- **Pusher** (requires *Prompter*): you can create temporary behavioral changes in a target. This works similarly to *Prompter*, but the behavior lasts for one hour, or until removed by overcoming the effect. Increase the effect level required by one. Behaviours that would require an extreme effect to prompt require a heroic effect, and thus, require scale.
- **Sensory Reading:** you may pick up sensory impressions from another. To do so, you must first contact their mind, using *Listener*. Once you have successful contact, make another roll to

establish the sensory link. Against a willing target, this grants full access to their senses; against an unwilling target, only one sense is gained, and access may be limited. Use an effective Wisdom for sense checks of 10 + the effect bonus from the created effect (i.e., 12 for a minor effect, 14 for a major, 16 for extreme). This may not be higher than the telepath's actual Wisdom.

- **Speaker:** you may now project thoughts as well as hear them. This works as *Listener* for establishing contact, and you do not need to roll separately—one roll allows you to both 'speak' and 'hear'.
- **Thought Shield:** by "screening" your current thoughts behind a false facade of other thoughts, you acquire some measure of immunity to mental attacks. Take this as a trait bonus against mental attacks that attempt to read or influence your thoughts and emotions. If you are actively concentrating on screening your thoughts, without simultaneously making mental attacks, you are treated as resistant to such attacks, getting twice your level as your bonus to resist them. Consequence points inflicted on someone attempting attacks can be used to make them believe you are thinking/feeling what you wish, or that their attempts to manipulate your mind have succeeded.
Once you have learned to use *Thought Shield*, it is always on unless you specifically turn it off, and does not count against your number of abilities being maintained. When you actively concentrate on screening your thoughts, however, it does count as being maintained.
- **Truth Reading:** you have learned to sense whether others are telling the truth. To do so, make a mental attack against them. On a successful result, you can tell whether or not they believe what they are saying. Effect points can be spent to create consequences that will help in further questioning the subject. On a failure, however, the reader believes that the subject thinks they are telling the truth, regardless of whether that is the case or not, and consequences may be inflicted to hinder further questioning.

Heroic Telepathic Advancements

- **Deep Listening** (heroic scale, requires *Listener*): your telepathic abilities have developed to where you can sense more than simple surface thoughts and emotions. You can now read 'the thought behind the thought', accessing related memories to what the subject is thinking about, understanding underlying emotions and attachments, and so forth. This requires a check as per *Listening*. Mechanically, it is the same—it merely broadens the scope of what can be learned.
Alternatively, you may use this to read the surface thoughts of many minds at once, allowing you to use *Listening* at scale.
- **Delve Memories** (heroic scale): your subject's current thoughts no longer limit your access to their mind. You may search for memories within their mind as you wish. This is a mental contest, and the GM may adjust the difficulty based on the subject's own recall of the memories (if it would be hard for them to remember, it's hard for you to find). If you have *Sensory Reading*, you may use this to access sensory memories as well, getting direct impressions of what the subject saw, heard, felt, etc.
Note, however, that the accuracy of what can be gleaned is limited by the accuracy of the subject's memories—thus, the GM should feel free to limit the bonus to finding particular memories to the INT of the subject, or the WIS of the subject when searching sensory memories.
- **Implant Memories** (heroic scale, requires *Delve Memories*): you can place memories in the mind of another. To do this, you must first make mental contact with them (per *Listener*). You may then make a mental attack using CHA. The difficulty of creating a memory depends on the plausibility of it: to create a false

memory of someone having done something they commonly do, in normal circumstances, is a minor effect (e.g., creating a false memory that someone woke up in their own bed this morning). To create a memory that involves them doing something mildly unusual for them, or something normal under unusual circumstances, requires a major effect (e.g., creating a memory of having an argument with a loved one, if they were already angry with that person). An extreme effect is required to create very unusual memories, or ones where the circumstances make the behavior very unusual. The GM may require higher level effects to create convincing memories of extremely unlikely things.

With an extreme effect, you can create a mental or emotional trait for the target, causing them to have a system of memories that support a long-term behavior pattern. This could be something like *Loyal to Lady Moke* or *In Love with Rupert Armstrong*.

- **Mental Link** (heroic scale): you may link multiple people together mentally. While linked, you may use your powers that require a mental link on any of them, or between any two of them. This, for example, would allow you to use *Coordinator* to let one person in the link help another, neither of which is you. You may not take other actions, beyond walking and communication.

You may also use this to enhance the efficiency of a unit construct of a scale at or below that of the character using *Mental Link*. To do so, roll against a difficulty of 15 to create an effect (not forgetting to pay points to create the effect at scale).

- **Mind Blast** (heroic scale, requires *Psychic Blast*): when performing a *psychic blast*, you may choose to cause purely MHP damage and mental effects.
- **Mind Wipe** (heroic scale, requires *Delve Memories*): the user of this ability can remove memories from the target. In order to do so, they must first make mental contact, then find the memory to be erased (via *Delve Memories*). Once that is done, a mental attack is made; this creates an effect which is a penalty to remember the “erased” memory. With an extreme effect, the memory cannot be recalled without external aid.

Alternatively, you can completely wipe a mind. To do so requires reducing MHP to 0; this leaves the target with no memories whatsoever, although they still have their skills and general knowledge—they simply have no memory of their personal history, nor do they know how they learned what they know. (And indeed, they may not even know that they *do* know how to do something until they try!)

Lastly, by reducing MHP to -10, you can completely destroy a mind. The target is left with no memories, no skills, and no functional mental ability—consider them to have INT and WIS of 3, and no personal initiative. CHA will likely be lowered as well.

- **Nerve Wrack** (heroic scale, requires *Psychic Blast*): when performing a *psychic blast*, you may choose to cause purely PHP damage and physical effects.
- **Psychic Blast** (heroic scale): you may do physical damage via mental attacks. This is an attack with Short range, allowing you to target an individual you can see, make a mental attack against them, and spend effect points to do both physical and mental damage and effects. You must keep as close to a 50:50 split as you can, although if you do less than 5 effect points, you may choose to use all your effect points for one type.

Effects created by *psychic blast* are pain, minor bleeding, numbing, stunning, confusion, spasms, seizures, and so forth. It cannot be used to cause hallucinations, take over someone else’s mind, or other effects for which specific telepathic powers exist.

- **Replace Memories** (heroic scale, requires *Implant Memories*): this works as per *Implant Memories*; first, however, the memory to be replaced must be found via *Delve Memories*. In addition, difficulty

is determined by the the more unusual of the memory being replaced and that being implanted to replace it.

You can also reorient a mental or emotional trait. This involves replacing either the target of the trait (change *Loves Alice* to *Loves Bernice*) or the content of it (change *Loves Alice* to *Hates Alice*). To do so requires two extreme effects—the first to erase the prior target or content, the second to create the new one. If the first fails, no effect occurs. If the first succeeds, but the second fails, the target is left in a confused state, between the original version and the one the telepath was attempting to create.

- **Shield Another** (heroic scale, requires *Thought Shield*): you may use *Thought Shield* to defend someone else, in addition to yourself. At epic scale, you may choose to take this advancement again; it then allows you to use *Thought Shield* to defend a construct of a lower scale than yourself (i.e., at epic, you can defend heroic constructs, and so forth).
- **Thought Bomb** (heroic scale): you can release a powerful psychic blast, affecting all within short range of you. This is an area effect mental attack, working as an explosion (i.e., rolled separately against each target in the area): Thought Bomb (+2d6 +*confusion* +*stun*). After performing this attack, you cannot do so again for at least a full turn, and you gain a minor consequence of *Mentally Exhausted*; this goes away when you rest for a full turn.
- **Trigger** (heroic scale, requires *Implant Memories* or *Locus Creation*): you may implant a trigger in a subject’s mind. To do so, write a brief description of the trigger condition (no more than twenty words), and what ability you wish to trigger on them when it happens (this must be a telepathic ability that you have at the time that you create the trigger, which will be targeted upon the subject of the trigger). The GM should secretly roll the attack total for the ability and note it down. A separate attack is then made to implant the trigger; this is treated as if implanting a memory, requiring an extreme effect. On a consequence, the ability might go off immediately, or the trigger condition might be mangled—this is up to the GM’s and players’ fiendishness.

If and when the trigger condition is satisfied, the attack takes place. At that time, it goes against the subject’s mental defences, with any effects and consequences on the subject at that point applying normally. This is compared to the attack total that was previously generated to determine the effects.

Note that a trigger is *not* a consequence, and as such, is not subject to the rules for replacement of consequences. Removing a trigger requires using *Delve Memories* to find it, then *Trigger*, *Replace Memories*, or *Mind Wipe* to remove it.

It should be further noted that meeting the conditions of a trigger requires that the subject be aware that the conditions have been met. For example, if the condition were “the next time you are in the presence of the King”, the trigger would not go off if the subject were unconscious at the time, or if they met the King in disguise and did not realize he was the King. In such a case, the trigger would still be there, waiting for the condition to be fulfilled—this *cannot* be used to ‘defuse’ the trigger.

The subject is not normally aware that they have had a trigger implanted. They might become aware if a telepath specifically searches for one using *Delve Memories*, or by accident when using that ability. If a trigger is being searched for, a minor effect finds it, a major effect both finds it and determines either the condition or the type of attack that will be triggered (GM’s choice), and an extreme effect does all three. The difficulty is the mental defence of the subject. If a trigger is not being looked for, the GM should secretly roll to see if the telepath notices ‘something wrong’, using the subject’s MD as the difficulty, and requiring an extreme effect.

- *True Seeming* (heroic scale, requires *Illusion*): illusions that you create are realistic enough that the subject may believe that they are truly damaged by them. You may use effect points from your illusions to inflict PHP damage, to the limit of your level + CHA bonus in a single attack. This is psychosomatic damage, and is real; however, you may not inflict physical consequences (broken bones, torn muscles, etc.). On an extreme effect, you may make an object or person completely invisible to the subject, or make them see and interact with something that is not truly there.
- *Nightmare Reality* (epic scale, requires *True Seeming*, *Delve Memories*, or *Pusher*): against a sleeping or unconscious foe, you may create the illusion that they are conscious and operating in a reality of your creation. If the goal is simply to keep the target out, then treat it as creating an effect that they must overcome in order to “wake up”, acting on a time scale of a turn. The ‘construct’ created has a mental defense of 10 + your level, and MHP equal to the number of effect points you created it with (rolling against the usual simple base difficulty). Each turn, it also attacks the target, with *Mental Attack* + your level.
If the goal is to speak to or question the target, it should be role-played. This is a normal social combat, but with the psionist gaining an effect bonus from the *Nightmare Reality*, usable on both attack and defence.

Epic Telepathic Advancements

- *Body Switching* (epic scale, requires *Controller*, or *Pusher* and *Astral Projection*): you can ‘swap bodies’ with another; this requires a mental attack with an epic effect, or reducing the target to zero MHP and then achieving a major effect. You gain the target’s physical form, including race, movement rate and abilities, appearance, STR, CON, and DEX. Your class, INT, and WIS remain your own. This counts as an extreme effect for purposes of pretending to be the other person; most will not even suspect that you might not be that person unless you act completely out of character for them. Close friends and family may notice differences, but will usually not immediately realize the switch.
CHA has both physical and mental components. The GM should adjudicate its modification, but the simplest method is to allow up to a +/-4 adjustment based on differences in appearance. Personal traits may or may not travel with the mind; GM judgement is needed.
It is only possible to switch bodies with a creature whose body is of the same or similar nature as one’s own: thus, player characters cannot normally switch bodies with animated, anomalous, extraplanar, incorporeal, plant, primordial, semi-divine, swarm, or undead creatures. In general, “people” can only swap with other “people” or with animals.
You may not learn both *Body Switching* and *Possession*, unless you are of mythic scale or above.
- *Controller* (epic scale, requires *Sensory Reading* and *Pusher*): you can take control of someone’s mind. To do this, attack as with *Prompter*. You must either create an extreme effect on your target, or reduce them to zero MHP. If you have created an effect, then they will automatically struggle against the control, engaging in continuing mental combat with you to do so. It requires a major effect for them to break free once control has been established, or reducing the controller to zero MHP. The controller may voluntarily end the effect at any time, in order to stop being attacked by their controlled target.
Forcing the controlled target to perform a new action requires concentration, counting as an action. Further, while controlling the target, you cannot continue to attack it mentally at the same time—you can defend against their attack normally, but cannot attack them yourself without allowing them to stop acting. (They are, however, effectively paralyzed while the control is on them.)
- *Hallucinatory Terrain* (epic scale, requires *True Seeming*): you can create mental illusions that affect many minds, apparently molding and shaping the reality about them. You may use *True Seeming* against constructs and/or against multiple targets as an area of effect ability. You may cover an area with a scale one step lower than your own (i.e., a village or so if you are epic scale, a small town or castle if you are legendary scale, a barony or similar area if you are mythic scale).
In addition to causing PHP damage, you may use your abilities to mislead those you are afflicting, causing navigation and foraging checks to be resisted by your mental defense rather than the normal difficulties.
- *Implanted Thought Bomb* (epic scale, requires *Thought Bomb* and *Trigger*): you can implant a *Thought Bomb* into a target that will go off once a particular *Trigger* is experienced. Since a *Thought Bomb* can involve multiple attack rolls, the attack is not rolled ahead of time; instead, the implanter’s modifiers at the time of implantation are noted, and any necessary rolls are made when the bomb is triggered. The *Thought Bomb* will also affect the target into whom it is implanted, quite possible rendering them confused or unconscious.
- *Possession* (epic scale, requires *Controller* and *Astral Projection*): you may enter the body of another, taking over their body without forcing their mind out. This works as *Body Switching*, except that the target is not placed into your body; instead, they stay inside their own body.
The possessed person continues to heal MHP damage and effects normally, including the possession effect; they may continue to “fight back” against the possessor as long as and whenever they are above zero MHP. Reducing them to zero MHP does not destroy them; they still recover MHP, and can resume struggling when they are back above zero. They are not required to do so, however, and may instead wait to recover further before attempting to struggle.
The original mind can eject the possessor by achieving a major effect against them (only a major is required rather than an extreme, due to ‘home turf advantage’) or reducing them to zero MHP. The possessor is considered to be at a major disadvantage when sleeping or unconscious, giving them a -4 on their Mental Defence and mental attacks.
During this time, the possessor’s own body is unoccupied. It will fall asleep and will not eat or drink on its own, although it will continue to breathe. It is affected by hunger and thirst normally, and can die. Further, since it is unoccupied, it is a natural target for any ghost, demon, or other spirit capable of possessing bodies! A possessor who is ejected from the possessed body, but whose own body has been occupied, is considered to be astrally projected until they manage to take over a body again. If they have not done so within 24 hours, they will die.
Long-term possession is difficult. Each day a possessor remains in a body, the original mind gains a +1 to mental defences and attacks against the possessor.
You may not learn both *Body Switching* and *Possession*, unless you are of mythic scale or above.
- *Thoughtform* (epic scale, requires *Locus Creation* and *True Seeming*): you may create a semi-real creature from your thoughts, with an independent existence from you. Treat this as creating a sidekick. Your ‘sidekick’ has the following traits:
 - *Ever-changing Thought*: your sidekick has no permanent form. Its form is shaped by your thoughts and desires, including subconscious ones. You and your GM should work out your thoughtform’s normal appearance together.

By concentrating, you can cause it to change shape. Such changes cannot be made more than once a turn, and require continuing attention, as if maintaining a discipline.

- *Mind and Body Are One*: your thoughtform only has MHP. Add its normal generated PHP and MHP to determine its MHP total. Physical attacks against it cause it MHP damage.
- *Moves You Can Only Think Of*: your thoughtform moves in a way appropriate to its form. Its movement rate is the same as yours, but its primary mode of movement depends on its current shape.
- *Mental Link*: you and your thoughtform have a *Mental Bond*, as the power above. This also gives eligibility for advancements related to a wizard and familiar's mental link (*COLLECTANEA CREATURAE*, p 145-146).
- *Weapons Come in Many Forms*: the thoughtform has the equivalent of a +1d6 weapon. Further, it may strike creatures only struck by +1 or better magical weapons.
- *Malleable Body*: the thoughtform counts as having medium armour, granting it +5 physical defence.

Thoughtform Advancements

- *Independent*: a thoughtform must have this advancement.
- *Mind-Killer*: the thoughtform attacks the lesser of the target's physical and mental defence. Regardless of which defence is targeted, it may cause PHP and MHP damage.
- *Unreal Body*: the thoughtform can move through solid objects when it wills. When doing so, it does not take damage from environmental effects, but still takes damage from attacks launched by creatures.
- *Strong Image*: the malleability of the thoughtform's 'body' now makes it difficult to change it. Inflicting a consequence on the thoughtform requires expending effect points as if creating a consequence of the next higher step: 10 points to create a minor consequence, 15 to create a major, 20 to create an extreme, and so forth.
- *Mind Battery*: you can drain psychic energy from your thoughtform to improve your psionic attacks. By doing 5 MHP damage to your thoughtform, you gain a +1d6 on an attack. The maximum bonus you can take is +3d6, for 15 MHP damage.

You may summon and dismiss your thoughtform at will. When you summon it, it appears reasonably close to you—within five feet or so. If it cannot do so, then you may not summon it. It does not require concentration to maintain, and does not take up an ability maintenance 'slot'.

Legendary Telepathic Advancements

- *Ejection* (legendary scale, requires *Possession*): while in someone else's body, you can attempt to eject them. This requires a legendary effect on a mental attack, even if the target has already been reduced to zero MHP. A successful ejection forces the original mind out of the body, effectively astrally projecting them. They cannot return to their own body unless they can manage a heroic effect against the occupying mind; they can enter any unoccupied body they come across, even if they cannot normally possess others. They may also attempt to possess an animal, as if they had the *possession* power themselves.
If they do not enter some body within 24 hours, they will die. They can be sensed by those capable of sending ghosts or spirits

in general, but as they are not dead, normal ghost banishing spells and powers will not affect them.

- *Mental Manipulator* (legendary scale, requires *Controller*): through practice and your increasing mental strength, you have become capable of controlling many minds at once. You may use *Controller* against heroic scale targets; when you reach mythic scale, you can use it against epic scale targets. When controlling individuals, you may use *Controller* as an area of effect power, attacking multiple minds at once, but with an increase to their defenses (and a corresponding decrease to yours!) You split your effect points among the targets normally.

Distorters (Telekinetics)

- *Nudger* (starting trait): you are capable of moving small objects with your mind. Your weight limit is your Wisdom (score, not bonus) in pounds. The objects move slowly (at about a walking pace), and you must concentrate while moving them. Your range limit is Reach. If there is a question about whether you can manage to grab something (e.g., attempting to grab an animal), use your INT bonus to make attack rolls.
- *Crusher*: you can cause damage using telekinetic force. This is an INT-based ranged attack, with a 1d4 weapon rating.
- *Feeler*: your telekinetic abilities have feedback: that is, you can use your sense of touch through them. Among other uses, this means that you can manipulate things that you cannot directly see—for example, you can "feel" on the other side of a door to see if there is a bolt there, then move that bolt without needing to see it.
This does *not* grant you superhuman abilities of touch. In particular, your "virtual touching appendages" are no smaller than your own fingers, so you cannot manipulate the insides of normal locks with just this ability, nor can you use it to read text by skimming your 'fingertips' across paper, unless the print is somehow raised or engraved enough for you to feel it. Even then, you would need another trait to enable you to do so.
- *Foxfire*: you may create a small light, either limning your hand or floating as a ball just above your palm. This lights an area out to Reach distance. Alternatively, you may use this to light a candle or similarly easy-to-set-on-fire object in reach range.
- *Heat Manipulation*: you are capable of raising or lowering the temperature of an object, or a small area. You cannot cause direct damage with this, but can make people uncomfortable, or make an object too hot or cold to easily hold for an extended period.
- *Knitter*: you are capable of telekinetically bringing wounded flesh or bone together and causing it to interlace on a microscopic level, 'suturing' or 'pinning' it back together. Treat as first aid, using your INT. Your control is not very fine—large wounds healed in this way will leave noticeable scars.
- *Shield*: by momentarily focusing your telekinesis, you can parry or block attacks. This allows you to take a trait bonus for defence even when unarmed and/or unarmoured; in addition, you gain an additional half-level bonus to your physical defence when conscious and able to concentrate. This bonus does not apply if you are surprised.
As with *Thought Shield*, this does not have to be maintained; however, the 'free use' can apply only to one or the other at any given time. To have both up, you must use a maintenance slot for one of them.
- *Spontaneous Combustion* (requires *Heat Manipulation* or *Foxfire*): you can heat flammable objects enough to cause them to burst into flame. Paper and wood are both within your capabilities. If used

to cause damage, this is an INT attack against CON, with a 1d4 weapon rating.

Heroic Telekinetic Advancements

- *Flier* (heroic scale): you are capable of lifting yourself into the air and moving yourself about. This isn't any faster than running, but it does give you movement options that are quite useful.
- *Lifter* (heroic scale): your ability to telekinetically lift objects has greatly increased. Your approximate lifting ability is increased ten times (to ten times your Wisdom score in pounds). You may take this again at each tier, so that you may lift 100 times as much at epic, 1000 times at legendary, and 10,000 times at mythic.

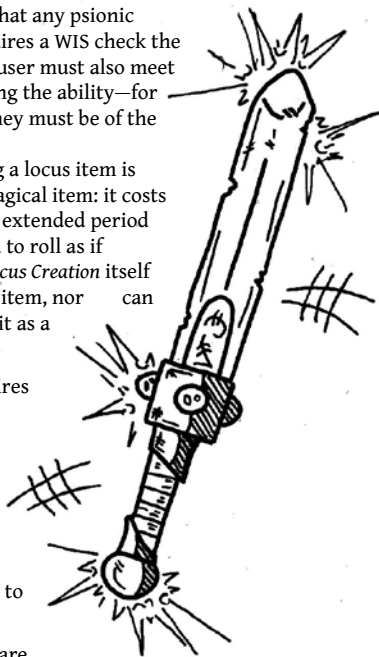
In general, to avoid too much computation, use these guidelines: at normal scale, you can push around or strike a person, but can't lift them. At heroic scale, you can push around or strike a heroic scale construct, but cannot lift it. And so forth, so that at mythic Scale, you could potentially lift a legendary scale construct (e.g., a medium army). The GM should, of course, use common sense, and adjust some things based on the nature of their campaign—lifting a kingdom is a bit much to imagine, generally... although if you want that in your game, go for it!

- *Locus Creation* (heroic scale, requires *Delve Memories* or *Other Memory*): you can construct a psychic matrix in an item capable of holding one. Depending on your GM's world background, such items might be crystals, gems, specially-constructed inlays, rare woods, or whatever. Regardless of the physical nature of the item, your power permits you to 'place' a psionic ability that you possess into the item. This enables someone who is psionic, but does not have that ability themselves, to use the ability through the item.

To do so, they must establish a link to the item. This is something that any psionic individual can do; it requires a WIS check the first time it is done. The user must also meet the requirements for using the ability—for example, if it is scaled, they must be of the appropriate scale.

Mechanically, creating a locus item is identical to creating a magical item: it costs treasure points, takes an extended period of time, and requires you to roll as if creating a magic item. *Locus Creation* itself cannot be placed into an item, nor can any ability that requires it as a prerequisite.

- *Render* (heroic scale, requires *Crusher*): your telekinetic attacks now have a 1d8 weapon rating. This is an improvement to *Crusher*, and does not require maintaining; it does, however, require expending a Power Point to activate.
- *Shaper* (heroic scale): you are capable of reshaping solid, non-living matter. This takes roughly one minute for each ten pounds of matter you are reshaping, and requires an INT roll against a difficulty depending on the stiffness of the material. Example difficulties: clay, lead, etc: 5; soft woods: 10; hard woods: 15; soft stone: 20; hard stone: 25; steel: 30. You may only reshape one object at a time, which must be within Reach range. A single shaping produces a single item, which may not have component



parts. You must be able to clearly envision something in order to shape it: for complex items, the GM may require you to make checks, which relevant crafting traits may assist with.

- *Telekinetic Weapon* (heroic scale, requires *Feeler*): you are capable of 'wielding' a weapon telekinetically, using your INT as STR. You gain the weapon's damage dice, and any other special effects the weapon may have (magical bonuses, etc.) You may also use the weapon to parry, granting you a trait bonus to physical defence as long as you keep it nearby.

Epic Telekinetic Advancements

- *Empowered Locus* (epic scale, requires *Locus Creation*): you can place psionic energy points into a locus item you create. Such an item holds a number of points equal to half your psionist level. These points can only be used to power the ability or abilities placed within the item. These points do not regenerate, but also do not decay. A psionic with *Empowered Locus* can 'charge' the item again, up to the limit of the lower of half their level, or half the item creator's level when the item was created.
- *Matter Manipulation* (epic scale, requires *Shaper*): you can transmute matter as well as shape it, allowing you to do such things as reshape a stone into a steel blade. Doing so is as difficult as shaping the final product would have been, +5 if the material you are working with is of fairly similar nature, +10 if it is of very different nature (e.g., transforming wood to stone or steel, or vice versa), or +15 if it is of extremely different nature (e.g., transforming water to steel). This also increases the time required to one minute for each pound of material.



Yisisir Mind-Mage

In order to make materials such as poisons, you must be able to create them normally (i.e., have a trait that would allow you to create them) and make the normal rolls needed, as if you had proper ingredients. All *matter manipulation* is considered to do in such a case is allow you to create the proper ingredients, and possibly speed up the creation of the material.

- *Reality Warping* (epic scale, requires *Luck Manipulation* and one of *Matter Manipulation*, *Teleportation*, or *Thoughtform*): you can reshape reality to your desires, doing so on a near-unconscious level. When you use *Reality Warping*, choose one of the following effects:
 - *Item*: you find an item that would be helpful to you. This may be any normal item worth less than 100gp; if you have treasure points to spend, it may be any item you could afford. You may also spend hero points to buy treasure points when doing this. It may not be a specific item (for example, you could find “a key”, but not “the key to this jail cell”). But see *Insight* below.
 - *Friendly Creature*: you encounter a creature of your choice, of HD half your level or less, who is friendly to you. This is not a specific individual, although the GM may decide to make it be one your character already knows. (And therefore, may not be a creature with type *unique*.)
 - *Creature*: you encounter a creature of your choice, of HD your level or less, but the GM chooses how it is disposed toward you. As above, this is not a specific individual.
 - *Insight*: you suddenly have a flash of insight, giving you a piece of information you did not already know. This could be knowledge of the location of an object or person, knowing the way out of a maze, etc. It may not be something that could not be immediately observed by normal senses—for example, you could not suddenly know who murdered Bob, who the King’s mistress is, what someone’s favourite colour is, or similar such things.
 - *Serendipity*: you create or end a single effect or consequence of extreme or lower strength. This cannot be used for an instant takeout of any creature with HD or levels more than half yours. This could be a fruit cart turning over at just the right instance, something bursting into flame, a fight distracting the city guards, a brick falling onto an opponent’s head, or any other sort of sudden happening that helps you and/or hurts an opponent. At the GM’s option, it may also include things like running into a party member you were separated from, having an important message (like a royal summons or pardon) arrive, or anything else that the GM and players agree would be fun!
- *Speed of the Wind* (epic scale): you can fly *fast*. Your flying movement speed is ten times your normal movement speed.
- *Telekinetic Army* (epic scale, requires *Telekinetic Weapon*): you may wield several weapons at once. Treat this as having followers (*Me&M* p 70), allowing you to take an additional trait bonus when your multiple weapons help, and to make selective ‘area attacks’, splitting your effect points as desired among multiple targets.

Legendary Telekinetic Advancements

- *Lasting Locus* (legendary scale, requires *Empowered Locus*): you may add the trait *self-powering* to an empowered locus you create. The locus generates its own power supply, at a rate of one power point per day, up to a maximum of half your level (at the time you created the item). Further, the locus can now be used by someone who does not meet the normal requirements to have the

power in question. When this is done, however, the item costs at least one PP to use, regardless of its level.

- *Teleportation* (legendary scale, requires *Farseer*): you can teleport yourself. When you take this ability, choose up to three locations that you ‘know’. You can teleport to any of them, or you can teleport to a place within a hundred yards of your current location by specifying distance and direction. Note, however, that in the latter case, you must make a roll to see how well you manage to ‘hit’ your desired location. Base difficulty is the same as for casting a spell (*Me&M* p 38). If you cannot see the location you are teleporting to, add 5. If you are only slightly familiar with it, add 10; if you have never seen the location, add 15. The GM may adjust these (for example, if a room one is teleporting into has been rearranged, or one is teleporting into an area that constantly changes).

On a simple failure, the character does not arrive at their destination, and is left at their (attempted) departure point. On a minor consequence, they could be disoriented, or could miss in a significant, but not immediately harmful fashion. On a major consequence, they could arrive in a mildly damaging or extremely inconvenient fashion, or could end up somewhere else nearby, or could be ‘pushed back’ to their starting point, but with some damage or other effects. On an extreme consequence, they could miss wildly, arrive in a fashion that renders them stuck in place, have their ability to teleport temporarily ‘shorted out’, or otherwise be seriously inconvenienced.

If you have a *Mental Bond* with someone, you may attempt to teleport to their location if you successfully sense it. Difficulty is as for teleporting to a location you are slightly familiar with (base casting difficulty + 10), plus 5 for each range step beyond Long, taking scale ranges as steps.

When teleporting, anything you are carrying or wearing goes with you. In order to take someone else along, you must be carrying them (although it should be noted that having them hug you and stand on your feet would count!)

For an advancement, you may learn another three locations as fixed points. If teleportation is placed into an item (via *Locus Creation*), it may have only one, fixed destination.

Teleportation is a single-use power.

Seers (Espers/Precogs)

- *Seer* (starting trait): you receive impressions about current, past, and future events. These tend to be non-specific—feelings and premonitions rather than actually seeing or hearing things. You may use this trait when inspecting an item or area to get impressions of what has happened to/around it in the last day—roll INT against a GM-set difficulty. You may also make predictions about the near future (within a few hours)—to do so, roll against either a difficulty of 15, or of an opponent’s mental defence if attempting to make predictions about a particular person. Effect points from this roll may be spent to create appropriate effects reflecting foreknowledge.
- *Battle Seer*: you can predict how enemies are going to move and react in combat. You may use this to give yourself or an ally a trait bonus to attack or defence, once per round.
- *Gazer*: you may shift your point of view a short distance away from your body, allowing you to see things that cannot be seen from where you are. The range of this ability is about a hundred feet, but you cannot place your point of view in such a way that it is separated from you by more than a single barrier.
- *Improved Gazer* (requires *Gazer*): when you use *Gazer*, you may choose to see, hear, and smell as if you were at the chosen location. If you have *Farseer*, this applies to it as well.

- *Open the Doors of the Future*: by spending a turn in meditative contemplation, you can get an idea of future events. Treat this as the *dreams of guidance* spell (p 197), but only answering questions about future events.
- *Second Sight*: you can see magical auras. This allows you to detect magic by looking. The difficulty of spotting a magical aura is normally (25—spell level/dice). If the caster deliberately attempted to make the aura hard to see, increase the difficulty by the number of effect points that were used toward this. If something is disguised by an illusion or glamour, this will let you see that the illusion is there, but will not penetrate the illusion and let you see what is beneath.

You may also detect the presence of ghosts, astral projections, and magically invisible objects. Difficulty is 20 + the level/HD of the being or the creator of the effect. On a simple success, you know it is there, but only as a vague presence. An extreme effect is needed to see the locations of such things clearly (i.e., well enough to target them without penalties in combat).

Heroic Seer Advancements

- *Farseer* (heroic scale, requires *Gazer*): you may place your point of view at a distant location. Difficulties are determined as for *Teleportation*. In addition, you may instead choose to view a person with whom you are familiar, rather than a location. To do so requires that you have *Listener* and have had previous contact with them (i.e., you have met them personally; you do not need to have actually used telepathic abilities on them or have a special connection with them). In such a case, the base difficulty of observing them is their mental defence, with penalties added for not having an idea where they are, not being very familiar with them, etc., following the guidelines for *Teleportation*.
If you have an established *Mental Bond* with a person, you may view them as if you had chosen them as one of your 'locations' for viewing. They may choose to waive their mental defence, in which case normal spellcasting difficulties are used instead.
- *Luck Manipulation* (heroic scale, requires *Open the Doors of the Future*): you have developed an uncanny ability to ensure the best possible outcomes after you look into the future. By taking a turn in meditative contemplation, you may create a "luck" effect, rolling against a base difficulty of 15. This is a non-specific effect that you may use on any later roll, and which does not count against your normal limit on how many effects you may have on you. You may only have one luck effect at a time, and must use it before the end of the next session after the one in which you created it, or it goes away.
- *Mastermind* (heroic scale, requires *Battle Seer*): you may use *Battle Seer* at scale, allowing you to give scaled units bonuses to attack or defend. As you gain scale, you become able to do so with units at the new scale.
- *Spirit Speech* (heroic scale, requires *Second Sight*): when perceiving ghosts or other spirits via *Second Sight*, you can hear them, and they you. This does not grant you additional languages, however!

Epic Seer Advancements

- *Astral projection* (epic scale): you may send your spirit out of your body, onto the astral plane. When in the near astral, you can see and hear what is happening at the corresponding location in the normal world. You can travel at great speed (going anywhere in the world in minutes), and move through barriers that do not stop detection spells (*Me&M* p 93). Finding a person or object is not made automatic, but is made greatly easier: treat as a stance, enabling you to take your maximum trait bonus (twice your level) toward trying to find someone. Such a search requires an hour.

Gazer and *Farseer* can be varied to work with other senses, so a character can choose to be able to hear at a distance or smell at a distance. Each such sense is another advancement. Distance touch comes under the *Feeler* telekinetic ability.

While in the near astral, you count as being in the location you have projected to for purposes of range of spells and psionic abilities. You may not directly affect physical objects, nor make yourself visible or make sounds, but may use spells and magical and psionic abilities you have to influence the physical world, create an illusion of your appearance, and so forth.

You may also travel the deep astral, journeying to other planes. Exact rules for this are beyond the scope of this product.

While you are astrally projected, your body is left unconscious and helpless, and you are not aware of its condition. Should it be moved while you are 'out', you can search for it. If you cannot return to your body within twelve hours, your body will die, leaving you as a ghost.

- *Other Memory* (epic scale): you have access to the 'racial memories' of your own race, or of your parents' races if you are a half-breed (non-extraplanar races only: if you are half-demon, you do not have access to the memories of the demonic 'race'!). By spending a turn 'searching the memories', you may gain a trait bonus to any attempt to know or learn something that anyone of those races has known. If you already have a trait bonus, then this counts as a half-level bonus, instead of the usual +1 for a secondary trait.
- *True Sight* (epic scale, requires *Second Sight*): your second sight now allows you to see through illusions, and to clearly see ghosts, astral projections, and magically invisible beings and objects. This may grant you a hero point when you discover something that significantly complicates your life ("Umm, guys... the king's possessed by a demon....").

Adaptor (Body Controllers/Healers)

- *Yogi* (starting trait): you have fine control over your body processes. You may use this to heal yourself as if receiving first aid, using WIS. You may also create appropriate effects, rolling against standard spellcasting difficulties—putting yourself to sleep, heightening your awareness, granting yourself a temporary strength boost, and so forth. Effects created in this way last for the duration of a combat or a turn, whichever is shorter.
- *Self-Healing*: you have achieved fine enough control over your body processes to boost your own rate of healing; in particular, you can muster the resources of your body to quickly staunch wounds. You gain the following benefits:

About Astral Projection

Our version of astral projection is based less on Theosophy, and more on Dr. Strange. Thus, there is no 'silver cord' tying to the astral body to the physical body in this version. If you prefer that version, then one can always follow the silver cord back to the body—although the body might be within a magical barrier, preventing you from returning to it! Cutting the silver cord (requires a heroic effect) will sever the connection, and if the character cannot then return to the body within an hour, their body will die.

First, you may use this power as first aid on yourself, using CON plus this trait. You may not then benefit from other first aid, but you may still benefit from healing magic that does not work as first aid (i.e., that heals PHP damage on a one effect point per PHP basis, rather than first aid's five effect points per PHP).

Second, your rate of natural healing of PHP damage is doubled.

- **Striker:** you can form your hands, shaping and hardening them into weapons. This grants a weapon bonus using the *Unarmed Damage* table (p 21).
- **Trance:** you can place yourself into a trance. While in this trance, you do not need to eat or drink, and you breathe only minimally. An observer may mistake you for being dead—difficulty of realizing you are not dead is 20, unless they have reason to anticipate that you might be in such a trance, in which case it is only 5. You can maintain this trance for your level in days. While in the trance, you may take no actions. The trance ends after a pre-determined amount of time which you specify when going into the trance (but see *Trance Trigger* below).
- **Trance Trigger** (requires *Trance*): when going into a trance, you may specify a condition which will awaken you from your trance. This must be something that you could perceive if you were awake and not in the trance. Generally, the condition should be expressible as one simple sentence. If there is doubt about whether the condition could be perceived, the GM may call for a standard perception check (using WIS or another ability if appropriate).
- **Turtle:** you are capable of hardening your skin, giving yourself the equivalent of armour. This grants a +2 to your physical defence for each tier—+2 initially, +4 at heroic, +6 at epic, and so forth. In order to use this, you must be conscious and aware of the attack—you don't harden your skin all over, but rather, momentarily harden it in places as a response to an attack.

Heroic Body Control Advancements

- **Adjust Others** (heroic scale, requires one of *Trigger*, *Controller*, *Psychic Vampirism*, or *Possession*): you may use your Adaptor powers on others. To do so, you must first make mental contact with them (as per *Listener*). If the target is unwilling, you must also make a WIS roll against their CON plus their level (everyone is considered to have a trait to resist such control). Further traits may apply as well in their defence.
- **Boost** (heroic scale): on a successful spellcasting check based on CON, you may increase either your Movement and Dexterity, creating a *speed boost* effect to do so; or your Strength and Constitution, creating an *adrenaline boost* effect to do so. If you choose a *speed boost*, you also gain an additional action each round; if you choose *adrenaline boost*, you ignore the first five effect points of any pain-based effects either already on you or which are placed on you during the boost.

The effect lasts up to ten rounds, and you may end it at any time. When the effect ends, roll a number of d4 equal to the duration you kept the effect up for; take that many effect points worth of PHP and/or exhaustion effects.

- **Flesh Shaper** (heroic scale, requires *Adjust Others* and *Knitter*): you can reshape your own body or that of another. This is a painful and slow process, but allows you to cure injuries that could not normally be healed by the body's own mechanisms—that is, you can regenerate lost limbs or other body parts, heal nerve damage, and so forth. This does not allow you to reconstruct brain tissue, although you can do so with simpler nervous tissue. Further, healing done by you does not leave evident scars.

On the other side of this, you can mold someone's body in non-healing ways, either inflicting permanent disabilities (e.g., giving someone a club foot, transforming their head to resemble that

of a donkey, destroying their eyes, etc.), or reshaping their body to give them wings, webbed fingers, and so forth. A single check requires a turn to make, and molds about 10 pounds of flesh.

- **Healer** (heroic scale, requires *Adjust Others* and *Deep Listening*): you may heal others by taking their damage onto yourself. You must be able to touch them, and take a full round concentrating: when you do so, make a standard spellcasting check. You may transfer one PHP of damage from them to you for each effect point generated, and/or transfer physical effects for the cost of the effect. You may only do this once for a given target, until and unless they take additional damage or physical effects.
They are healed fully of the damage and effects you transfer, with no scars or other signs of the injury left.
- **Sleep** (heroic scale, requires *Adjust Others*): you can put others to sleep, or keep them asleep. This counts as a trait to assist you and others in sneaking past or sneaking up on someone.

Epic Body Control Advancements

- **Life Extension** (epic scale, requires *Self Healing* and *Trance*): you have achieved a degree of metabolic control that allows you to finely balance your body, extending your lifespan. You age only one year for every five that passes, and you are resistant to effects that artificially age you.
- **Shapeshifting** (epic scale, requires *Flesh Shaper*, or *Self Healing* and *Knitter*): you may change your shape quickly. This works as *Flesh Shaper*, but you only need one round to reshape yourself. The GM may require additional rolls with other skills if you wish to make yourself look like a specific individual.

Legendary Body Control Advancements

- **Adaptation** (legendary scale, requires *Flesh Shaper*): you may give yourself resistance to one of the following: fire and heat, ice and cold, acid, poison, death magic, polymorphs, or slow and paralysis effects. This requires a successful spellcasting check based on CON, with a heroic effect, and lasts one round per level. With a legendary effect, you may make yourself immune to the given damage effect.
- **Sleep of Ages** (legendary scale, requires *Trance Trigger*): your bodily control allows you to maintain a death-like trance state indefinitely. Your body is still subject to normal harm during this trance, but you have no need to eat, drink, or breathe. You must specify an awakening condition—you cannot do this for a pre-determined time. You may, however, specify an additional awakening condition; at mythic scale, you may specify a third.
- **Immortality** (legendary scale, requires *Life Extension*): you no longer age, and are immune to aging effects. Further, if you are killed, but your body is not destroyed, you may roll your CON plus this trait against a difficulty of 25; if you can generate more effect points than you have negative hit points, you revive one week later, with 1 PHP. If you fail, you are dead. You may not make another auto-revivification attempt until you have recovered to full PHP at least once.
- **Resurrection** (legendary scale, requires *Adjust Others*, *Knitter*, and *Luck Manipulation*; or *Healer* and *Luck Manipulation*): you may attempt to heal someone from death. This is a healing check using either your *Knitter* or *Healer*. Difficulty is increased by +10. If you can heal enough damage to get them to 1 PHP or above, you bring them back to life. This is mentally draining, and does 2d10 MHP damage to you, which you cannot avoid in any way. You may not resurrect someone unless you have enough of their body that they could conceivably survive—thus, for example, you cannot resurrect someone with just their head.

WANDERING SAGE

Prime Attribute:	Intelligence
Physical Hit Points:	d4
Mental Hit Points:	d10
Starting Money:	1d6+2 x 10gp

In all places and times, there are those who seek knowledge above all else—not as wizards do, for the power it gives, but for its own sake. The wandering sage is one such individual, eschewing the esoteric knowledge of wizardry in favor of knowledge about the natural world and how it works. While mastery of this knowledge often gives power, the power itself is not normally what they are interested in.

Wandering Sage Traits

- *Use Quarterstaves and Daggers.*
- *Use no armour.*
- *Read and Write.*
- *Decipher Languages:* this counts as a trait for deciphering any writings. In addition, the wandering sage gains their INT bonus in languages as a starting character, even if they are of a race that normally would not, and they may freely choose their starting languages, regardless of race.
- *Skilled Researcher:* in any situation where characters are performing research as an incremental check, a wandering sage can make two checks in each period.
- *Knowing is Half the Battle:* a wandering sage knows just where to strike an opponent with their weapon; they may use their INT modifier instead of STR to attack in melee, as long as they wield quarterstaves or daggers.
- *Well-Traveled.*

Choose one of the below as a starting trait. The others may be taken as advancements.

- *Scientific Knowledge.*
- *Master of Lore:* as Bardic Lore (*M&M* p 23). May be taken multiple times.
- *Knowledge is Power:* Through knowledge of pressure points, Chi flows, psychology, and the magical correspondences of ordinary objects, you can create minor magical effects. You may hypnotize an opponent outside of combat, place consequences on magicians to block/reduce their access to a school of magic (blocking another school would require a separate check), or weaken or immobilize consequences against an opponent in combat.

Wandering Sage Advancements

- *Confounding Attack* (requires *Debater*): utilizing their prodigious lexicon, the wandering sage may endeavor to thoroughly discombobulate an opponent via dialogue.
- *Debater:* when making a persuasive argument, the wandering sage may use INT instead of CHA, if the setting is appropriate (for example, this would not work for trying to persuade a drunken crowd in a bar; however, for making an argument before the King's court, it almost certainly would work).
- *Did You Know...?:* once a day, the wandering sage may recall a single fact related to the current situation without an INT check. Instead, they are awarded the maximum possible roll of the dice they would use for the check.
- *Navigation:* you've spent a lot of time studying maps and the stars. Because of this, when on your native world (and not on a "lost

continent" or "unexplored island" or the like), you gain a trait bonus whenever trying to figure out where you are outdoors, how to get to somewhere else, or other such geographical facts.

- *Benefit From My Experience* (heroic scale): you may use INT to make helping actions for a group, either as an area of effect up to short range, or by helping a scaled construct of their scale or below.
- *Incisive Mind* (heroic scale): you are resistant (gain twice your level as a trait bonus) to attempts to confuse you or feed you false information. The latter applies only to facts you might have learned from your reading—this doesn't help you if a random peasant decides to lie about their name, but if the King is trying to go incognito, it can help you spot that.
- *The Scientific Mindset* (heroic scale): you may use INT instead of WIS for your Mental Defense.
- *Magic is Just Unexplained Science* (epic scale): resistant to the effects of magic. You gain a second full trait bonus against magical attacks, giving you a total trait bonus of twice your level (the maximum allowed).
- *Sufficiently Advanced* (epic scale): you may use magic user magic items that require a command word or other manipulation, if you know what the appropriate way to activate it is. This includes scrolls. Your use of scrolls, however, is limited according to your level and the spell level as if you were a magic user.
- *Students* (epic scale, requires *University*): attract a number of followers (*M&M* p 70)
- *University* (epic scale): you may establish a school to spread the knowledge you have accumulated. This acts as a construct for epic scale actions.

Other Advancements

- *Deep Thought stance:* when trying to recall information, you roll 3d8 for your check. All other rolls are made with only 2d6 until you leave this stance.
- *Stalwart Defense stance* (*M&M* p 42).
- *Pre-Planned Tactics* (heroic scale): you may use INT instead of DEX or WIS when making initiative rolls if you and your allies had time to plan beforehand. Further, your allies can also use your INT instead of their own normal attribute bonus when rolling initiative. This never applies when you are surprised!

Thinking Your Way Through It

The Wandering Sage is another class concept built around the idea of supporting one's allies in and out of combat. Players using this class can often help determine an opponent's weaknesses and capabilities without the use of magic, making it much more reliable in such instances (especially when the Vancian magic system is being used). Knowledge can also be used to directly create effects, especially in non-combat situations, or in social combat.

Like the Religious Scholar, this class can make an excellent leader type—and, as an Intelligence-based class, can be excellent for a player who wants a character who leads well, but is neither sensitive and caring (which tend to go with *D&D* Wisdom), nor very likeable (which tends to go with *D&D* Charisma).

Of course, the wandering sage is also useful from the GM's end for NPCs—people like this should exist in the most worlds, and some of them might be quite influential!

WANDERING SAGE SUB-CLASS:

ALCHEMIST

Prime Attribute:	Intelligence
Secondary Attribute:	Dexterity
Physical Hit Points:	d6
Mental Hit Points:	d8
Starting Money:	1d4 x 10gp

People turn to you for your tinctures and salves because they are reliable and have proven results. All of the so-called clerics and magicians are just charlatans who overcharge for mixed results. Unlike those swindlers, you've learned the power of science and know how to bottle fame, brew glory, and even put a stopper on death.

Restrictions: You may not wear armour.

Alchemist Traits

- *Use Quarterstaves and Daggers.*
- *Scientific Knowledge:* understanding of the basics of chemistry, physics, and advanced mathematics (algebra and geometry). You can recognize herbs and minerals, and understand their properties, but do not have knowledge of how to harvest them from their natural environment as part of this trait.
- *Read and Write.*
- *Alchemical Lore:* can identify and know the uses of herbs and chemicals in making potions and other alchemical concoctions. Can also identify the finished products, whether produced by alchemy or magic.
- *Mistrustful of Magic and Magicians:* gain a hero point whenever this mistrust causes you major complications.
- *A Bottle For Everything:* see below.

Alchemist Advancements

- *Alchemical Riposte:* you may use a major consequence against an opponent to expend a potion slot against them. If there were extra consequence points left over, you may use them as a bonus to the attack. (Essentially, you break a potion bottle in their face as they miss you.)
- *Don't Get that On You:* you may craft 'potions' that may be used as weapons, causing damage and other effects.
- *I Have a Phial For That:* you may leave one of your potion slots unassigned, deciding what it has at the time you use it. You may select this advancement up to three times.
- *Field Laboratory:* you may refill your potion slots during an adventure. This requires an uninterrupted period of one hour, no matter how many slots you are refilling. You may not do this more than once per day. Consequences may 'use up' the laboratory, as per the *Alchemist's Laboratory* in the equipment section (p 112).
- *Quick Thrower:* you may make *Consecutive Attacks* (*M&M* p 47) when throwing potion bottles.
- *Apothecary Alligator* (heroic scale): you have a stuffed animal (as in preserved, not as in a stuffed toy) which is actually a living animal kept in stasis through potions and herbs. This is a slightly unusual animal companion, and operates under the normal sidekick rules (*M&M* p 70); you may not have both this and a *homunculus*, but may have this and an ordinary sidekick. While this is often an alligator, it is not required to actually be one. Statistics for this alligator are found in the *Magic Items*

chapter, on p 164. Other animal companions may be found in the *COLLECTANEA CREATURAE*.

- *Mixing Reactives* (heroic scale): you may create two-part potions, which activate when the two parts are mixed. Imaginative players will find many uses for this! They otherwise act as your normal potions would.
- *The Scientific Mindset* (heroic scale): you may use INT instead of WIS for your Mental Defense.
- *Homunculus* (heroic scale): you've grown a homunculus; a smaller, altered version of yourself. Create it as a sidekick. You may have this and a normal sidekick.
- *Alchemist's Shop* (epic scale): you have established a dwelling-place that includes an alchemical laboratory, which you may use to create scaled effects. This is normally a shop, but if you wish, it could be more similar to a wizard's tower. Either way, it is an epic scale construct (possibly being larger on the inside than the outside or otherwise fitting in the 'normal' space of a shop in spite of this).
- *Magic is Just Unexplained Science* (epic scale): through knowledge and understanding, you have gained resistance to the effects of magic.
- *Transmutation* (epic scale): you have gained the ability to transmute what moderns would regard as 'elements'—turning lead into gold and so forth. This does not apply to the classical elements—you cannot, for example, turn water into something that is not aqueous in nature, nor a solid (an 'earthy' substance) into a gas (an 'airy' substance) and so forth. This also does not apply to living things, including plants. Basic difficulty of transmutation is epic; on a minor success, you transform a small amount—up to an ounce of material. A major success transforms up to a pound, and each level beyond that multiplies the amount transformed by ten. Performing a transmutation takes hours, and may not be done more than once a day.
Transmutation requires an *Alchemist's Laboratory* or *Field Laboratory* and a *Philosopher's Stone* (p 170). Upon gaining this advancement, you gain a *Philosopher's Stone* which you have made. Should you need to replace it, it will require a week of work.

Other Advancements

- *Leave me out of this!* (p 124).
- *Magical Lore:* sometimes, it's useful to know what the charlatans believe. You have studied the beliefs and practices of so-called 'magic users', and may use this trait to identify spells and magical items.
- *Hokey Religions Are No Match For a Good Potion:* in addition to magic, you're also mistrustful of the 'miracles' of clerics, paladins, and so forth. Gain a hero point whenever this mistrust causes you major complications.
- *Stronghold* (epic scale): you have a stronghold, which includes an alchemical laboratory. You can use this to take actions at epic scale.

A Bottle For Everything

An alchemist begins each adventure with a number of 'potion slots' equal to his/her Intelligence bonus plus Alchemist level. While these are called 'potion slots' for convenience, they can be described as potions, balms, salves, ointments, rubs, powders, or any other sort of thing that an alchemist could reasonably make.

The player writes down what these are in advance. When they are used, the player makes an INT roll against difficulty 10, adding their Alchemist level, to determine how effective the 'potion' is (or, if the item is being used for a direct attack, against the target's physical or mental defence). They may then spend their effect points to create results consistent with what the potion was supposed to be.

Alternatively, potion slots can be treated like spells, either using the magic user spell table, or using spell dice (renamed 'potion dice'). The rules on improvised spells in the Magic chapter (p 150) can then be used with the Alchemist.

Science vs. Magic

The Alchemist, Wandering Sage, and Treasure Hunter all have "anti-magic" advancements based on their disbelief in magic. In the alchemist's case, however, some GMs may wish to drop that, instead treating alchemy in a more standard *D&D* fashion, as a branch of magic. If you wish to have more magic-friendly alchemists, we recommend changing the *Mistrustful of Magic and Magicians* trait to either *Mistrusted by Others* (all those explosions and stuff!) or *Magic as a Science* (related to *Magic Lore*, but focusing more on the physical effects of magic, how the elements interrelate, etc. This allows *Magic is Just Unexplained Science* and *The Scientific Mindset* to remain as is.

Goblin Alchemist



WANDERING SAGE SUB-CLASS:

INQUISITOR

Prime Attribute:	Intelligence
Secondary Attribute:	Wisdom
Physical Hit Points:	d8
Mental Hit Points:	d8
Starting Money:	2d6 x 10 gp

It's your job to investigate things. You might be working for a church, rooting out dissenters and heretics from among the ranks; or perhaps working privately, finding out whatever your clients want you to.

A few in a large city watch will be of this class, although most will simply be warriors or unclassed people.

In any case, though, you rely on your wits, knowledge, and senses. A high Charisma can help as well, but isn't truly necessary—you don't need people to like you, you just need to get information from them.

Inquisitor Traits

- *Weapon Proficiency:* you are proficient in the use of one-handed swords and daggers, clubs and sticks (including walking canes and sword canes), crossbows, and saps.
- *Armour Proficiency:* you begin with no proficiency with any armour; however, you are not restricted from wearing armour, and may gain proficiency through advancements. You are proficient with a buckler.
- *The Game is Afoot:* from practice and experience, you know the ways of towns and cities and how to get around in them. When pursuing someone, use this to create effects based on knowing a quicker way or being able to take advantage of your knowledge of traffic patterns. INT applies here. You can only use this once in a given pursuit, but clever description can give you openings to use other abilities (e.g., say that you know a club that you're a member of that you can shortcut through to use CHA to help you, or that scrambling over a few rooftops quickly can put you ahead of them to use DEX.)
- *These Little Grey Cells:* you have trained your powers of observation and deduction to a high peak. You may use your INT bonus when making perception checks of all sorts, including ones to penetrate disguises and see through subterfuge. Further, you gain a trait bonus for them as well. You also gain these bonuses when attempting to remember small details of a scene or person.
- *Just One More Thing:* when attempting to subtly intimidate a suspect with your knowledge of what they might have done, your INT bonus applies if they are actually guilty of what you suspect them for. The GM will not tell you whether this is the case or not; if it is not so, then your CHA bonus applies instead.
- *Friends in Low Places:* you have contacts on 'the street' in urban areas. Use this as a trait when trying to gather information in an urban environment.

Inquisitor Advancements

- *A Brilliant Escape:* danger comes with the territory, and you've learned how to get yourself out of it when necessary. Use INT when attempting to lose someone who is chasing or tailing you. For an extreme effect, you may turn things around, so they not only lose you, but now you're tailing them!
- *Hidden Amongst the Crowd:* through a knowledge of disguise and behavior, you're capable of making yourself extremely inconspicuous. Use this as a stealth trait; if you are seen, you get a second check to be mistaken for a simple vagrant/dumb peasant/

whatever. Thus, you'll likely be kicked out if you've snuck into somewhere, but unless they make the second check, no one will realize that it was you.

- *Intelligent Fighter*: you may use your INT to create effects in combat based on observing an opponent's fighting style, how they move, and so forth. You do not have to be fighting them yourself, but if you are engaged, you may only observe the combatant(s) you are currently engaged with.
- *The Right Questions*: when attempting to gain information from someone, you may make an INT check with this trait as a helping action to any check they must make to recall the information. This does not help you with a suspect who is lying; see *The Eyes Give it Away* for that.
- *Rough and Ready Interrogation*: When you do PHP damage to someone you're questioning, you may apply half the effect points toward MHP damage and effects.
- *Tailing* (requires *Hidden Amongst the Crowd*): you know how to follow someone without seeming like you're doing so. Make a stealth check (as per *Hidden Amongst the Crowd*). If you succeed, you may apply your effect points as a bonus to keeping up with your target. If you fail, they can use the consequence points as a penalty to you. You then make an INT check with tailing to see if you manage to stay on them. Of course, if they spotted you, they may change where they're going, or might try to simply break and run.

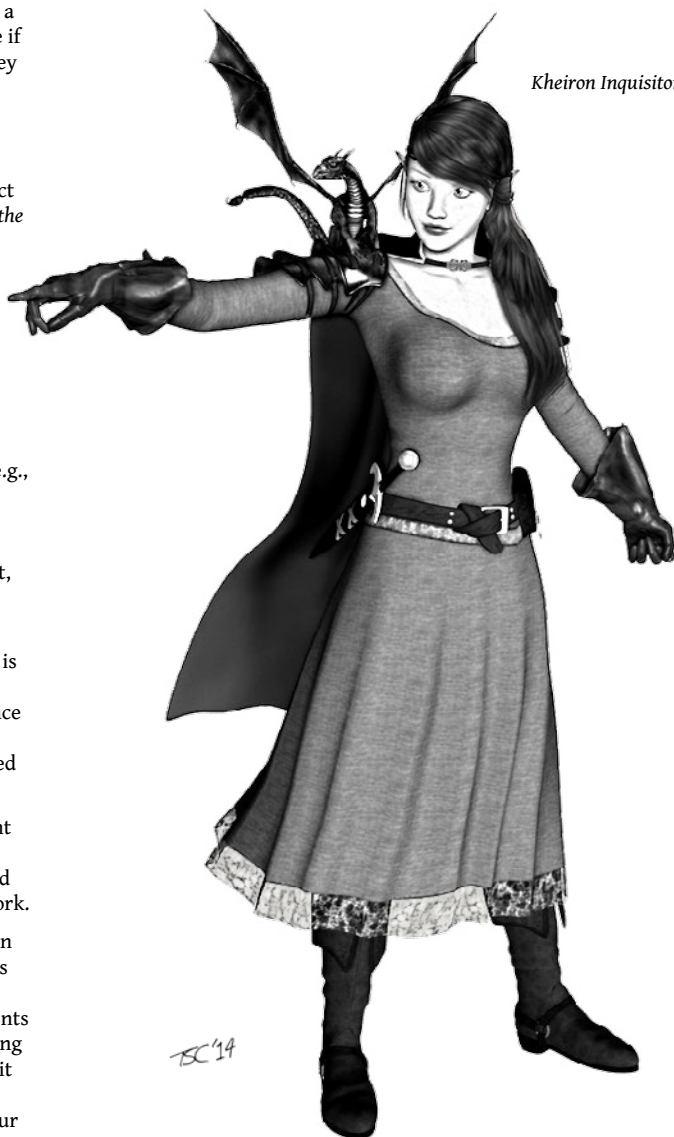
Consequence points may be used by the GM to establish consequences for a resulting encounter, such as *you fell right into our trap* or *the wrong lair*. The player may similarly use effect points, to create effects such as *the element of surprise* or *knows the password to give the guard*.

- *Informants* (heroic scale): you have a network of informants reporting to you. Treat these as followers (*M&M* p 70); they can assist with information gathering, by being distractions, helping to tail people, and so forth.
- *Second Identity* (heroic scale): you've developed what in spy parlance would be called a "deep cover" identity: one you've worked at for a long time, and established contacts through. Describe your identity and what sort of contacts it gives you (e.g., criminal underworld, members of the rebellion, high-ranking government people, ...). By switching to this identity, you can gain a trait bonus to finding and working with such people. You may also use this to make contacts you normally could not, designating them as contacts of your second identity.
- *The Eyes Give it Away* (heroic scale, requires *The Right Questions*): you've learned to recognize subtle cues that indicate someone is lying or concealing information. Make an INT check using this trait against their mental defence; they may use CHA for defence instead of WIS for this, if desired. Success indicates that you realize they are concealing something; effects may be generated to help you discern what they are lying about.
- *Spider in the Web* (epic scale, requires *Informants*): your informant network has grown, giving you information sources spread throughout the land. You may make information gathering and disinformation sowing actions at epic scale through this network.
- *Well-Developed Cover* (epic scale, requires *Second Identity*): when in your second identity, change out up to half your advancements for different advancements. If a different class would be appropriate to your cover, you may take traits and advancements of that class as if they were Inquisitor advancements when doing this; however, you remain an Inquisitor, with an Inquisitor's hit points and prime attribute. *Second Identity* and *Well-Developed* must be kept. You must create a second character sheet for your

cover, with its advancements listed. Should you ever lose this cover, it takes at least a month of game time to develop a new one. You may not voluntarily give up this cover to get a new one.

Other Advancements

- *Well Traveled*.
- *Read and Write*: being able to write down what you've learned is a big help... as is being able to read any notes or journals someone might have left behind!
- *Deep Thought stance*: when trying to recall information, you roll 3d8 for your check. All other rolls are made with only 2d6 until you leave this stance, including defence.
- *Stalwart Defence stance* (*M&M* p 42).
- *Sidekick* (heroic scale): *M&M* p 70.
- *Well-Hidden Base* (heroic scale): you've taken measures to make it extremely difficult for others to find out where you operate from. Use this as a trait bonus to resist attempts to follow you back to your base, find your base, and so forth.



Keiron Inquisitor

WANDERING SAGE SUB-CLASS:

TINKER

Prime Attribute:	Intelligence
Secondary Attribute:	Dexterity
Physical Hit Points:	d4
Mental Hit Points:	d10
Starting Money:	2d6 x 10gp

As a tinker, you're kind of on the fringes of things. You're not quite a smith, but you work with metal. You're not quite a trader, but you do some of that too. Basically, you like fixing things, and making things, and the more interesting the things, the better. Machines fascinate you—the idea that a bunch of gears, springs, and levers can act almost like a living thing is almost like magic. Indeed, it's *better* than magic, because machines are predictable!

Tinker Traits

- *Self-Defence Weapons*: knives and staves are both familiar to you, along with crossbows. If the setting features guns, you are proficient in their use.
- *Miracle Worker*: you're used to working with others' castoffs to make or repair armour, weapons, metal objects, and machines. Use INT to do so if a test is needed. For minor damage, this takes little time, and can be done during any downtime of a few hours or more. For major damage, this will take considerable time—either several uninterrupted hours at a blacksmith's shop or equivalent, or a few days if not working solely on the item continuously. You suffer no penalty from working with improvised equipment.
- *A Tinker's Debt is Always Paid*: tinkers pay their debts—both literal and figurative. You may take a trait bonus for appropriate actions when 'paying someone back'. You may also use this reputation as a trait to aid you in bargaining with others.
- *Mechanical Contraptions*: you can build single-use or short-term 'contraptions' to do various things. See *Mechanical Contraptions* below.
- *Mule-driver*: you're accustomed to the care and feeding of mules, oxen, and other beasts of burden used by the not-so-wealthy. You can use this when trying to get them to go faster, to temporarily pull a heavier-than-normal load, and so forth. This trait does *not* make you skilled at actually *riding* these animals—you're used to using them as pack and cart animals!
- Choose one of the following:
 - *Respected*: people look forward to encountering a tinker on the road or when one stops in their village. Use this as a trait bonus when interacting with villagers and townsfolk. It does *not* apply when interacting with members of respected guilds, nobility, or pretty much anyone else with pretensions of being 'upper class'.
 - *Mistrusted*: for some reason, people have gotten it into their heads that tinkers are lowly thieves who are out to rob them blind. Gain a hero point when this seriously inconveniences you.

Tinker Advancements

- *Blacksmithing*: you are familiar with the working of tough metals, such as iron and steel.
- *Crafty Trader*: gain a trait bonus when negotiating prices, evaluating the worth of items, and so forth.

- *The Call of the Road*: you know the area—and in particular, the roads and pathways. If it's big enough for a cart to go along, you know of it. Use this to help you find shortcuts and ways around obstacles.
- *Tricksome Traps* (requires *Mechanical Contraptions*): you can make mechanically-based traps that capture or hinder people and animals. To place a trap, tell the GM you're placing one, and mark off one of your contraption slots. When someone could trigger the trap, you then make an attack roll against them with your INT, ignoring armour. If you're using a map, someone has to actually pass through/across where you left the trap—proximity fuses aren't a thing here! You can designate a trap as self-resetting: if you do, then if it generates enough effect points, it will reset itself (as per *Mechanical Contraptions* below).
The trap has 2d6 'damage dice', but these do not actually cause damage. Rather, they provide additional effect points to be used for ensnaring the target(s) (you may make larger traps, such as net traps, that can grab multiple foes. Use the area effect rules on p 59 of *M&M*).
- *Whitesmithing*: you are familiar with the working of soft metals, such as gold and silver and alloys of these.
- *Fearsome Flingers* (heroic scale, requires *Mechanical Contraptions*): you can make and use 'flingers'—devices that throw pointy or flaming objects at high speeds. These are contraptions, and take contraption slots. Statistics for flingers as weapons are in the equipment chapter, and you are proficient with them, and use INT to attack with them.
- *Mechanical Companion* (heroic scale): you have created, through exceedingly clever arrangements, a machine that seems almost alive. See the *Mechanical Companion* section below for details.
- *Travelling workshop* (heroic scale): you have a workshop on wheels, in the form of at least a two-horse wagon. This provides you with



Brwsmhain Tinker

an anvil and small forge, suitable for making repairs to armour and weapons, creating the components for contraptions, and even outright making small weapons or armour pieces.

- *Non-Magic Wands* (epic scale, requires *Fearsome Flingers*): you can make flingers that shoot things besides sharp and nasty bits. You may choose the damage type of your flinger to be fire or electricity, or choose to have it shoot a net or a potion vial! You need separate flingers for different things, however, which take up contraption slots.
- *Sentient Companion* (epic scale, requires *Mechanical Companion*): your mechanical companion has a limited form of sentience. See *Sentient Companions* below for details.
- *Sapient Companion* (legendary scale, requires *Sentient Companion*): your mechanical companion is fully sapient, acting with true intelligence. INT should be increased by 5 points (to half the creator's level + 5). Commands are no longer restricted via recognition slots or a command set—the sapient companion understands commands as well as a normal character of its INT and WIS. It gains the ability to communicate in a language of the creator's choice; additional languages can be advancements for it.

Other Advancements

- *Flinger Proficiency*: you are proficient in the use of flingers. You cannot make or repair them, but you can operate them, using them as normal DEX-based ranged weapons. You do not need to use a contraption slot; the tradeoff is that you use DEX rather than INT and are not able to repair it. You're also able to reset one, and must spend a minor effect on an attack to do so: otherwise, the flinger jams, and you'll have to get a Tinker to fix it. If for some reason you are insane enough to wish to buy a flinger, the price is usually around 100 gp. Getting one repaired costs 1d4x10gp.
- *Just Gimme a Second* stance: while in this stance, you may roll 3d8 to perform non-combat actions while in combat. However, you must roll your defences with 2d8 while in this stance. This stance ends as soon as you take any damage or make an attack of any sort.
- *Percussive Maintenance*: you aren't cut out for making true repairs to mechanical devices, but you've found that beating on them seems to keep them going. You may take a trait bonus when you try to get a machine going again, and it only takes you a single round to do so—however, there's a 25% chance it will stop working again 3d6 rounds later.
- *Trader's Tongue*: the 'Trader's Tongue' is a semi-secret language commonly used by traders of all sorts, consisting of gestures and drawn signs. It's limited in scope, mainly to conveying such information as 'the town guards here are mean', 'the rich area of town is that way', 'don't camp here, you'll get harassed', 'I <that is, some mark that Trader uses as 'their own'> went that way', 'cheap but good inn', 'bad inn', 'bandits ahead', and other information of use to itinerant traders.

Mechanical Contraptions

A tinker's 'contraptions' are small machines, usually meant for a single use. While these are beyond actual medieval technology, they shouldn't be too much beyond it—no self-guiding robots, tape recorders, or things like that. But telescopes, magnifying glasses, clever hook assemblies that can be slid under a door to reach up and open it, or similar things are justifiable.

A tinker starts with a number of 'slots' for contraptions equal to the character's INT bonus plus their tinker level, halved (thus, a 4th-level tinker with INT 16 gets $(6+4)/2 = 5$ slots). The player does

Machine Companions and Programming

We've used a couple of programming terms in describing how mechanical companions work. This is *not* intended to be taken as meaning that players should be required, or even encouraged, to write out actual programs for them. Doing so substitutes player skill for what should be a skill the *character* does or doesn't have: a mechanical companion shouldn't be more effective simply because the player is a programmer in real life.

Also, if the GM chooses to have a companion do something stupid due to literally following orders, the player should at least get a hero point out of it! In general, the rule "don't be a jerk" applies—if it should be obvious to the *character* that the companion will mess something up given the instructions the player is giving it, the player deserves at least a warning.

not have to declare what their contraptions are in advance, but may decide on each one as it is used. Once decided, however, the contraption cannot be changed until the character has plentiful time to build a new one (at least a day).

A contraption counts as a trait for whatever it is designed to be used for. When it is used, the player makes an INT roll against the difficulty set by the GM for what the contraption is doing. For the cost of a major effect, the contraption is not used up, and may be used again later. On a major consequence, the contraption is wrecked so badly that its parts are not reusable, and the tinker loses use of that slot until they have at least a week of 'off time' to rebuild it, or spend 50gp for fresh materials in a place where materials should be available. (Most small villages will not have suitable materials.)

Mechanical Companion

This is a sidekick (*M&M* p 70), but one that has no mind, and therefore no INT, WIS, CHA, or MHP. It is created with only half the usual number of attribute points because of this. It does have a primary attribute, of the player's choice (chosen from those attributes it has, of course!). It follows orders precisely, but is inflexible in carrying them out. For example, you could order it to go down the hall, knock on the door, and come back, but you could not tell it to go down a hall, look at the door, and knock if it is closed. (For you programming types, you can't give it an IF-THEN statement. And no, you can't use other structures to simulate one either.)

It can:

- Defend against attacks—a mechanical companion dodges with its normal DEX, but is not proficient at it unless you have given it the combatant trait.
- Proceed to an identified point—one that you have marked in some fashion, or where there is an obstacle, or simply a certain distance in a specified direction.
- Record and play back a short message—up to about thirty seconds long. It does not understand the message, however.
- Pick up and put down objects, limited by its STR (and possibly by DEX, if it's something difficult to hold!)
- Drop objects. This is a sudden release, and may break fragile objects (GM judgement).

Sequences of these commands can be given, but should be restricted to five commands at a time.

Mechanical Companion Traits

When your companion is created, choose four of the following traits for it. Further traits from this list may be taken as advancements for your companion.

- **Armoured:** your companion has been plated with armour. It gains an armour bonus of +5.
- **Climber:** built with hooked arms and other features for climbing, your companion is considered to have a climbing movement rate of one-quarter its normal speed. It may not, however, climb upside down, nor negotiate past overhangs that project a foot or more.
- **Combatant:** your companion can attack an identified target—you must either be present to identify the target, or have created a consequence on the target that serves to identify it. This is a special paint, dust, or something else that you use to mark targets—you cannot simply say something like, “attack the one whose arm I broke”. The companion does so using its STR, with a 1d4 weapon bonus. It is proficient in its attack and in dodging.
- **Infravision:** your companion can see in darkness. This may not be much of a help, though, if you can’t as well, since it can’t describe anything to you.
- **Load-bearer:** your companion is designed to carry heavy loads. Double its carrying capacities.
- **Stable:** built with four (or more!) legs, wheels, or whatever, your companion is difficult to knock over or push around.
- **Swimmer:** your companion can swim, and will not rust or seize up from being immersed in normal water (not even salt water). Its swimming movement rate is half its normal movement rate.
- **Throwing:** your companion can throw objects. This adds an additional command you can give it, to throw something. It throws in a direction you specify, with a maximum range of medium (range may be shorter for very heavy objects). This is *not* normally useful for combat—targets won’t stay still long enough for you to give it the order and then it carry it out!
- **Wheeled:** on good roads, your companion can move at a rate of 18 (+4). However, it is slowed or stopped by terrain that wheels are not suitable for. When this creates a significant problem for you, gain a hero point.
- **Wrecker:** your companion is built for breaking things when commanded to do so. You may command it to break something, either by ramming an object, or to break something it is holding. In either case, the GM may require a STR check using the companion’s STR. If it also has *Combatant*, it may attempt to break something by striking the target with its attack appendage.
- **Flier (heroic scale):** your companion has a flying movement mode. This is no faster than its normal movement mode, but may be faster in practice, due to being able to go in straight lines more often.
- **Spider Climber (heroic scale, requires Climber):** your companion can now climb upside-down, and no longer has a problem with overhangs.
- **Tunneler (heroic scale):** your companion has a tunneling movement rate, which is half its normal rate. This applies only through normal dirt and soil—it *cannot* move through solid rock or stone on its own.

Machines and Movement

As touched upon in the animal companion section of the *COLLECTANEA CREATURAE* (Appendix 2), movement modes can have a great impact on gameplay. This should be taken into consideration when allowing players to give their mechanical creations the ability to get from here to there.

By default mechanical companions have the standard human movement rate of 12 (+1). This can be increased or decreased as if it were an attribute, to a minimum of 8 (-1) or maximum of 20 (+5). The GM may choose to allow mechanical companions that cannot move, but instead must be carried; such a companion gains no more attribute points than if it had a move of 8 (-1), but instead gains an additional trait.

Sentient Companions

A sentient mechanical companion becomes capable of a low level of understanding and judgement. They can make simple decisions (i.e., you can now give them IF-THEN statements when commanding them), and can learn to recognize objects and persons. The number of objects or persons that such a companion can recognize is equal to the creator’s level; of course, the creator can change what these are over time. Further, these ‘slots’ can be ‘filled’ with generic types, so long as the GM agrees that the type would have distinguishing visible features—for example, “a royal palace guard in uniform”, “someone dressed as a high priest of Arel”, or similar descriptions.

Because of this, sentient companions are much more flexible in what they can do. The GM should allow commands such as “search the castle for this person (where the person is one the companion can recognize), then play this message”. Mistakes in recognition should generally only happen with generic types, unless someone is in a disguise that could possibly fool a PC.

Recognition slots may also be used for locations, giving places that the companion can be ordered to go to. “Here” is always a valid place—assume that an ‘extra’ slot exists to keep that, which cannot be used for anything else. If a location is far away, the GM is justified in making a WIS check for companion to see if it’s able to get there and back in a timely fashion, or gets lost along the way. As a rule of thumb, make a rough estimate of how long it should take. On a minor success, the companion makes it that quickly. On a normal success, add 50% to the time; on a failure, double the time. On a major failure, the companion does not make it to the location, and returns to the PC after spending 150% of the base time trying to get there. On an extreme failure, the companion is lost or stuck somewhere, and will not return on its own!

Should a PC want to change out recognition slots during an adventure, this should take at least a turn, and require a difficulty 25 INT check, or 30 for programming a new ‘generic’ slot on the fly. On a minor consequence, the PC believes they have succeeded, but has made a mistake!

A sentient companion has an effective INT equal to half its creator’s level, and WIS equal to its creator’s level. It may not have either INT or WIS as its primary attribute, however, and has no CHA.

Any of a sentient companion’s ‘recognition slots’ can be allowed to give orders to the companion. This can be on a one-time basis (‘go to X, play this message, and then do what X tells you to do’) or on a permanent basis.

CHAPTER 2: RACES, NEW & OLD

MONSTERS & MAGIC presents a standard set of *D&D*-style races: humans, dwarves, elves, gnomes, half-elves, halflings, and half-orcs.

We expanded on this lineup a bit in our own *COLLECTANEA CREATURAE*, adding centaurs, fauns, goblins, lamiae, nymphs, orcs, and tanuki as PC races. For *APERITA ARCANAE*, we decided to provide more options with flying races (the bat-like brwsmhain and crow-like korban), aquatic races (the octopoid informis, merfolk and sea elves, and half-merfolk lannix), and a plant race (the fungoid mosi). We've also added the kitsune (vulpine shalpeshifters from Japanese myth), the wukong (a simian race inspired by the mythical Chinese character Sun Wukong),

and the yisisir (a race of serpent-men, as the masculine counterpart to the lamiae).

We've also created rules for mixed-blood characters—that is, characters who are mostly of one race, but have a small amount of ancestry from a different race. Continuing on that idea, we followed that up with several 'half-races' that are a mixture of two races that *don't* include human as one of the two!

To finish off this chapter, we bring things full circle with racial advancements for the core book races, to bring them the same sort of details given to our new races.

New Races

BRWSMHAIN

About the height of humans (5-6 ft tall), brwsmhains have a wingspan of around fifteen feet. They have a skinny build compared to humans, even thinner than elves, and are hollow-boned as well. They prefer to dwell in caves, but sometimes construct dwellings in tall trees or on cliff-sides, which can only be reached by flying or climbing. Wherever they dwell, however, brwsmhain are most comfortable sleeping upside-down, hanging from a rock wall or a tree branch. They are omnivores, eating a mix of fruit, small birds such as robins, and arboreal mammals such as squirrels, small monkeys, and (according to rumour) halfling or goblin children who are climbing trees.

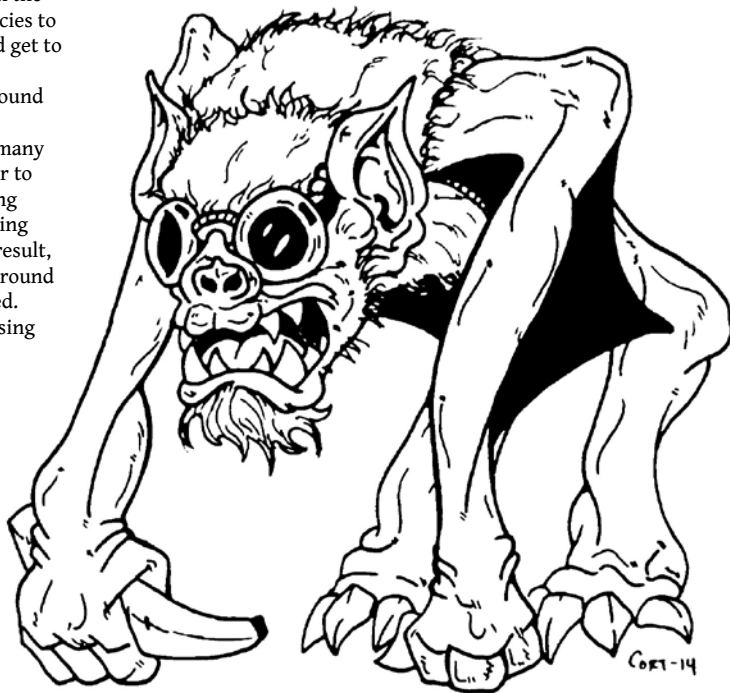
A brwsmhain dwelling might make sense to a wukong, but most other creatures find the combination of a lack of a floor, a 'ceiling' covered by protrusions of various sorts, and 'tables' that are suspended from the ceiling to be very odd, to say the least. On the other hand, brwsmhains find the dwellings of most other species to be just as strange, with no good way to hang upside down and get to things!

Most races find their appearance and movement on the ground profoundly disturbing. Thus, in order to defuse any possible hostilities that might arise from others' perception of them, many brwsmhains deliberately act in silly, 'campy' fashions in order to appear somewhat ridiculous and benign. This includes wearing garishly bright clothing (although not much due to low carrying capacities), and often goggles to partly hide their faces. As a result, most brwsmhains will not feel comfortable acting naturally around members of other species unless they are very well acquainted. When provoked, however, a brwsmhain will not hesitate in using their scary reputation to its fullest.

Brwsmhain Traits

- *Winged*: you have flying movement of 18 (+4). On the ground, you prefer to move on all fours, and do so with a movement rate of 9 (-1). If walking bipedally, you move at 6 (-2). You may only fly if unencumbered.
- *Echolocation*: you can perceive the locations and shapes of objects even in absolute darkness, so long as you can still speak and hear. Note that you cannot speak any language except Brwsmhain when so doing.

- *Speak Brwsmhain*: and Common. You may speak up to your INT bonus other languages from among: Dwarven, Elven (Drow dialect), Korban, and Simian.
- *Shriek attack*: you can make an extremely loud noise when you desire, granting you a +1d6 weapon for intimidation checks. This applies only once per encounter.
- *Bad reputation*: other races fear and distrust you, due to the rumours that brwsmhain steal children, drink blood, and so forth. Gain a hero point when this causes you major complications.
- *Frightening visage*: your appearance is startling, with visible fangs, huge ears, a flattened nose, and so forth. Giant bats tend to scare people for some reason.



- *Nocturnal*: you prefer to be active by night, and gain a secondary trait bonus for nocturnal activities in the dark. During the day, you prefer to remain indoors, preferably in a dark place.
- *Fear of Mosi*: Brwsmhain are immune to being taken over by the mosi fungi—instead, mosi infection kills them. Thus, they are afraid of mosi, wishing to keep a good distance to avoid spores. Gain a hero point when this causes you major complications.

Brwsmhain Advancements

- *Swooping attack*: when flying, you may move part of your move, attack, then complete your move. When doing so, you gain a half-level trait bonus to resist any sort of melee-based counterattack. You may also count this as a charging move.
- *Precise flight*: you are capable of controlling your wings exceptionally well during flight, allowing you to pass through openings as small as half your wingspan in width.
- *Superior hearing*: you have exceptional hearing, even for a brwsmhain. When using this as a secondary trait to assist with hearing something, gain a half-level bonus.
- *Disease carrier* (heroic scale): you are resistant to disease. Further, when a disease fails to infect you, you can choose to become a carrier of it. As a carrier, you cannot be affected by the disease in question, but you can infect others with it. Note that this is not a choice—if you become a carrier of a disease that spreads by contact, anyone who contacts you is potentially infected. Thus, it is recommended that this option only be taken for diseases that are spread by biting. The GM may choose to only allow you to be a carrier of such diseases.
- *Increased carry* (heroic scale): you may fly while lightly encumbered.

Brwsmhain Adjustments

- +2 Wisdom
- +2 Dexterity
- -2 Strength
- -2 Charisma vs non-brwsmhain
- May not be a barbarian, gladiator, or knight-errant.

So how do you say 'Brwsmhain'?

It's pronounced in Gaelic fashion, 'broos-win'. Or, if you prefer, 'Bruce Wayne'. Yes, we named our bat-man race the Bruce Wayne. That's because we're terrible people who love puns.

INFORMIS

The informes (plural of informis) are an undersea race with many tentacle-like lower limbs, a somewhat humanoid upper body, and the ability to change the shape and colouration of their body within certain limits. They use these abilities to mimic other undersea races, often appearing to be merfolk, sea lamiae, or sea elves. Informis can also appear to be non-intelligent creatures, such as stingrays, small sea serpents, sharks, and so forth.

The head of an informis features a wealth of fine tendrils, which can be used to imitate hair, and/or seemingly 'melded' to their face to change its appearance, including creating beards, moustaches, and so forth. These are also often used to create the semblance of ears, noses, and other facial features. While informes have a squid- or octopus-like beak, it can be folded into their 'face', hiding it when needed.

Informis tend to be shy about revealing themselves to actually be informis, although certain individuals have overcome this shyness, and may shift their shapes while being observed in order to frighten, intimidate, or play with targets. They usually live alone, venturing into the villages and towns of other undersea races when they have need to trade something.

Informis Traits

- *Shapeshifting*: informes are not magical shapeshifters—their ability to change appearance is natural, resulting from a flexible body, the ability to place tentacles together to form "legs" or a "tail", and careful control over the colouration of their bodies. Nevertheless, informes accomplish this with subtlety that seems magical. They gain a trait bonus on disguising themselves as other undersea races.
- *Strength in These Many Tentacles*: informes have ten tentacles—eight lower and two upper. Gain a trait bonus when using all of your tentacles would help you. In addition, informes use them to propel themselves effortlessly through the water. However, cutting off one of your limbs only requires a major effect, not an extreme.
- *Flexible Body*: your body can squeeze through very small openings, as little as a foot wide. In addition, you gain a trait bonus to escape holds, chains, etc.
- *Speak Tentáculor*: and Common. The language of the informes is communicated partially through shape and colour changes, coupled with body and tentacle movement. Thus, non-shapeshifters cannot speak it without magical assistance. They normally use Nautilann to speak to others, or even among themselves if shapeshifting is not an option at the time. For each point of INT bonus, they may choose another language from among: Elven (Sea Elven dialect), Nautilann, and Ophidian (Sea Lamia dialect).
- *Beaked Mouth*: your beak is a weapon with hand range, doing 1d6 damage.
- *Born of the Sea*: informes can only breathe in the water. To speak out of water, they draw air into their siphon and expel it, allowing them to make sounds from their mouth. Out of water, they begin to suffocate as quickly as humans do in water (see the suffocation rules, *M&M* p 79).

Informis Advancements

- *Land imitation*: you now gain a trait bonus to appear as land-based humanoid races as well, and land animals similar to sea animals

mentioned above (snakes, for example). You may move on land at 9 (-1).

- *Unbreakable Grip*: you are treated as having primary STR when attempting to maintain a grip on something—it's usually easier to cut off one of your tentacles than break your grip!
- *Limb Regeneration* (heroic scale): you can re-grow lost limbs. This requires one week of game time. For the purposes of regrowing your limbs, you may treat normal healing spells (cure light wounds, etc.) as if they were capable of regeneration. It takes 10 effect points to regrow a limb this way.
- *Superior imitation* (heroic scale): you may imitate the appearance of specific individuals, gaining a trait bonus to do so.
- *Limb Independence* (epic scale, requires *Limb Regeneration*): when a limb of yours is cut off, you retain control of it. The severed limb has half your normal STR, but your full normal DEX. It continues to live for a turn; during this time, you may reattach it as a minor effect on a First Aid action or magical healing attempt.

Informis Adjustments

- +2 Intelligence
- -2 Constitution
- Swim at 15 (+2), walk on land at 6 (-2). You may jet forward at 24 (+6) in the water for a round, but may not do so again for a turn.
- May not wear metal armour.

Why This?

We decided to introduce the informis because we wanted to have an undersea shapeshifting race to mirror the kitsune and tanuki as land-based shapeshifters. However, where those are both magically-based shapeshifters, we decided to make the informis' abilities more physically-based.

Beyond that, we wanted to have more undersea races, and the idea of an octopus race appealed, especially to Travis' daughter Rhianna, who championed its inclusion! When our artist Tetiana produced the illustration below, we knew we'd made the right decision in including them!



KITSUNE

A mysterious and inherently magical race, kitsune are actually foxes who favour taking the form of a woman, and are able to assume other forms. Kitsune can be recognized while in their fox form by their multiple tails, and it's said that the older and more powerful a kitsune is, the more tails it will have, with the most powerful having nine tails. In addition, the female forms that they choose to take are always beautiful to behold.

While they favour the trappings of power, kitsune will go out of their way to humble those who abuse it—not unlike tanuki. However, kitsune prefer to seduce and enthrall the proud before humiliating them, and typically view the pranks of the mischievous tanuki as childish in comparison. It is not unheard of for the two races to target each other, as they often consider the other to be in need of humbling. Despite their fearsome actions towards those that offend them, kitsune are very well-known for being fiercely loyal to their friends and loved ones—assuming they ever reveal their true nature to their companions.

Note that while the Kitsune of Japanese myth assumes the form of a human woman, we've left this open in our description—if you'd like your Kitsune to appear to be an elven woman, dwarven woman, etc., do so! However, you are limited by the limits of your shapechanger trait.

Kitsune Traits

- **Shapechanger:** you may shapeshift into different objects or creatures of various sizes (M or smaller). However, you gain no special abilities from changing shape other than means of movement and size, and such changes are subject to GM approval. Keep track of the shapes you have assumed, because you may have no more than seven shapes. Any form you assume must be female. You may vary the shapes you assume in minor ways (e.g., hairstyle or clothing), but cannot make them appear to be different individuals. It takes a full round for you to shapeshift, during which you may take no other action.
- **Kitsunebi:** you are able to create foxfire lights and move them about.
- **Stunning beauty:** in both your fox and woman forms, you are beautiful. Gain a trait bonus when using your beauty to influence others.
- **Illusions:** you have a natural talent for illusions, granting a trait bonus when misleading others about the nature of an object, disguising yourself, or attempting to evade pursuit.
- **Speak Vulpine:** and Common. You may choose additional languages up to your INT bonus from: Elven, Nymph, and Tanuki.
- **With Great Power...:** comes a great possibility of abusing it. You see it as your responsibility to ensure that others do not, and to punish those who do. Gain a hero point whenever this complicates life for you.
- **Fox-Sized:** in your natural fox form, you are size small, and can move through openings much too small for a human.

Kitsune Advancements

- **Animal Senses:** you have a keener sense of smell and hearing, due to your vulpine nature.
- **Enthralled servitor:** utilizing your beauty, you have bewitched an individual in a position of power. This is not a sidekick—rather, it is someone in your area who has political or other power. You

may call upon them for a trait bonus when dealing with the law or with nobles or other political leaders.

- **Magical talent:** gain the ability to cast a spell from the following list: entangle, feather fall, hold portal, or pass without trace. This advancement may be taken more than once, gaining a new spell each time. You may cast the spell at will, but must make a spellcasting check to do so.
- **Mistress of Illusions stance:** you may use 3d8 instead of 3d6 when making spellcasting checks regarding illusions. You may not use your Kitsunebi while in this stance, and making any sort of physical attack ends the stance immediately.
- **Numerous illusions (heroic scale):** you are capable of maintaining several illusions at once. This grants you an additional half-level bonus when using illusions to confuse others or evade pursuit. If you are an illusionist (*M&M* p 21), you may maintain one spell that normally requires concentration to maintain without needing to concentrate on it.
- **Weather control (heroic scale):** you can control the weather in minor ways—summoning a fog, a light sprinkle of rain, and so forth. This is partly illusion and partly real.

Kitsune Adjustments

- +2 Charisma
- +2 Wisdom
- -2 Strength
- -2 Constitution
- Must be a female.
- May not be a fighter or a bard.



KORBAN

Bird-like creatures, the Korban stand about four and a half feet tall, with a 'wingspread' of roughly ten feet when fully unfolded. They have four digits on each wing, extending from the fold of the wing. These digits can fold sideways as well as forward; they are normally held so when flying.

Their facial features are those of ravens, with large black or red eyes, a low-sloped head, and a long, pointed beak with a slight hook to it. Deepening the resemblance, they are normally black-feathered, though often with 'accent feathers' of white, blue, or red.

The resemblance fades at the lower body, with legs that are constructed much more like human legs than those of birds. Lacking talons, they cannot easily grasp tree branches, rocks, or other such things with their feet, and thus, normally land on the ground or in other more secure locations than those where birds tend to perch.

Korban Traits

- *On Feather Wings*: you are able to fly. When flying, you have a movement rate of 15 (+2). However, you can only fly if unencumbered, and cannot fly when wearing any armour.
- *Unnerving*: other races find your body movement and constant stare unnerving.
- *The Way of the Flock*: Korban believe that each creature is meant to fulfill a place in the world, and your duty is to seek that place and do what is destined of you. Nothing should be killed merely for fulfilling its place—the wolf's place is to eat the squirrel, but not to hunt down all squirrels. Those who overstep the bounds of their place may be punished, or even killed if necessary, but this is a duty, and not something to take joy from.
- *Speak Avian*: and Common. Korban may select a number of languages equal to their INT bonus from among the following: Dwarven, Faun, Nymph, and Simian.
- *Awkward Hands*: while the fingers of Korban can manipulate very well, their location on their wings makes some things difficult. In particular, Korban cannot effectively wield any weapon the length of a dagger or shorter. Reduce the range of any melee weapon wielded by a Korban by one step; those with Hand range cannot be effectively used at all. Further, they are poor throwers, so do the same for thrown weapons.
- *Beaked*: the beaks of Korban are surprisingly strong and sharp. Treat as a weapon with Hand range (which is not reduced by the *Awkward Hands* trait), doing 1d8 damage.
- *Extremely Pious*: Korban are well known for their strong religious sentiments. Use this as a trait bonus for reactions from clerics and other strongly religious folk who are not of a religion opposed to yours. Note that you may claim this bonus even if you are not actually religious yourself, so long as you carry appropriate religious symbols and make appropriate actions!

Korban Advancements

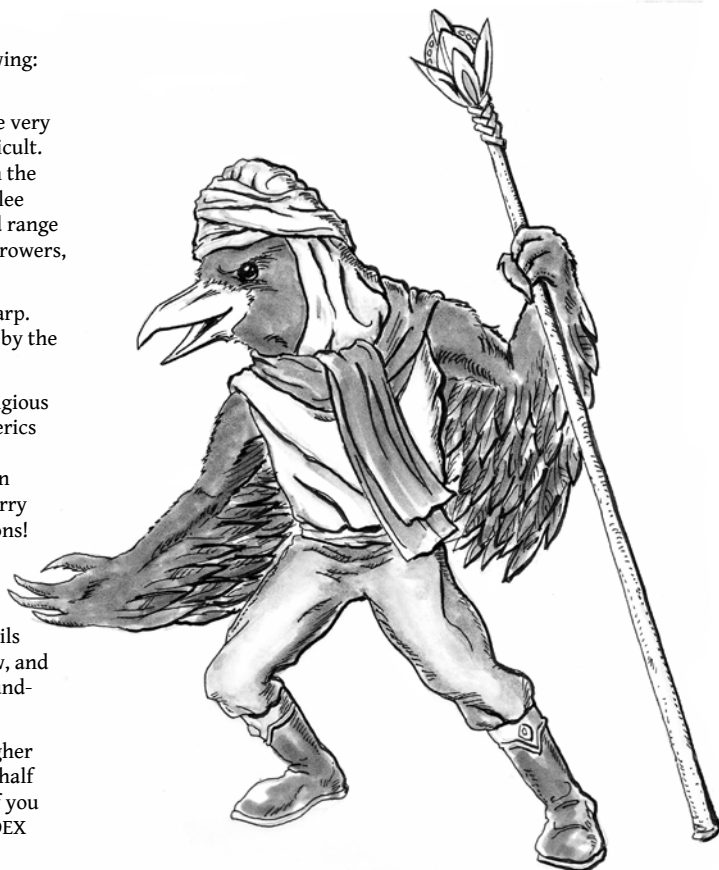
- *Aerial tracker*: you are skilled in following ground-based trails from the air. Doing so requires that you fly reasonably low, and you be able to see the ground (e.g., you can't follow a ground-based trail through a forest canopy).
- *Attack From on High*: gain a trait bonus when attacking a higher position. When flying and attacking, you may move up to half your movement, attack, then complete your movement. If you choose to do so, then an opponent must win a contest of DEX

against you in order to counterattack in any way that does not involve some form of ranged attack.

- *Mimicry*: you are great at imitating the voices of others. Gain a trait bonus when using this to perform or on attempts deceive others into thinking your voice is that of someone else.
- *Stiff Feathers*: you have particularly thick and stiff feathers, which grant you limited armour. You have a +2 armour bonus; this does stack with other armour you wear.
- *Strong Flier* (heroic scale): you may fly with light encumbrance, letting you carry up to $\frac{2}{3}$ of your maximum weight allowance and still fly; however, your flying speed is reduced to 12 (+1) when lightly encumbered. You still may not fly in armour, as it restricts wing movement too much.
- *Wing Fighter* (heroic scale): you've learned to use the great strength of your wings to your advantage in combat. You gain a trait bonus for unarmed attacks, and to physical defence when fighting without a weapon.

Korban Adjustments

- +2 Wisdom
- -2 Constitution
- Cannot be fighters.
- Armour made for Korban must be especially designed for them. Since Korban do not commonly wear armour, this tends to be expensive. Double the price of any armour. As noted above, Korban normally cannot fly in armour.



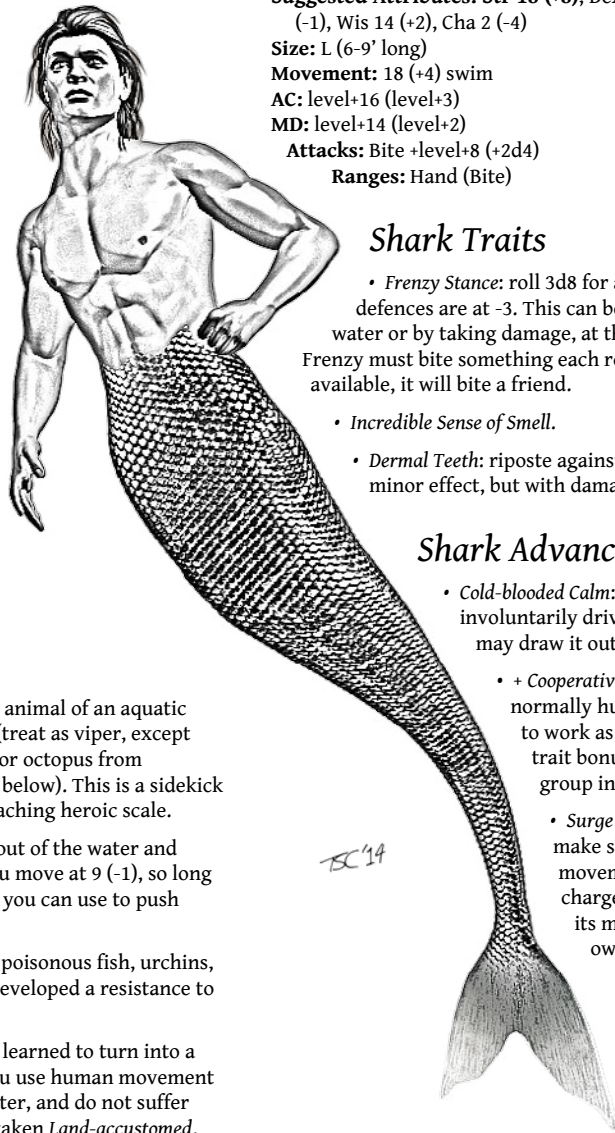
MERFOLK

The best-known of the sea-dwelling races, merfolk resemble humans with fish tails instead of legs. They dwell in shallow temperate and tropical waters, where there is plentiful vegetation and fish. Most merfolk are hunter-gatherers and herders, and they often tame larger fish to aid with this, including large barracuda and sharks. Octopuses are popular pets among them.

Merfolk frequently come to the surface to sun themselves, enjoying the warmth, and it is there that they are most frequently encountered by land dwellers. Rocks by the seashore or on the coasts of small islands are favoured places to do so.

Merfolk Traits

- *Weapons of the Sea*: merfolk are proficient with tridents and nets.
- *Fish-Tailed*: merfolk swim at a move rate of 18 (+4). On land, their tails are very awkward, so that they move at 4 (-3).
- *Air and Water Breather*: you may breathe both air and water. If out of the water for more than an hour, you begin to dry out, losing one point of CON each hour until you are immersed in water again, or you reach 0 CON and die.
- *Speak Nautilann*: you speak Nautilann (the Merfolk language) and Common. In addition, you may select your INT bonus in languages from the following: Elven (sea elf dialect), Nymph, Ophidian (as spoken by Sea Lamiae).
- *Sea-dweller's Senses*: you can sense approximate depth underwater, and the presence of nearby creatures (within 30 ft, 10 ft if not moving) underwater.
- *Fish Friend*: fish will readily accept your presence, as domestic dogs and cats do that of humans. You may communicate with them in rudimentary ways, and tame them.



Merfolk Advancements

- *Aquatic Companion*: you have a companion animal of an aquatic type. This could be a dolphin, sea snake (treat as viper, except that it only has a swim speed of 14 (+2)), or octopus from *COLLECTANEA CREATURAE*, or a small shark (see below). This is a sidekick (*M&M* p 70) that you may take before reaching heroic scale.
- *Land-accustomed*: you are used to coming out of the water and moving about on land. When on land, you move at 9 (-1), so long as there are rocks or similar protrusions you can use to push yourself about with your tail.
- *Poison Resistance*: accustomed to handling poisonous fish, urchins, anemones, and other sea life, you have developed a resistance to poisons and venoms of all sorts.
- *Part of Your World* (heroic scale): you have learned to turn into a fully human form. When in this form, you use human movement rates: 12 (+1) on land and 3 (-4) in the water, and do not suffer from drying out. If you have previously taken *Land-accustomed*, you may replace that with this and take another advancement. Switching your form requires a full round.

- *Water, Water, Everywhere* (heroic scale): you've learned the ways of minor water magic. You may do such things as create local currents to push or pull objects, cause water to surge up momentarily when on a shore, and draw water out of the air in order to refresh yourself when on land. To perform water magic, you use your CHA. Drawing water out of the air sufficiently to refresh yourself has a base difficulty of 20; the GM may increase this to 25 in especially dry areas, or 30 in true deserts.

Merfolk Adjustments

- +1 Charisma
- +1 Strength
- -2 Wisdom
- Cannot wear metal armour while in the water.

Shark Companion

Suggested Attributes: Str 18 (+8), Dex 16 (+3), Con 14 (+2), Int 8 (-1), Wis 14 (+2), Cha 2 (-4)

Size: L (6-9' long)

Movement: 18 (+4) swim

AC: level+16 (level+3)

MD: level+14 (level+2)

Attacks: Bite +level+8 (+2d4)

Ranges: Hand (Bite)

Shark Traits

- *Frenzy Stance*: roll 3d8 for attacks when in Frenzy, but defences are at -3. This can be triggered by blood in the water or by taking damage, at the GM's option. A shark in Frenzy must bite something each round; if there are no foes available, it will bite a friend.
- *Incredible Sense of Smell*.
- *Dermal Teeth*: riposte against attacks at hand range as minor effect, but with damage limit of 4.

Shark Advancements

- *Cold-blooded Calm*: when your shark has been involuntarily driven into Frenzy Stance, you may draw it out by taking an action to do so.
- *Cooperative Hunter*: although sharks normally hunt alone, yours has learned to work as part of a team. It may take a trait bonus when assisting you or your group in combat or hunting.
- *Surge Forward*: your shark can make short bursts of high-speed movement, treating this as a charge. When doing so, it may use its movement action to assist its own attack.
- *Threatening Presence*: uses STR and gains a trait bonus to threaten; may use this to assist its master in making threats.

LANNIX (HUMAN/MERFOLK)

Legend holds that sometimes merfolk and humans fall in love. When this happens and children are born from the union, they appear to be human, but feel a longing for the sea. Those who yield to the longing often discover that they can breathe water as well as air. Merfolk call these children *lannix*, meaning 'unscaled', due to their soft skins and lack of fish tails.

Merfolk are very accepting of lannix, however, freely welcoming them into their societies, and most lannix quickly learn the ways of merfolk. Some stay in merfolk society, while others return to the surface world, often becoming sailors, fishers, or members of other professions involving the sea. Those who remain with merfolk may help to trade with human communities.

Being out of water for extended periods of time can bring about noticeable mood swings—some of which may result in violence. It is not uncommon for lannix who have not heeded, or were unable to, the call of the sea to become permanently mad and megalomaniacal. For reasons unknown, these crazed and power-hungry lannix usually end up becoming psionics or magic users.

Lannix Traits

- *Child of Land and Sea*: able to breathe both air and water, you are at home either on land, or in the sea.
- *Weapons of the Sea*: you are proficient with your choice of two of the following: spear, javelin, harpoon, and trident.
- *Speak Nautilann*: you speak Nautilann (the language of Merfolk) and Common. In addition, you may select your INT bonus in languages from the following list: Elven (sea elf dialect; land elves consider you to have an accent), Nymph, Ophidian (as spoken by Sea Lamia).
- *Sea-dweller's Senses*: you can sense approximate depth underwater, and the presence of nearby creatures (within 30 ft, 10 ft if not moving) underwater.
- *Water Balanced*: you may make a First Aid check, using your CON as the relevant attribute, when you immerse yourself in water for at least a full round. As usual, you may only recover damage via First Aid once unless you are damaged again. For you, this can function as First Aid for physical damage, mental damage, or both (rolling each separately). However, while you do not dry out like merfolk, being out of water for more than six hours upsets your balance, making you prone to mood swings. Gain a hero point when this causes you major complications.
- *A background trait*: something related to either the circumstances in which you grew up or the culture of your human parent.

Lannix Advancements

- *Electrical Sense*: having experienced your *Sea-dweller's Senses* in the water, you have now learned to interpret the smaller fluctuations you experience in air. You may take a trait bonus to sense nearby creatures (within 10 ft) out of the water, and to sense sources and carriers of electrical power.
- *Fish Friend*: fish will readily accept your presence, as domestic dogs and cats do that of humans. You may communicate with them in rudimentary ways, and tame them.
- *Hybrid Vigour*: you are resistant to disease and cold.
- *Land Survival Expert* (heroic scale): being used to both water and land, lannix may take a trait bonus when helping merfolk to survive outside the water. This applies both to finding what it

needed to help them survive, and to persuading the merfolk to follow their advice in such a situation.

- *Strength of the Deep*s (heroic scale): long exposure to the crushing pressure of the depths, coupled with your Merfolk heritage, has changed you somewhat. When on land, you gain a trait bonus to perform feats of strength, and you have a natural armour rating of 2. This stacks with armour you wear.

Lannix Adjustments

- +1 Constitution
- +1 Strength
- -2 Wisdom
- Movement rate is 12 (+1) in the water, the same as their land movement rate.

The Obligatory Aquaman Jokes

Because we are horrible people who love terrible puns, we hereby present to you the Lannix abilities that didn't quite make the cut:

- *Useless*: You are only useful in adventures when there is a water route to get into somewhere. Inexplicably, there will always be one.
- *Sounds Fishy*: you can communicate telepathically with fish and other water creatures. Unfortunately, the main thing you hear is them mocking your uselessness.
- *Fish-eyed*: you believe that orange and green actually go together well. Alternatively, you wear a plaid sports coat (no, wait, that's a *Mannix* trait, sorry).
- *With the Right Hook, I'm Awesome*: should you manage to acquire a harpoon-like device instead of a hand, you lose the above traits, and instead gain +4 to Charisma, +6 vs. fanboys. You also inexplicably grow a beard. If you lose the device, your beard also disappears, and you go back to being a joke.
- *But Not That Awesome*: regardless, Bats will always be able to beat you up.
- *Marvel-ous Weakness*: we will say nae'more. (Get it?)

But Seriously...

As we mentioned with the informis, we wanted to include several undersea races. We'd given a good number of undersea creatures in *COLLECTANEA CREATURAE*, had decided to add a section on underwater adventuring in this book, and wanted to provide enough undersea races to make a good range of choices for those playing such a campaign.

In addition, though, we wanted at least one of our races to be able to move easily between land and sea and operate well on both. There are, of course, many legends about merfolk and humans having children, so half-merfolk seemed like a natural choice for this purpose!

Mosi

Also known as mushroom men, the mosi (pronounced 'mossy') are mobile, intelligent fungus. They appear much like mushrooms with legs, arms, eyes, and mouths, and average about four feet high—roughly the size of dwarves. They are considerably lighter, however, not having the thick build of dwarves.

Normal mosi are part of an *yggmýrr* (pronounced 'ig-mire')—a connected 'ring' of mosi who share a single group consciousness. Mosi player characters, however, are not part of a ring; they have budded separately, and are individuals.

Mosi Traits

- *Asexual*: the mosi do not reproduce sexually, and have no sexual organs. They are immune to any sort of sexually-based seduction, and are resistant to charm spells and effects.
- *Unsleeping*: mosi do not sleep. Instead, they must plant themselves periodically in a damp, dark place where they are in contact with soil. During this time, they are quiescent, but are aware of their surroundings. This requires roughly six hours a day; they can go longer without doing so, but will begin to become fatigued.
- *Unbleeding*: mosi do not have blood as such, and their bodily fluids travel through their bodies in much slower ways. Thus, they are immune to effects that cause bleeding.
- *No Native Language*: among themselves, mosi communicate by the release of spores. Player character mosi speak Common, and may select the language of one other race that they speak.
- *Fear of other mosi*: as mentioned above, most mosi belong to rings called *yggmýrr* (see sidebar). *Yggmýrr*-controlled mosi emit spores that serve to draw other mosi into their particular ring. Because of this, independent mosi generally stay away from all other mosi, for fear of losing their individuality and consciousness to a *yggmýrr*.
- *Low-light vision*: all mosi are capable of seeing with much less light than humans need. Moonlight is equivalent to sunlight for them, and a cloudless night sky with no moon equivalent to a full moon for humans.
- Choose one of the following personality traits: *Solitary*, *Carefree*, *Trustworthy*, *Suspicious*, *Maniacal*, *Stubborn*, *Bloodthirsty*, *Patient*, *Narcissistic*, *Mischievous*.

In addition to the above traits, choose a mosi subspecies and take its traits:

Toadies

Found primarily in forests, toadstool mosi (or toadies) are poisonous. They are recognizable by the bright red coloring and white spots of their 'caps'.

- *Poison spores*: toadies can emit a cloud of poisonous spores. This is an area effect hazard, affecting everyone within Close range of the mosi. This is a CON hazard, with a difficulty of 15 + the mosi's level. Effect points can cause damage and nausea/vomiting effects. The mosi can emit this cloud a number of times per day equal to its CON bonus, with a minimum of two times per day.
- *Friendly with Forest Races*.

Foxfires

Adapted to underground living, foxfire mosi shed their own light. They are recognizable by this when in the dark. In daylight, they have a white, pinkish, or orangish color.

- *Foxfire*: a foxfire mosi sheds a dim light. For those with normal vision, it's difficult to see by this light—it illuminates things out to Close range of the mosi. Those with low-light vision or ultravision, however, find foxfire mosi to literally be as bright as lanterns, illuminating out to Short range. Foxfire mosi only shed this light when in the dark, and can turn it off at will.
- *Friendly with Underground Races*.

Madcaps

Where toadstools emit spores that are poisonous, madcaps emit ones that affect the minds of those around them. They do this constantly, at a low level. The effects happen from breathing the spores, so precautions of holding one's breath or filtering the air by breathing through a cloth will prevent the effects or help with resisting them. Madcaps are recognizable by their purplish-blue coloring.

- *Madcap Spores*: non-mosi in close proximity to a madcap (Close or Hand range) are faced with a WIS hazard with a difficulty of 10 + half the mosi's level (round down). Effect points create a random emotional effect, rolled on the list below. After four rounds in proximity, the person need not roll again—they're 'saturated' with the spores, and will remain so until they spend at least an hour out of range of the madcap.
Madcap spore effects (1d6): 1. Giddy happiness. 2. Crushing sadness. 3. Paranoia. 4. Hallucinations. 5. Hostility/anger. 6. Flightiness/inability to concentrate.
- *Shunned*: because of their effects on nearby sentient species, madcaps tend to be avoided, and often kept out of densely populated areas (e.g., cities). Take a hero point when this causes major complications for you.

Pilze

These mosi can emit spores that stimulate healing, both in mosi and other races. They are recognizable by their black-spotted brown coloring.

- *Healing spores*: a pilz can emit healing spores twice a day, increasing by one each tier (thrice at heroic, four times at epic, etc.). This works like a healing spell, with concentration difficulties (*Me&M* p 37). Use CON to 'cast', healing one PHP per effect point, or canceling injury-type consequences at the normal costs. If the CON check succeeds, add an additional 1d8 effect points.
- *Sought after*: the healing abilities of pilze are well-known, and many people seek them out for this. Take a hero point when this causes a major complication for you.

Mosi Advancements

- *Chitinous armour*: the exterior layers of your 'skin' have changed to become harder, giving you the equivalent of leather (+2) armour.
- *Parasitic spores*: twice per day, you may release spores onto enemies that will latch onto them and sap their strength. This is a close range attack using CON against CON to cause fatigue effects (no PHP damage)
- *Poison flesh*: creatures which bite you often regret it. Contact with your flesh causes vulnerable tissue (such as the interior of most

animal's mouths and throats) to swell and itch. Anything which bites you suffers a difficulty 25 CON hazard; consequence points cause itching, swelling, or, in the extreme case, swelling so great that it impairs the ability to breathe!

- *Vegetative healing*: you may perform "first aid" on yourself (per *M&M* p 38) when you 'plant' yourself at night (as described in *Unsleeping* above).
- *Cloning* (heroic scale): you can regrow after you die! Or, more properly, a new 'you' can germinate from your old body. This takes 3d6 days to happen, and you permanently lose a point of Constitution. The new you also receives a new personality trait from the list of mosi personality traits—roll randomly with a d10, re-rolling if you get the same trait you had before.

Death by fire or acid prevents regrowth. In addition, there's a chance that more than one new mosi will spawn from the body—the GM should secretly roll 1d6. On a 1, there's now another version of you out there somewhere....

- *I'm My Own Grandpa* (heroic scale, requires *Cloning*): you can now reproduce! But guess what? It'll be just like you...mostly. Just like *Cloning*, your little bundle of joy receives a new personality trait from the list of mosi personality traits—roll randomly with a d10. Unlike *Cloning*, however, you do not have to re-roll if its personality matches yours.

For mechanical purposes, this is a sidekick (*M&M* p 70), but one that must be of the same class and race as you when first created. (If you are multi-classed, you may choose which of your classes your sidekick starts with.) It can acquire other classes as it advances, using the normal multi-classing rules.

Special Note

Due to their unbleeding nature, and the ability of many mosi to regrow part of their flesh overnight, it's hypothetically possible for a mosi to feed another creature by cutting off parts of its own flesh. Giving one meal for one creature costs a mosi 10% of its hit points. This will stave off hunger, but it is not a good long-term diet—anyone getting more than half their sustenance from a mosi will lose a point of CON for each week they are surviving on such a diet.

Mosi cannot voluntarily 'turn off' the *Poison flesh* advancement; further, those eating a full meal from a toadie or madcap will suffer the same effects as if attacked by the mosi's spores.

Mosi Adjustments

- +2 Constitution.
- -2 Strength.
- may not be a psionicist or beastmaster.

The Yggmýrr Menace

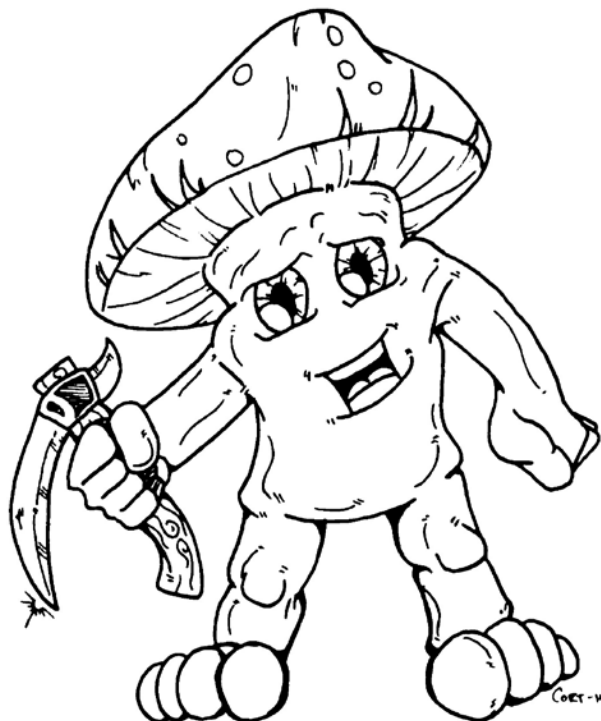
If you've looked over the racial points of view in the appendices, you've probably noticed a few comments about the 'yggmýrr menace'.. which may have you a bit confused if you don't have *COLLECTANEA CREATURAE*.

'Normal' mosi are part of an yggmýrr ring, and are budded from a central core. They are clones, in a sense, and all share a single consciousness. This is frightening enough in itself, but the yggmýrr are also known for their 'conversion spores'. With these, they can infect non-mosi. If the infection proceeds too long, it can take over the minds of those infected, making them a part of the yggmýrr... and eventually killing them as it converts them into new mosi.

You can imagine a mosi collective much like Star Trek's Borg, before they were given a 'queen'. Indeed, having them speak in a very similar way would be quite appropriate...

We are all yggmýrr. Your insistence on addressing individual components of the collective as if they were separate beings is quite pathetic. Can you imagine nothing greater in scope than yourself?

Were you a proper member of the collective, your understanding of Our meaning would be perfect. You would be perfected.



SEA ELVES (ULVANDÄLFAR)

The origin of the sea elves is disputed—their myths say they existed before land elves, while those of different groups of land elves indicate they are either an offshoot who chose to live in the sea, or that they were cursed or blessed by various deities (depending on whose version of the story you believe).

What is not disputed is that they are an ancient race, old enough that their origin is a subject of myth rather than direct knowledge. Physically, they resemble high elves, with slender bodies and 'elven' facial features. However, their hands and feet are webbed, with the feet being elongated, especially in the toes, causing them to resemble those of frogs. Their ears have a scalloped edge, and point more backwards rather than up. Lastly, they have insulating fat which gives them a soft, rounded appearance in the torso.

Long-lived and with a low birth rate, sea elves are less common than merfolk. They tend to live at a somewhat deeper depth than merfolk (although still in the 'shallows' of continental shelves, rather than in the true deeps).

Sea Elf Traits

- **Water-Adapted Feet and Legs:** gain a trait bonus for swimming or jumping, but your feet are awkward on land, will not fit in any sort of boots or shoes meant for normal land-dwelling races, and sometimes 'flop' or 'splat' when walking on stone, wood floors, or other solid surfaces. Swim speed is 18 (+4); speed on land is 8 (-1).
- **Water Breathers:** sea elves breathe only water. To speak out of water, they draw air into their swim bladder and expel it, allowing them to make sounds from their mouth. Out of water, they begin to suffocate as quickly as humans do in water (see the suffocation rules, *M&M* p 79).
- **Speak Elven:** and Nautilann. Sea elves choose an additional language for each point of INT bonus from: Common, Ophidian (Sea Lamia dialect), and Nymph.
- **Sea Elf Weapons:** skilled in the use of spears, harpoons, and nets.
- **Child of the Sea:** you have a natural instinct for the ways of the sea, and sea animals tend to like you.
- **Extremely Long-lived:** you have a lifespan of hundreds or thousands of years.
- **Deep Vision:** you see well even at great ocean depths, having vision out to 120 ft in the dark of the depths. In the dark on land, you only have normal 60 ft infravision.
- **Estivation:** when unable to return to the water, you may choose to enter a state of estivation. While in this state, you are in a torpor, effectively paralyzed, and may not exit the state until you are immersed in water. However, you do not need to breathe, eat, or drink, and may remain in this state for up to 100 years.

Sea Elf Advancements

- **Clinging:** your hands and feet form somewhat of a natural suction cup. This grants you a trait bonus to climb and cling to surfaces, and to keep your grip on objects or when grappling.

The Elven Sub-Races

For those who enjoy playing with languages, here are our names for the elven subraces, along with what they mean:

Ashen Elves: askälfar (ash people) (not appearing in this supplement!)

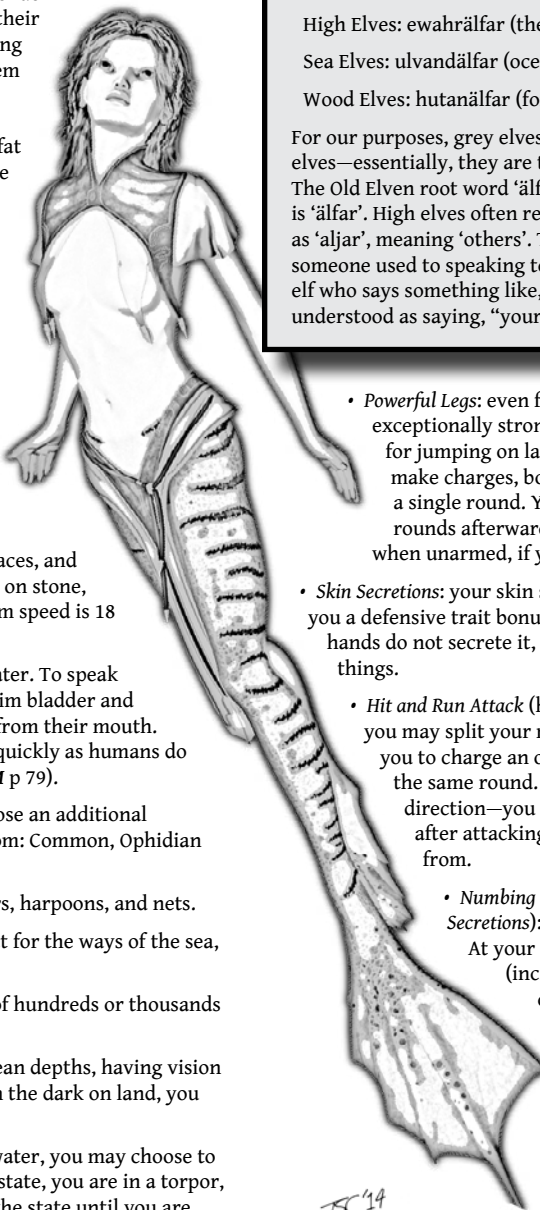
Grey Elves: gruälfar (noble people, often mistranslated as grey people)

High Elves: ewahrälfar (the true people)

Sea Elves: ulvandälfar (ocean people)

Wood Elves: hutanälfar (forest people)

For our purposes, grey elves are a minor variation on high elves—essentially, they are the noble houses of the high elves. The Old Elven root word 'älfr' means 'person', and its plural is 'älfar'. High elves often refer to non-elves not as älfar, but as 'aljar', meaning 'others'. This may create confusion when someone used to speaking to high elves is speaking to a wood elf who says something like, "your people can come in", but is understood as saying, "your elves can come in"!



- **Powerful Legs:** even for a sea elf, your legs are exceptionally strong. Gain an additional half-level bonus for jumping on land. Underwater, you may use this to make charges, boosting your movement to 24 (+6) for a single round. You may not do this again for three rounds afterwards. You count as having a +1d4 weapon when unarmed, if you can kick your opponent.
- **Skin Secretions:** your skin secretes a slick coating. This grants you a defensive trait bonus in grappling or wrestling. Your hands do not secrete it, so you have no difficulty holding onto things.
- **Hit and Run Attack** (heroic scale, requires *Powerful Legs*): you may split your movement when attacking, allowing you to charge an opponent and move away from them in the same round. This need not be movement all in one direction—you can "kick off" in a different direction after attacking, even returning to where you started from.
- **Numbing Secretions** (heroic scale, requires *Skin Secretions*): your coating has numbing properties. At your option, anyone directly touching you (including biting you!) faces a CON hazard of difficulty 10 + your level. You may spend consequence points from the hazard to inflict numbing and paralysis on them.

Sea Elf Adjustments

- +2 Dexterity.
- -2 Constitution.
- May not wear metal armour.

WUKONG

Said to have descended from a legendary King of Monkeys (from which their name is taken), the Wukong are a curious race. Standing slightly taller than the average human, they resemble monkeys covered in golden fur, leaving only the palms of their hands and the bottoms of their feet exposed. Their face is covered with fine white fur. Some Wukong accent their fur with black and white dye, and while the markings may seem decorative to non-Wukong, they often denote the bearer's lineage and profession. They have a range of body shapes much like humans, but considerably greater strength.

The Wukong have a unique perspective on life. In their eyes, existence is empty of any true challenge to their abilities. Paradoxically, one can only gain true happiness and understanding in the afterlife after overcoming an incredible personal trial while living, and failure to do so will result in a cycle of reincarnation until one has successfully done so. Thus, one must continually seek out new ways to challenge one's self in an effort to discover the nature of this trial. Wukong will often throw themselves into dangerous situations, mistakenly believing that their physical prowess will be the solutions to the problem at hand, until they learn better.

Wukong Traits

- *Fantastic Climber*: you can climb extremely well, moving faster when scurrying up objects with handholds. You may take a trait bonus when climbing, and can climb at your normal movement rate on objects with plentiful handholds or rough surfaces.
- *Hands For Feet*: unlike other races, you can manipulate objects with your feet just as well as you can with your hands.
- *It Has a Mind of Its Own*: or at least that's what you tell everyone about your prehensile tail. You are able to manipulate and hold objects with it. You may take an action with it that involves simple manipulation (not a combat action or a complex manipulation task, such as picking a lock) while performing other actions.
- *Speak Simian*: and Common, and may select one additional language per point of INT bonus from: Avian, Canid, Centaur, and Goblin.
You may use this trait to communicate basic concepts and simple questions with apes and monkeys.
- *Dissonant voice*: the voices of Wukong are generally described by humans as being like 'monkeys screeching'.
- *High Jumper*: you can jump amazingly well.
- *The Challenge*: in order to escape The Cycle of reincarnation, the Wukong believe that they must rise to a challenge and overcome it. This Challenge forms a second Goal for a Wukong character, representing what the character currently believes he or she is called to do in order to meet the Challenge. This may (and should!) change over time as the character grows in wisdom and enlightenment. Note that not all Wukong are necessarily very far on their journey; an evil Wukong might believe that *The Challenge* is to dominate or control others, for example (and will presumably learn better with time, though this may require more incarnations!).

Wukong Advancements

- *My Body is a Weapon*: you are naturally proficient at using all of your limbs as weapons, and gain a trait bonus when doing so.
- *Sharpened Teeth*: your teeth grant +1d4 weapon damage at Hand range.

- *Simian Fury*: when in combat, you gain a trait bonus to attempts to lift or break things.
- *Terrifying Screech*: you can make an especially horrific screech; this grants a trait bonus when used to induce fear in or intimidate others. As a secondary trait, this grants a half-level bonus instead of the usual +1.
- *Tree Runner*: you may move from tree to tree at your normal movement rate, where trees are close enough together to do so.
- *Fearless* (heroic scale): you are immune to all fear and intimidation effects.
- *Talented Tail* (heroic scale): through extensive practice, you've learned to use your tail to perform feats of manipulation that normally require hands. You may pick locks and so forth with your tail; however, it is still not strong enough to effectively wield weapons. If a STR check is needed, your tail's STR is considered to be 5 (-3).

Wukong Adjustments

- +2 Strength
- +1 Dexterity
- -1 Constitution
- -2 Charisma
- Cannot be bards or druids.



YISISIR (SERPENT PEOPLE)

Rarely seen, the yisisir are the subject of many rumours. It is said that they worship dark and strange gods from the ages before humanity arose, and that they wish to see their gods returned to power.

Physically, yisisir stand roughly the same height as humans. They are born without legs, having serpent tails instead. Some grow legs as they mature, but others simply grow larger while retaining their serpentine tail. Their heads strongly resemble those of giant snakes, and their bodies are scaled, coming in many varied colors and patterns.

Yisisir Traits

- *Of Ancient Magics*: naturally talented at both magic and psionics, yisisir receive a 'wild talent' trait, indicating some field of magic or psionics that they are talented in.
- *Bone weapons*: until a yisisir reaches maturity, he cannot inject enemies with venom of his own. To make up for this lack, yisisir are trained to wield bone weapons (most often daggers or spears) of their slain enemies and kin in combat. These weapons are hollow and usually filled with venom, allowing even the immature yisisir to envenom an opponent on a successful strike.
- *Snake-eyed*: the eyes of yisisir are like those of snakes, with a slit pupil, often with small sideways projections. They have nictating membranes, granting them resistance to physical effects that target the eyes; they have no other eyelids, and thus, do not blink and cannot close their eyes. Most non-yisisir find their eyes disturbing—gain a hero point when this causes major complications.
- *Mesmeric gaze*: those who do look into the eyes of a yisisir often find it hard to look away. This is an INT-based mental attack. Effect points can be spent on hypnotic or paralysis effects, and MHP damage can be done.
- *Cold-blooded*: yisisir do not have a thermal regulation system like most races. Exposure to cold and cold or ice-based attacks can create slowing effects on them, and immobilize them on an extreme effect.
- *Forked-tongued*: yisisir are exceptionally adept at speaking deceptively, and may use their INT when doing so. They also have an enhanced sense of taste and smell. They speak Ophidian and Common, and may select one additional language per point of INT bonus from: Draconic, Dwarven, Goblin, Gnomish, Orcish.

Yisisir Advancements

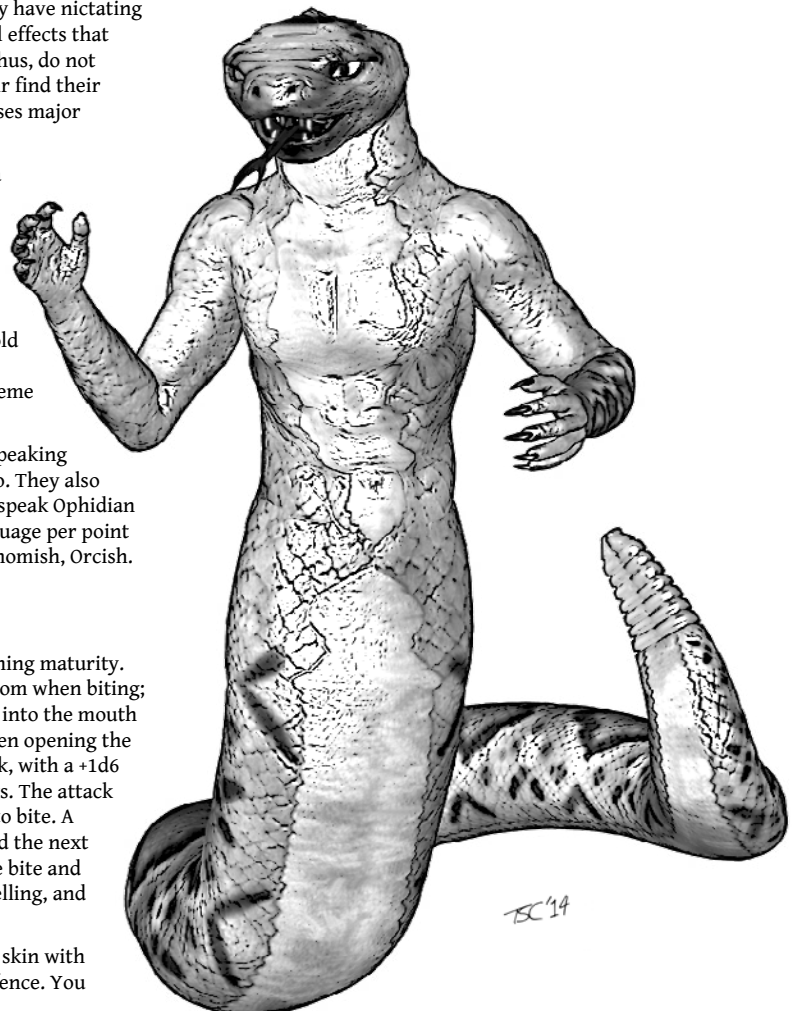
- *Venomous*: yisisir have a venomous bite upon reaching maturity. They may choose whether or not to use their venom when biting; the venom comes from large fangs that fold back into the mouth when it is closed, and which can be kept back when opening the mouth if desired. Their bite is a hand range attack, with a +1d6 damage bonus if they choose to deploy their fangs. The attack is at -2 to hit, due to the awkwardness of having to bite. A bitten opponent suffers a difficulty 20 CON hazard the next two rounds after being bitten. Effect points of the bite and venom may be spent to cause dizziness, pain, swelling, and damage.
- *Hardened scales*: you shed your skin, gaining a new skin with toughened scales. This grants a +2 to physical defence. You

may take this advancement again after going up in scale from when you originally took it, for a total of +4.

- *Serpentine grace*: the flexibility of your body gives you a trait bonus when escaping bonds, going through small openings, and so forth.
- *Climbing*: you have learned to use your flexibility and serpentine tail to best advantage when climbing. Take this as a trait bonus to climbing checks; as a secondary bonus, it adds half your level (round up) instead of the normal +1.
- *Swimming*: your swim speed increases to half your normal speed.
- *Molt* (heroic scale): when taking this advancement, you choose to either grow to Large size and lose your -2 Strength adjustment, or to grow legs. If you choose the latter, you retain your tail, but it becomes smaller—about the same length as your legs.

Yisisir Adjustments

- +2 Dexterity
- +2 Intelligence
- -2 Charisma
- -2 Strength
- Must be male.



Rules Option: Everybody Has a Background!

By the standard *M&M* rules, humans get a *Culture* trait and a *Background* trait, which the player gets to select. However, other races only get their fixed racial traits.

This feels a little boring to us. Why are the non-human races so uniform? Why should someone creating an elf have to use their 1st

level advancement to get something like *Disgraced Child of a Noble* or *Grew Up on the Streets*? Thus, in our campaigns, we've chosen to give everyone a background trait, regardless of race.

If you feel like this removes a bit of advantage from humans, give them an additional background trait, so they get two.

Rules Option: Mixed Blood Characters

First edition *AD&D* (and we can actually say that, because *this* book isn't OGL!) had three sub-races of the halfling race: one that was a halfling with some dwarvish or gnomish blood in its past, another that had elvish blood, and a third that was a 'standard' halfling. We thought about replicating that for *M&M*, but then had another thought—why limit it to just halflings? Why not make up some rules for having any race have mixed blood?

So, here's our thoughts on how to create characters who have an admixture of some other race in their background in *M&M*:

- Take one racial trait of your choice from your primary race, and switch it for a trait from your secondary race.
- If you wish, you may also take your background trait (if your race receives one, or if you're using the *Everybody has a background!* option) and use it to take another trait from your secondary race.
- You may also choose to take a +1 in one of your secondary race's attributes for which it gets a bonus, and a corresponding -1 in an attribute for which your secondary race gets a penalty. This may not, however, increase your racial bonus/penalty beyond a +2 or -2 in any attribute.
- Lastly, at first level, you may use your advancement to take a trait or advancement of your secondary race.

Thus, you could start with as many as three traits from your secondary race—at least, in theory. We also suggest, however, that players not be allowed to have more traits from their secondary race than from their primary.

Racial advancements may only be taken from the primary race.

Example: Fitz is a goblin with some elvish ancestry.

Great-great grandmother had a thing once with a forest elf, and, well... it's been kind of a taint in the family ever since. His player chooses to take the elven trait, *Graceful and Mysterious*, exchanging it for *Nothing But a Goblin* (since it's hard for people to say he's just a goblin when he's got that). The GM is using the "everybody has a background" option, so the player chooses to take *Forest Child* as a background—Fitz's elven ancestry calls him to the forests, and he's spent a lot of time wandering in the woods as a result.

Fitz's player would love to push his Dexterity higher, but unfortunately, goblins already get a +2 to Dexterity, so that's not an option. She does, however, decide that she wants to take the elven advancement *Light of Foot* for Fitz, and takes that as Fitz's first level advancement.

Thinking Outside of the Box: Mixing Fantasy Races

This section came about due to a discussion between the two of us about how it always seemed like only humans ever crossbred with other races in a fantasy setting. We found this view to be a bit frustrating and extremely limiting from a storytelling perspective. The fact that there is such a thing as a "standard fantasy setting" is somewhat irksome, and really just boring in our opinion. Fantasy (and the real world at large) has changed drastically since Tolkien's time, so we feel that having more interbreeding between common heroic races is long overdue. Not to mention, genetically compatible races would eventually interbreed at some point, and not only with just humans. While we have created a few more human half-breeds, we really wanted to set about making some more interesting (and dare we say it, logical) demi-human and humanoid combinations for players and GMs to have fun with. We hope you enjoy them!

Do Female Dwarves & Gnomes Have Beards?

The answer to this varies considerably in fantasy, from *Discworld*, where all dwarves have beards, and even other dwarves generally can't distinguish the sex of a dwarf from appearance; to *World of Warcraft*, where female dwarves decidedly do not have beards, and have a considerably more cherubic-looking face than the males.

Either version can be fun and interesting, so the main question is a simple one: which is going to be more fun for you and your players? In particular, if you have someone who plans to play a female dwarf or gnome, check with them! If they really want their character to have a beard, by all means let them—and, of course, the reverse applies as well!

If you have a mix, it's possible that only some females have beards (after all, some human women can grow beards!), or that female dwarves or gnomes normally shave their beards. Another possibility could be varying beard styles for males and females, which can get quite complex. This also brings up the possibility of cross-dressing (or cross-beard-styling). If this is something that your players wish to explore, by all means do!

BLAUWNDER (DWARF/GOBLIN)

Very rarely, a dwarf and goblin will mate. Usually, such matings do not produce offspring, but every once in a while, one does—often to the surprise of those involved, since many do not believe dwarves and goblins are cross-fertile. While the process typically involves copious amounts of alcohol, there have been rare cases where a progressive dwarf and goblin have paired up and had such offspring.

Called *blauwnders* in Dwarven, these mixes are tough and hardy, more dextrous than dwarves, but slightly weaker and tending to have difficulty relating to either goblins or dwarves. Sometimes the dwarven or goblin parent (usually the mother) will keep the child, but these children are often abandoned. Some are found and raised by someone else—most commonly someone neither a dwarf nor a goblin. The resulting child is skinnier than a dwarf, thicker than a goblin, and, if male, can grow a scraggly beard. Their skin, however, is their most distinguishing feature, being a shade anywhere from pale blue to deep purple. This has given rise to many deriding them as ‘walking bruises’.

A quirk in the mix of dwarven and goblin physiology gives blauwnders exceptionally strong jaws, and most learn to use their biting ability in self-defence.

Blauwnders are often thieves, having been forced into being such by their existence on the fringes of dwarf or goblin society. Any who choose to take up tinkering typically have less explosive results than their goblin heritage might suggest.

Blauwnder Traits

- *Not Supposed to Exist*: shunned by dwarves and goblins alike; more conservative types will outright refuse to acknowledge that you even exist. Everyone else finds you rather curious, though.
- *Infravision*: see in the dark up to 60 ft.
- *Speak Common*: your additional languages vary; see below.
- *Resistant to Poison*.
- *Iron Jawed*: you know how to use your sharp teeth as weapons, and are hard to stop or remove once you bite something or someone. Your teeth are +1d4 weapons, and you gain a trait bonus to attacks with them.

Choose one of the following:

- *Pariah*: you were raised by one of your parents until they were forced to cast you out. You may take Dwarven or Goblin (or Goblinoid Common) language to represent the parent who raised you. In addition, you gain a trait bonus when opposing the race you selected.
- *Adopted*: you don't know who your parents were, having been left to die until some kindly soul took you in. Choose a race other than Dwarf or Goblin, and take their language. In addition, you gain a trait bonus when dealing with the race you selected.

Blauwnder Advancements

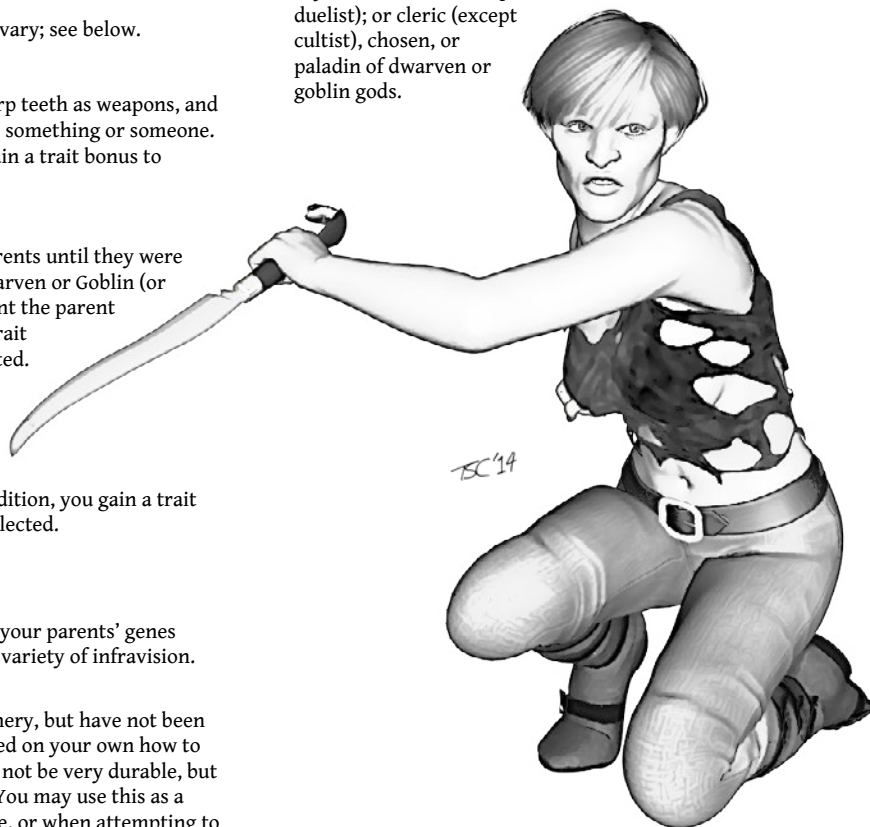
- *Superior Infravision*: something in the way your parents' genes combined has gifted you with a superior variety of infravision. You may see in the dark up to 120 ft.
- *Tinker*: you have a natural flair for machinery, but have not been formally taught. Instead, you have learned on your own how to jury-rig things together. Your work may not be very durable, but it is inspired, and useful while it works! You may use this as a trait when improvising a machine, device, or when attempting to

repair such things. An improvised machine ceases working on a minor consequence, or after 1d6+2 uses, whichever comes first.

- *Nothing I Haven't Heard Before*: you are resistant to taunts, insults, and similar means of attempting to rile you up and make you angry.
- *Pain is a Familiar Thing* (heroic scale): you have high tolerance for pain, including hunger and thirst pangs. This does not allow you to actually survive without food or drink any longer, but you are less likely to become debilitated when hungry or thirsty. Thus, rather than treating this like a normal resistance, it costs an additional five points to create consequences against you based on pain or the debilitating effects of hunger and thirst (a minor consequence against you costs 10 points, a major 15 points, and so forth).
- *What Bounces Off Me Sticks to You* (heroic scale, requires *Nothing I Haven't Heard Before*): you've acquired an ability to turn insults around on their maker that's quite exceptional. When an insult-based social attack against you fails, you may use a minor consequence from it to make a social attack of your own, using additional consequence points (beyond the five needed to trigger this as a minor consequence) as a bonus to your attack.

Blauwnder Adjustments

- +1 Constitution
- +1 Dexterity
- -1 Charisma
- -1 Strength
- Move speed of 9 (-1).
- May not be a bard (except duelist); or cleric (except cultist), chosen, or paladin of dwarven or goblin gods.



EQUOSI (HUMAN/CENTAUR)

Although it rarely happens, humans and centaurs can have children. Such children are called *equosi*, and have long, thick, mane-like hair which sprouts from their necks and upper backs as well as their heads, horse-like legs with hair (but only one pair), and a horse-like tail.

Equosi normally choose to live with centaurs, as their personality and appearance are more accepted among the herds than in most human societies, but there are exceptions. Humans often mistake equosi for fauns, which tends to annoy equosi, especially when they are then asked to perform music. Such mistakes also lead to stories that centaurs and fauns tend to live together, and of female fauns (since equosi may be of both sexes).

Among centaurs, equosi are often considered useful for their ability to fit into areas that centaurs cannot, and to perform certain actions that the centaurs themselves cannot, such as climbing trees. Since they do normally live with centaurs, equosi tend to dress similarly, wearing very little clothing. Those who interact frequently with humans tend to wear loincloths, and sometimes clothing on the upper body—but this is normally cut low in back so as not to confine the equosi's mane. As with centaurs, jewellery and body paint, especially woad, are frequently used for decoration.

Equosi Traits

- *Fleet of Foot*: you can move more swiftly due to your centaur heritage, allowing you to charge and attack, using your movement check to assist your attack.
- *Unbending Will*: the stubbornness of humans and centaurs flows in your veins, providing you a resistance to charm and intimidation. This also, however, gives you problems with figures of authority—gain a hero point when this causes you major complications.
- *Sylvan Languages*: you speak Centaur and Common. In addition, you may select your INT bonus in languages from the following list: Elven, Gnomish, Nymph.
- *Quick to Act*: neither humans or centaurs are known for standing idly by when action is needed. You are always ready to jump into the fray. You gain an additional half-level trait bonus to initiative, and may gain a hero point when this trait drives you to act without considering consequences in a way that causes you major difficulties.
- *A background trait*: something related to either the circumstances in which you grew up or the culture of your human parent.

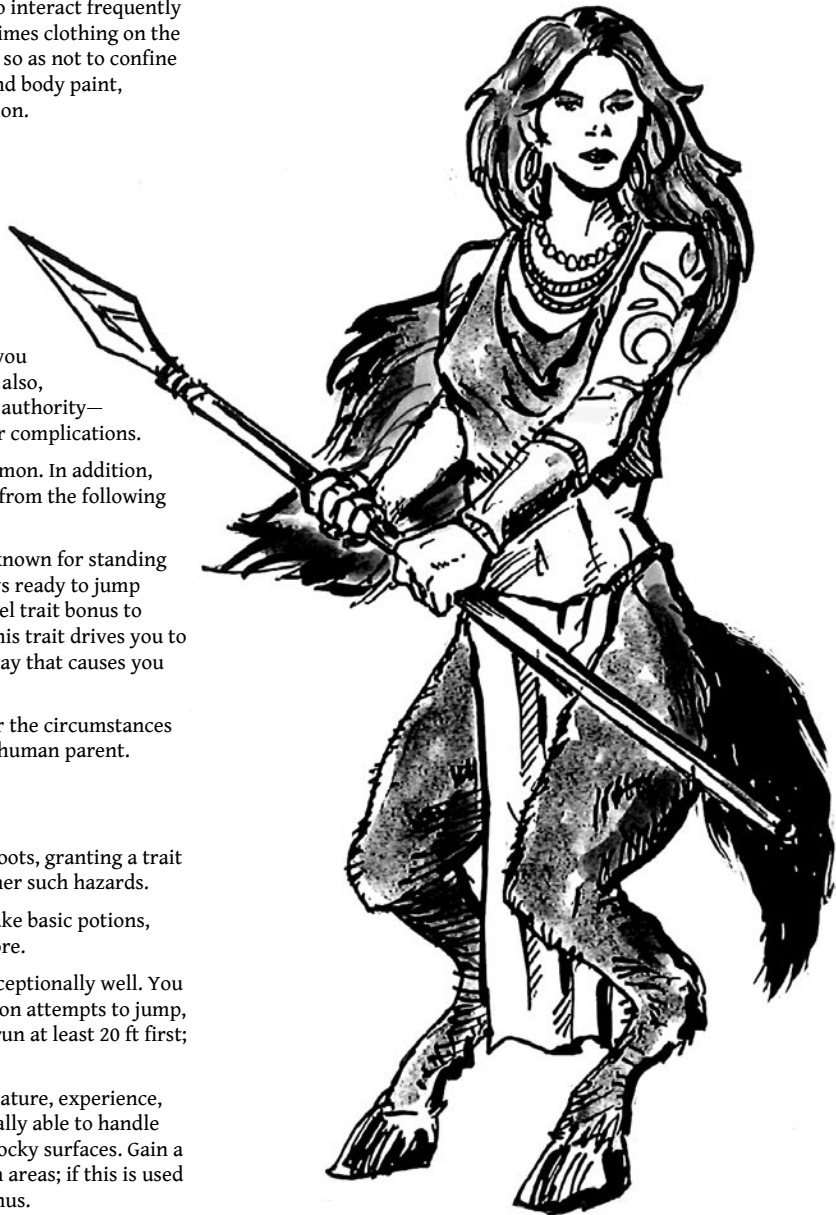
Equosi Advancements

- *Hardened Hooves*: your hooves count as hard boots, granting a trait bonus to resist caltrops, sharp rocks, and other such hazards.
- *The Healing Power of Nature*: you are able to make basic potions, salves, etc. from your knowledge of herbal lore.
- *Leaper*: with a running start, you can jump exceptionally well. You may use your movement as a helping action on attempts to jump, either for distance or height, if you can run at least 20 ft first; you gain a trait bonus on both checks.
- *Goat's Agility* (heroic scale): due to a quirk of nature, experience, or a combination thereof, you are exceptionally able to handle moving on mountainsides and other steep, rocky surfaces. Gain a trait bonus when climbing or moving in such areas; if this is used as a secondary trait, it grants a half-level bonus.

- *Sprinter* (heroic scale): while you can't keep up with a full centaur across long distances, you can beat them over short ones, due to your superior ability to accelerate and decelerate. When running in restricted areas (such as in most dungeons, or thick forests!) where there is not sufficient straight-line distance to run for a full round, you treat your movement rate as 20 (+5) for contests of speed, including races and attempts to chase or escape a chase.

Equosi Adjustments

- +2 Strength
- -2 Charisma
- Movement rate is 14 (+2).
- May not be a bard.



ERDESCHAUFELN (DWARF/GNOME)

Gnomes and dwarves get along quite well, and sometimes intermarry, producing children. These children often exhibit physical and mental characteristics that are like those of their parents' races, but more extreme. These extremes often do not show until the child reaches adulthood, granting them immunity to poisons, magic, or both.

Physically, erdeschaufeln tend to resemble dwarves or gnomes, although dwarven-appearing ones are generally small for dwarves, while those who favour gnomes in appearance are large for gnomes. They normally adopt the dress of whichever race they were raised with... which usually will not be noticeable to anyone but a dwarf or gnome, since the similarities between the two races' modes of dress are strong. Gnomes and dwarves agree that the beards of erdeschaufeln are exceptional, being full, luxuriant, and fine. Due to the fineness of their beards, they sometimes can be distinguished by intricately braided patterns in their beards, as they take advantage of the fine hair to do things that are difficult to do with coarser hair.

Personality-wise, erdeschaufeln are usually agoraphobic, preferring to stay underground as much as possible. Many develop an immunity to magic as they age; thus, they are often sought after to help put down and contain evil magic users and cultists.

Erdeschaufeln Traits

- *Earthcraft*: due to your mixed heritage, you have an understanding of any material that is mined. This knowledge also extends to buildings and objects that are made from such materials.
- *Child of the Earth*: see *Stonesense* (M&M p 12). In addition, wide open spaces unnerve you, and you have an immense dislike for situations that require you to break contact with the earth—gain a hero point when this causes you major complications.
- *Infravision*: see in the dark up to 60 ft.
- *Speak Dwarven*: as well as Gnomish and Common. In addition, you may select your INT bonus in languages from the following list: Goblin, Kobold and Orcish.
- *Made of Stone*: you might as well be chiseled from the earth itself, making you highly resistant to poisons and magic.
- *Compulsive Digger*: whether its precious metals or answers, you will not rest until you find what you are looking for.

Erdeschaufeln Advancements

- *Immunity to Poisons*.
- *Respect the Beard*: due to the fine quality of your beard, you gain a trait bonus when dealing socially with dwarves, gnomes, and other erdeschaufeln.
- *Superior Infravision*: something in the way your parents' genes combined has gifted you with a superior variety of infravision. You may see in the dark up to 120 ft.
- *Strength of the Earth* (heroic scale): you are capable of drawing strength from the earth itself. When underground, you gain a trait bonus on feats of strength of any sort; if used as a secondary trait, this grants a half-level bonus.
- *Immunity to Magic* (epic scale): you are immune to any magic that attempts to directly affect you, including death spells, charm and sleep spells, fear spells, polymorph spells, and most illusions. Unfortunately, this also renders you immune to helpful magic, including healing and enhancement spells. Perhaps worst of all, you cannot be resurrected by normal clerical magic should you die! You are *not* however, immune to outright miracles, such as

Immunity to Magic

So... wait. They're immune to clerical magic, but not to miracles? Aren't clerical spells miracles? And what exactly is "a spellcaster of any sort?" Do paladins count? What about a monk with the *speak with animals* ability?

Much of this is up to the GM and how their world works—if monks are (possibly unconsciously) channeling magical energy for some of their abilities, then those advancements would disqualify an erdeschaufeln from having immunity to magic. Similarly with paladins—technically, their class traits aren't *spells*, but the GM may consider them "clerical magic" rather than "miracles".

And what's the distinction there? Traditionally, in *D&D*, low-level clerical spells are not granted by the gods—rather, they are the result of the cleric's faith allowing them to channel magical energy. Further, we wanted there to be a serious negative consequence to the immunity to magic, since it is quite a powerful ability. Taking away all clerical healing seems like a big enough drawback.

On the other hand, obviously the gods themselves shouldn't be stopped by such pesky things. And if they aren't, then at least the greater demons ought not to be either.

Magic items are tricky. Ones that can only be used by magic users, they can't use, since they can't *be* magic users. Beyond that, any magical item that directly affects the wielder is useless to them—for example, a *ring of invisibility* or *ring of warmth*, a *potion of healing* or *potion of heroism* will have no effect. Magic items that affect others, however, may be of use—in particular, most magic armour and weapons. Some GMs may wish to have Erdeschaufeln be essentially invisible to magic, preventing them from using any magic item that requires a command word or such.

So, as always, talk to your GM, and make sure you both have a good understanding of what the ability is supposed to mean. If you and your group are having fun, you're not doing it wrong!

the direct actions of gods... or demons. **Note: the GM may wish to carefully consider before allowing this advancement, and make sure the player understands the ramifications.**

Note that this does not make you immune to such things as the heat of a magical fireball, projectiles thrown by magic, falling when someone disintegrates the earth under you, and so forth.

You may not take this advancement if you are a spellcaster of any sort; this includes being, for example, a ranger who has taken the ability to cast druidic spells.

Erdeschaufeln Adjustments

- Dwarf Dominant: +3 Constitution, -2 Charisma, -1 Strength
- Gnome Dominant: +3 Constitution, -2 Strength, -1 Charisma
- Move speed of 9 (-1).
- May not be a magic user or bard (except as a duelist).

Any German speakers out there might think we've made a typo with this race, but this is not the case. We just decided to add an extra 'e' to 'erdschaufel', in order differentiate between our original race and the actual German term and surname. We promise that we're smarter than we look!

KHEIRON (ELF/CENTAUR)

Kheiron are the result of a union between an elf and a centaur. Their elven heritage is dominant, making them physically appear to be somewhat larger elves, yet they have personalities very much like their centaur kin. Kheiron are rarely unable to ingratiate themselves to others, as their forthrightness and wisdom are highly valued. Masters of the bow, kheiron are feared on the battlefield for their ability to move quickly and fire precise shots to dispatch their foes.

Like elves, kheiron are also exceptionally long-lived. Between this and their elf-like appearance, they normally choose to live with elves. Rarely, they may be found in communities of their own—this normally results from first-generation kheiron having children with elves (indeed, such second-generation kheiron are more common than first-generation ones; however, beyond the second generation, they are functionally elves (see *Rules Option: Mixed Blood Characters*, p 88).

Kheiron Traits

- *Graceful, But Not So Mysterious*: you have the grace of the elves in your blood. However, you are just as boisterous and wild as your centaur kin, albeit tempered with elven wisdom.
- *Indomitable Spirit*: you are resistant to charm, sleep and intimidation.
- *Speak Elven*: as well as Centaur and Common. You may learn one additional language per point of INT bonus.
- *Highly Perceptive*: you can easily spot hidden things, and just as easily discern the motives of others.
- *Long-Lived*: you can live for hundreds of years, and may already be hundreds of years old.
- *Master Archer*: you are exceptionally skillful with bows and longbows.

Choose one of the following to represent your elven subtype:

- *Wood elf—Sylvan Friend*: you know all about forests, and are respected by the creatures and beings that inhabit them.
- *High elf—Ordered Chaos*: you have conflicting natures when it comes to respecting others' authority, and have reconciled this by seeking to establish order of your own making—when you speak, others tend to listen.
- *Sea elf—Wave Runner*: once per day, you can run across water as though it were solid ground. Choppy water lets you move at $\frac{3}{4}$ speed, while moving through a stormy area reduces you to $\frac{1}{4}$ speed. The effect lasts for two rounds.

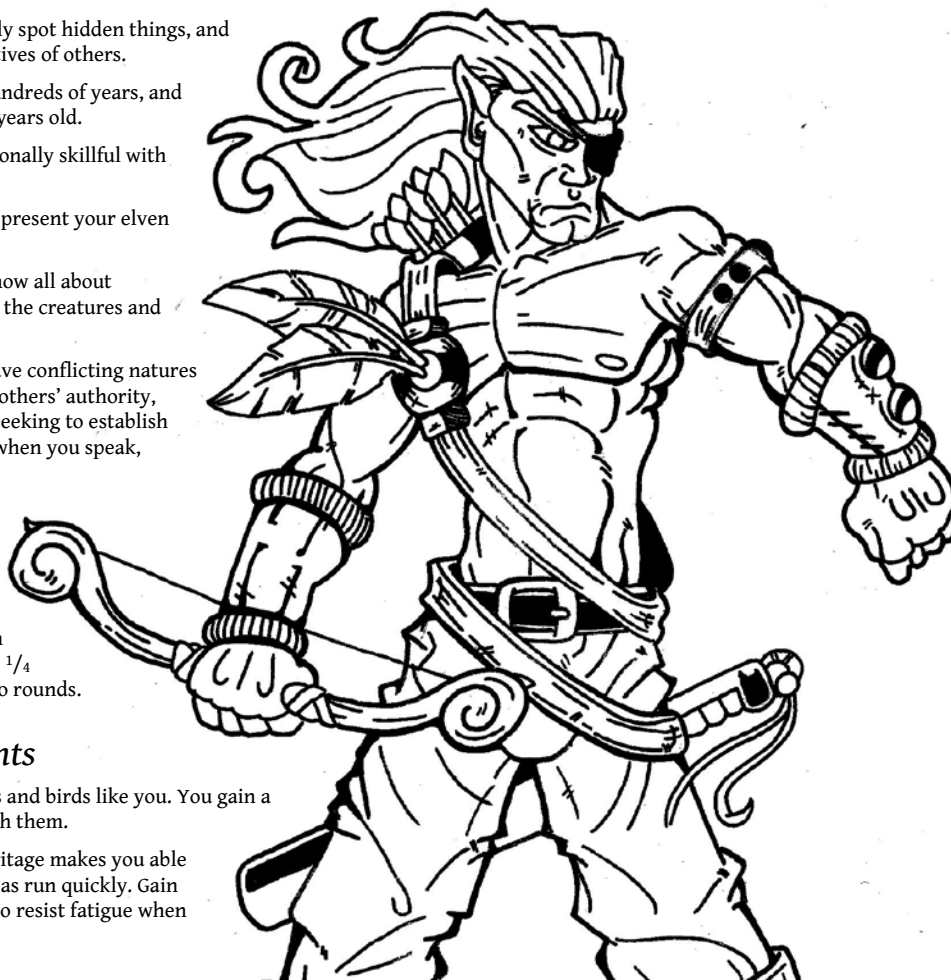
Kheiron Advancements

- *Animal Affinity*: land mammals and birds like you. You gain a trait bonus when dealing with them.
- *Long Runner*: your centaur heritage makes you able to run long distances as well as run quickly. Gain a trait bonus to CON checks to resist fatigue when running.

- *Running Archer*: you do not suffer any movement-based penalties to your attack when shooting a bow while moving.
- *Insight Stance* (heroic scale): in this stance, you may use WIS instead of CHA for persuasion, and use 3d8 for your action check when attempting to perceive people's motives and attitudes. This stance immediately ends if you participate in physical combat, even by defending. While in this stance, your social defence against attacks based on a true statement about you must be rolled (with the normal 3d6).
- *Nature's Songs* (heroic scale): you may perform nature magic by singing. This uses WIS, and allows you to create effects within the bounds of nature—for example, you can end a storm or call one up, but cannot call lightning to a particular spot. You can call animals or send them away, but cannot see through an animal's eyes or 'magically' heal it.

Kheiron Adjustments

- +1 Dexterity
- +1 Wisdom
- -1 Constitution
- -1 Charisma
- Move speed of 14 (+2).
- May not be a barbarian.



HURUK (ORC/HOBBGOBLIN)

Orcs and hobgoblins can interbreed, and although children from such unions are rare, they are usually well-received by both groups. They are strong and hardy, and usually of militaristic bent, coming from two cultures that are very warlike. Huruk tend to resemble their orcish parent more than the hobgoblin, but they are larger on average than orcs, and inherit the goblinoid proficiency with magic—which, while not great, is better than that of orcs.

They also inherit the more disciplined nature of hobgoblins, giving them a slight tendency toward a Lawful alignment. They feel more at home in hobgoblin legions than orcish tribes in most cases; in either, however, they are likely to rise to become leaders.

Huruk Traits

- *Night-blooded*: other goblinoids say that the Huruk burn with a cold rage, and never forget an insult. Use this as a trait bonus when putting off revenge or comeuppance to a later time, and again when serving it out. In addition, you have an extra major effect slot, which may be used only to keep a grudge, plan for revenge, or similar effect in.
- *Quick and Cunning*: take a trait bonus when making up fight/battle plans on the spot.
- *Born to Battle*: take one fighter starting trait; with this trait, you use your total level, as with a personal trait. This does not count as multi-classing. If you start as a fighter at 1st level, instead take one fighter advancement.
- *Resistant to Fear and Intimidation*.
- *Infravision*: you may see in darkness up to 60 ft.
- *Goblinoid languages*: you speak your choice of Orcish or Hobgoblin, plus your choice of Common or Goblinoid Common. For each point of INT bonus, you may select another of the preceding languages or Bugbear, Gnoll, Goblin, Kobold, and Ogre.

Huruk Advancements

- *Bare-Handed Fighting*: you gain trait bonuses to attack and defence when fighting bare-handed as if you were using a weapon you were proficient in. Further, you inflict damage bare-handed using the Martial Practitioner's damage chart (p 21).
- *Formation Fighting*: you have learned how to effectively fight side-by-side in formation. You may make helping actions for others while engaged in combat in place of making an attack, and you gain a trait bonus to do so.
- *To the Death*: at zero PHP, you do not automatically go unconscious. Instead, make a CON check at the start of your turn each round that you are at zero PHP or below, with a difficulty of 10 + the negative value of your current PHP (e.g., 16 if you are at -6).
- *Fear My Wrath* (heroic scale): you have learned to use your size and might to strike fear into others. When intimidating others, you generate a minor effect on a simple success; you may increase this as usual, and so can create a major effect for only 5 effect points.
- *Natural Leader* (heroic scale): when leading a construct of your scale or below in battle, you may use your own MD if it is higher than that of the construct to resist intimidation, fear, and similar mental attacks aimed at the construct.



Huruk Adjustments

- +2 Strength
- +2 Constitution
- -2 Intelligence
- -6 Charisma vs. non-goblinoids; +2 vs. goblinoids
- May not be barbarians, bards, or wandering sages.

“Huruk” is obviously an homage to Tolkien’s “Uruk”, as in “Uruk-hai”. The combination of orc vitality with militaristic hobgoblin seems to lend itself to such an homage, and so we have pursued that route here.

Racial Advancements for the Core Book Races

For the races we added in *COLLECTANEA CREATURAE* and this book, we introduced the concept of racial advancements—character advancements that are normally exclusive to a race, just as classes have class advancements that are normally unique to them.

Here, we present a selection of racial advancements for each of the races from the core *MONSTERS & MAGIC* book. These may be taken by any character of the given race. At the GM's option, it may be possible for a player to swap one of the normal traits of their character's race for a racial advancement at character creation time, in order to allow more variety within a race. If this is allowed, the character in question can later gain the trait they 'swapped out' as an advancement.

HUMANS

- *Ubiquitous*: pick one terrain type (such as deserts or forests). You have a trait bonus on any checks regarding knowledge of the terrain and how to survive in it.
- *Human Curiosity*: you are curious—possibly too curious for your own good. Use for a trait bonus when delving into mysteries or seeking to uncover hidden truths; gain a hero point when your drive to do so generates significant complications.
- *Tenacious*: gain trait bonus when making CON or WIS checks to continue on despite obstacles.
- *Odd Knowledge* (heroic scale): when you take this advancement, you take a class trait or advancement from another class without multi-classing. You must meet any requirements for the trait or advancement. If you take a trait or advancement that grants spellcasting ability, you are considered to be 1st level in the other class for purposes of what you can cast and its effects. You may only take this advancement once.
- *Will to Survive* (heroic scale): when you are out of combat and have a chance to heal, you can heal up to 5 PHP for each level of scale you have, at a cost of 2 MHP for each PHP healed. (I.e., if you are level 5-9, you can heal up to 5 PHP, costing up to 10 MHP. At levels 10-14, you can heal up to 10 PHP, costing up to 20 MHP; and so forth from there.)

ELVES

- *Elven Healing*: you know the ways of elven healing—the use of herbs, the songs of healing, and so forth.
- *Light of Foot*: you do not leave tracks when walking, and can walk on top of snow, or other surfaces that would normally not support a person's weight. This does not extend to walking on water or other liquids!
- *Songs of Eld*: you know and can sing the old Elven songs, that speak of the history of the world and the deeds of the ancients. Gain a trait bonus to know ancient history (i.e., from beyond more than a hundred or two hundred years ago), including knowledge about items and places significant in ancient times. You may also sing these songs to entertain, gaining a trait bonus when doing so.
- *Elven Smithing* (heroic scale): the secrets of the elven smiths allow you to create items that seem almost magical. This is a scaled task, requiring access to a smithy and weeks of time. With these resources, you may create metal weapons and armour that have $\frac{1}{2}$ the normal weight. Doing so costs as much as buying a normal version of the weapon or armour would. You may also create

elven mail if your GM allows this in the game world. Doing so requires at least a month and costs treasure points as normal.

- *Walking Unseen* (heroic scale): you know methods of hiding and moving that can make you effectively invisible to most beings. Choose an environment you are skilled at hiding in—forest, city, desert, mountains, what have you. When in that environment, you can use this as a trait when hiding. If you already have a trait that lets you hide, you can use this for a half-level secondary bonus, so long as you take no other actions beyond moving slowly while hiding.

DWARVES

- *Axe Mastery*: you are proficient with all forms of axes—throwing axes, battle axes, great axes, poleaxes—if it's an axe, you know how to use it.
- *Stony Skin*: your skin is harder than normal, granting you a +2 armour bonus. This does stack with worn armour.
- *Dwarven Songs*: you've learned the work songs of the dwarves, and how to properly chant them. This is a stance; while leading the chanting of the work songs, you may not take any other action. However, you grant a half-level bonus to those doing the work.
- *Shatterpoints* (heroic scale): you've developed your *Stonesense* enough to let you find the weak points in stone objects and structures. You may use *Stonesense* to make helping actions when trying to break or shatter these, taking up to three rounds to prepare, building your bonus each round.
- *Dwarven Smithing* (heroic scale): having learned the secrets of the dwarven smiths, you can create magical weapons and armour. This is a scaled task, requiring you to have access to a smithy, and to take weeks of time. With these things, you may convert treasure points into weapons and armour—including taking existing magical items and reforging them to change their properties, or to change their physical form (resizing them, making a dagger into a sword, and so forth). This extends to creating multiple items from one, or to creating one item from multiple ones. In the latter case, however, the limit of how many treasure points the resulting item can be worth is the reforging dwarf's level.

HALFLINGS

- *Cast-iron Stomach*: you've engaged in the favorite halfling pastime—eating—quite a bit. Indeed, you've eaten quite a few things you probably shouldn't have. (Heck, that nobody should have.) As a result, though, you've become quite resistant to the effects of bad food. You are considered immune to ingested poisons, and to have resistance to diseases acquired by eating something.
- *Puzzles and Riddles*: you have wide-ranging knowledge of puzzles and riddles. Use this as a trait bonus when required to either solve a puzzle or riddle, or to create one for someone else to solve.
- *Strong for My Size*: while halflings are not very strong on absolute terms, you are nonetheless stronger than someone would expect you to be at your size. To take this trait, you must have a positive STR modifier. You may use this trait for a bonus when wrestling or otherwise contesting in STR against someone who doesn't realize how strong you are.

- *Indomitable Spirit* (heroic scale): when someone belittles your lack of courage or resolve, you may re-roll either the failed test that caused the belittlement or the next courage/resolve-based test you have to make, gaining the maximum possible trait bonus on the re-roll (double your level). If this is lower than the original roll, you do not have to accept the new roll.
- *Throwing* (heroic scale): you have natural ability with small throwing weapons of all sorts, including rocks, slings, potion bottles, knives, and daggers. You may use this not only as a weapon proficiency, but also as a trait bonus when attempting to distract someone, activate a lever from a distance, jam a machine by throwing a rock into it, and so forth.

GNOMES

- *Gnomish Trickster*: many gnomes enjoy tricks and traps of a non-lethal sort. When setting up a trap to embarrass or harass someone, take a trait bonus.
- *Instinctive Alchemy*: you have a natural feeling for how to combine essences, powdered minerals, reagents, and so forth. You have no formal training, and your methods may turn the hair of 'real' alchemists white, but you do get results. Take a trait bonus to try to make up any sort of alchemical mixture on the spot. This does not extend to creating outright 'magical' potions! You can create oils, reagents, acids, explosives, and so forth, but nothing that would violate the normal laws of nature (such as potions of levitation, invisibility, etc.).
- *Tinkerer*: you are skilled at making all sorts of devices and performing minor repairs. You may improvise devices using your INT or DEX to create effects with appropriate description. With access to proper tools, you may repair the results of minor consequences to weapons and armour (straighten dents, sharpen weapons, fix broken arrows, etc.).
- *Everyone's Friend* (heroic scale): gnomes normally have good relations with most other races, and you exemplify this. Gain a trait bonus when interacting with any race toward which gnomes are not traditionally hostile (e.g., all but goblins, orcs, other goblinoids, trolls, ogres, and giants). Of course, the GM may expand the list of "traditionally hostile" races.
- *Natural Illusionist* (heroic scale): you may create minor illusions. Take a trait bonus to mislead someone when disguising or concealing an object or yourself.

HALF-ELVES

- *Fey-Blooded*: gain a trait from your elven parent type. If you have or take the *Pass For...* advancement with this, it must be to pass for an elf of your parent's type.
- *Magical Talent*: choose a first-level magic user spell (a cantrip if cantrip rules are being used). You are capable of casting this spell at will, but must make the normal casting roll. This does not provide you with a trait bonus for casting other spells. You may take this advancement multiple times, choosing a different spell each time.
- *Pass For...*: choose one of your parents' races. You look decidedly more like one than the other, making it harder for others to discern your true nature, even including full-blooded elves and humans, and other half-elves.

- *Child of Two Worlds* (heroic scale): you have come to be accepted and at home in both elven and human communities. This replaces the half-elven *Two Kin But No Home* base trait; you may pick another non-heroic advancement in addition when you take this. Gain a trait bonus when interacting with either elves or humans; when helping elves and humans communicate with each other, take this as a half-level bonus when used as a secondary trait.
- *Feet in Both Worlds* (heroic scale): due to your combination of human and elven blood, you have developed the second sight, allowing you to see magically disguised things for what they are. You gain resistance to illusions and invisibility spells.

HALF-ORCS

- *Animal Understanding*: from your Orcish ancestry, you have an innate understanding of pack dominance and submission. Use this for a trait bonus when interacting with pack/pride/herd/etc. mammals, such as wolves, lions, dogs, cattle, horses, and so forth.
- *Strength Comes in Many Forms*: something in the combination of Orc and Human in you has made you unusually difficult to control. You may regenerate 3 MHP as a minor effect on any action. If you have mental or emotional control effects on you, you may buy them off without needing further reasons, simply by paying the appropriate cost in effect points from a successful action.
- *Taunts & Insults*: growing up as a half-orc, you've been exposed to a lot of taunts and insults. Take a trait bonus when attempting to make someone angry or insult them, and to resist the taunts and insults of others.
- *Best of Both Worlds* (heroic scale): you have gained superior control of your warring natures, learning to set them against each other in ways that help you. You may take a trait bonus when interacting with humans, orcs, or other half-orcs (but not huruk). Further, when attempting to inspire humans, orcs, half-orcs, or a mixed group of these races by your actions, gain an additional half-level bonus when using this as a secondary trait.
- *Tough and Hardy* (heroic scale): gain resistance to disease, pain, and poison.

GENERAL RACIAL ADVANCEMENTS

The following advancements are available to all characters, regardless of race (yes, humans too!).

- *Racial Lore*: you know the stories of your race - a combination of history and legend. This is similar to a bard's legend lore, but focused on your race. If you are a half-breed or of mixed blood, choose which of your ancestor races this is for. You may take this more than once in such a case.
- *I Know My Homeland*: choose an environment type that your race inhabits from the list below. You have a trait bonus for surviving off of the land when traveling through such an area, and are familiar with the flora and fauna native to them. In addition, when in your homeland itself, this serves as a trait bonus to know where settlements are, their customs, and so forth.

badlands, deserts, mountains, plains, seacoasts, tundra, undersea (shelf area), undersea (deep sea), woodlands

You may only have one homeland. Knowledge of additional areas should be taken via -craft traits (e.g. *woodcraft*) and such advancements as *widely travelled*.

CHAPTER 3: WICKED BARBS, WITHERING GLANCES, & THE CUT DIRECT: SOCIAL COMBAT

The existence of Mental Defence and Mental Hit Points opens up a great deal of new territory in *MONSTERS & MAGIC* that most old-school games leave to GM fiat. However, this also means that many GMs coming to *MONSTERS & MAGIC* from other games do not have experience in working with a system that supports social combat in the mechanics.

Characters can have traits and advancements oriented toward social combat—or, thanks to the flexibility of traits, can use ones that were originally meant for other things for social combat! Add in effects, consequences, and social weapons and armour, and you can have richly detailed social interactions moderated through the game mechanics.

Carry this forward with social spaces, socially-oriented NPCs and monsters, and social-focused encounters such as trials, gambling, and so forth, and you can focus entire scenarios around social combat. This chapter will help show you how!



Giving Up Before Giving Out

In social combat, it's very important to remember that few opponents will 'fight to the death'. The effects of being taken to zero MHP are severe, and the random guardsman who the players are being questioned by in the street is unlikely to want to risk them, nor is the foppish nobleman trading quips at a banquet.

Just as in physical combat, an opponent may choose to surrender when they see that defeat is inevitable. Exactly what this takes is up to the GM's idea of how determined the character in question is. It can be useful to run social combat with an **incremental contest**, as described in the core *M&M* book (p 48-49). In such a contest, each 'combatant' is trying to accumulate effect points toward a pre-specified total.

Example: Idris, a 4th-level halfling mercantant, is trying to get into the Duke's palace with two other player characters. They encounter a 3rd-level human fighter guard who we'll call Alys. Idris has a 16 (+6) CHA and 13 (+1) WIS, with 17 (+5) MD and 39 MHP. Alys has 12 (+1) CHA (the ones on palace duty tend to be the politer and more presentable ones), 15 (+4) WIS (primary WIS using the *Varying Primary Attributes* option, p 119), 17 (+7) MD, and 22 MHP. This could be tough for Idris!

However, Idris and his companions aren't going to have to do 22 MHP of damage to Alys—she's not *that* dedicated! She does have good reason to be cautious, though, so the GM decides it will take the same total as an extreme effect to get her to let the group in. Thus, this will be an incremental contest with the goal of reaching 15 effect points.

The GM declares that Alys is trying to subtly intimidate Idris while requesting to see his papers. The GM rolls a 12 for her, adding CHA +1 and one trait (*piercing glare*), for a total of 16.

Idris' player Rhianna chooses to have him search his pockets for the necessary papers, making polite excuses while he sizes up Alys, using his *I've Got What You Need*

advancement. She rolls an 8, adding in WIS +1 and the trait for a total of 13. This isn't looking good, but Julian says he's having his Yisisir Wandering Sage Apprelan assist, using his *Did You Know...?* advancement to name-drop the official in charge of issuing the passes. The GM agrees this makes sense.

Apprelan doesn't have a relevant trait, but he's using his INT +6, and gets to assume an 18 on the roll, for a total of 24. The GM chooses to consider this to be somewhat uncommon knowledge, and this to be a stress situation, and sets a difficulty of 20. Apprelan's 4 effect points become a bonus to Idris, pushing his total to 17, against Alys' 16—one point. Idris has only a gleam of an idea of how to pursue talking to Alys, getting a +1 momentary bonus for next round.

The next round, Rhianna decides to have Idris turn on the charm, using CHA. Her roll is only a 9, but Idris' CHA boosts it to 15, and Rhianna has him use *I Know Just the Guy*, now that he's been reminded who the guy to know is! With the +1 from last round, that gives Idris a total of 20. The GM rolls for Alys, using her WIS and *following protocol* traits and getting a total of 18. Apprelan goes to pitch in again, but the GM offers Julian a hero point to have Apprelan's efforts be unhelpful due to his *Snake-Eyed* trait. Julian accepts and tells Rhianna "Sorry, you're on your own!"

The third round sees luck swing Rhianna's way, with a roll of 15, giving a total of 25, while the GM rolls a 6 on the dice, for 13 for Alys! That's 12 effect points, one short of what Idris needs, so Rhianna chooses to spend a hero point to buy the extra effect point. "All right," she says, "the guard tells us to go on, but we need to get new passes as soon as what's-his-name's office opens in the morning. She'll get an extreme consequence of *Believes Idris Is Supposed to Have a Pass*."

The GM taps his chin. "No. I'm spending a hero point to declare that she takes a major consequence of *This*

Could Risk My Job Either Way and a minor of *He's Probably Okay*. Alys says, 'All right,' then brings out a little bell and rings it. A few moments later, a page shows up. 'Martin,' she says, 'please escort these visitors about their business. When they are done, take them to the front gate.' He responds with a 'Yes'm,' and then turns to you all expectantly."

Now, the players would have the option of engaging with Alys further, to try to create additional consequences on her, or even attempt to take her out mentally completely. But she's proven to be a tougher opponent than they anticipated, and maybe it'll be easier to persuade the page to let them unescorted, or to distract him while one of them does something....

Players may also make this choice in social combat, choosing what level of effect they want to try to fight to. Note that a player can't choose to fight to a level of effect they don't have scale for—thus, while a 6th level character could choose to 'fight it out' to a heroic

effect level (20 effect points accumulated), they could not choose to require an epic effect level to persuade them.

When this choice is made, the effect points generated do not count as MHP damage to either side—they're simply wearing down the side's momentary resolve. Either side could, however, choose to opt out of the contest and instead escalate to full social combat. A physical combat analogy would be two characters staging a mock battle to see which would win a fight, with them both pulling their blows. At any point, either could decide to start *really* fighting. In the same way, when two characters are having polite social discourse, either could decide to 'take off the gloves' and escalate.

Let's imagine for a moment that Alys had won the above contest, and the GM placed an extreme consequence of *Your Presence Will Be Reported* on Idris. The players could choose to have their characters openly threaten Alys, promising payback if they are reported, attempting to either get an extreme effect and remove the consequence (assuring Alys' silence), or reduce her to below zero MHP and have her concede in order to stabilize mentally.

Talking the Villain to Death

Of course, the extreme of mentally 'taking out' a villain, either by reducing them below zero MHP or by inflicting an extreme or better effect that 'takes them out', still remains an option. If the players seem to prefer doing this over allowing random NPCs to engage in incremental contests as described above, then they should learn that turnabout is fair play, and villains can try to talk them to death as well.

When doing this, it may make sense that a PC's traits might actually help the villain. Normally, you can only use your own traits for a bonus, or traits of objects or persons under your control (such as your magic items, sidekick, and so forth). However, there are ways around this. Within the rules, a villain could notice a PC's trait, then attempt to create an effect using that trait to help out on their attack. If the trait should not be obvious to the villain (the PC is not known for it and hasn't displayed it to the villain), then discovering such a trait should require a roll against the PC's Mental Defence, at the least. If the trait is well-known or has been displayed, then we recommend that the villain be allowed to roll against difficulty 15 to attempt to create an effect based on it.

Of course, players can do the same to villains, and both attempting to "feel out" the opponent can be an interesting part of the game,

especially if the PCs and villain(s) are placed together in a social setting, such as a banquet, dance, tournament, or so on. Depending on the setting, this can also suggest other ways for the PCs and villains to humiliate each other or trip each other up (possibly literally, at a dance).

We don't recommend that mental 'kills' be allowed via social means. While by the rules, a character reduced to -10 MHP is 'defeated' and can no longer be an adventurer, that's not a very exciting outcome for the player. It may be more fun from a campaign standpoint to heap consequences on the character and leave them still 'alive'. Just as with the death of a sidekick, this situation may be one where a player can voluntarily take on 'extra' consequences beyond the usual three permitted, or consequences of higher scale—which will be correspondingly hard to remove, possibly requiring a quest or removal over time by degrading the consequence to lower levels gradually.

Such consequences could well be specific—for example, *I Failed to Save the City of Dannerval*. This could result in reaction modifiers when dealing with the former citizens of Dannerval or their relatives, and the GM could create complications stemming from it for hero points (for example, the one Healer in town refuses to help the hero).

Means of Persuasion

How a character attempts to persuade someone matters in several ways. It can dictate which traits can help, how existing effects and consequences can come into play and what new ones can be created, what attributes are relevant, and, as just shown, how the target chooses to resist.

Some common means of persuasion are:

Bribery: the promise of illicit funding.

Fast talking: attempting to confuse someone in order to weaken their resistance, and/or to make them believe an idea was their own.

Flirtation: the promise of potential future romantic or sexual rewards.

Inspiration: setting an example for others that makes them want to emulate you. This doesn't have to be uplifting—they could be motivated to emulate you from jealousy, and the things you are

inspiring people to do could be bad (for example, inspiring others to also take up a career of banditry).

Intimidation: the use of vague and unspoken threats, often in the form of blackmail.

Logic: attempting to demonstrate that a course of action needs to be pursued because it is the most reasonable choice available, or to show in logical fashion that the potential rewards outweigh the risks.

Open Threat: telling someone there will be unpleasant future consequences if they do not acquiesce. This may include blackmail, when it is being spoken of openly.

Payment: offering monetary rewards, or other rewards in the form of tangible wealth.

Torture: actually inflicting pain, either emotion or physical, on the target.

Trading Favours: promising a future favour in return for current help, or ‘calling in’ an owed favour. The favour does not need to be expressed as such, nor necessarily be spoken of openly.

Of course, there are other possible means, and these means can be combined—for example, intimidation might be used to start with, then supplemented with a bribe to soften the target’s feelings toward the persuader—or to set up for a later open threat of revealing the fact that the target took the bribe!

Players should indicate in a general fashion what means their characters are pursuing, and the GM should use this to guide them in judging what attribute, traits, etc. will be useful when the rules do not already provide clear guidance. The GM may also wish to consider

what the characters are using in their persuasion attempt: for example, an offer of a bribe will be more effective if more money is offered, but that also needs to be judged against the risks of discovery and the target’s wealth—it will take more money to sway a rich character than a poor one.

The traits of NPCs come into play here as well—someone who is scrupulously honest is likely to refuse a bribe, even if it is very significant (and indeed, might be more likely to refuse a large bribe than a very small one, which could be cast as a gift or mere politeness—e.g., taking the honest official out to lunch to talk to him might be more effective in helping to persuade him than offering him a hundred gold pieces).

Social Space

A concept that can be useful for abstracted social combats is that of *social space*. To put it simply, just as a dungeon is usually structured so that you have to fight through a bunch of underlings before you get to the big bad, you may have to deal with several other people before you can get that audience with the Queen you’re actually looking for.

The GM can map this out, just as one would map out a dungeon. The first ‘room’ might be getting invited to a formal event held by one of the nobility—or successfully crashing the party! Once there, the PCs might need to hold off a former guardsman who’s now part of the host’s staff and who recognizes their Thief as a suspect wanted for questioning, while making their way through a crowd of curiosity-seekers who want to ask where their Mage got that simply *divine* staff, in order to get to their actual target: the Queen’s dowager aunt, who can possibly get them on the Queen’s calendar....

More complex situations might involve trying to move others around on a map—say, back and forth on a series of boxes representing how they’re leaning with regard to accepting a peace treaty that the PCs have an interest in. Such maps can also take

the form of a flowchart with multiple routes—perhaps to get that audience with the Queen, the players have a choice of approaching the Old Duke, a military man who in his latter days is seeing enemies around every corner; the dowager aunt above, who is free and friendly, but very flighty and hard to keep the attention of; or the Master of the Stables, who has no real influence, but might be bribable to make the Queen’s route on her morning outing intersect with the PCs.

Essentially, such a setup is a dungeon that you can’t use force in, or need to use force carefully and sparingly. Carrying the analogy out, there could be traps (you crashed the party—but they were expecting that, and you’re shown up and publicly embarrassed!), secret doors (if the players make the WIS check, they realize that the seeming young servant girl is actually the Princess, who has snuck out of her room to watch the party), dead ends (“Oh, no, I can’t help you with that. I used to have influence, but....”), and other such features. It all depends on how complicated you want to make things!

The Man Who Would Be King—Socially Significant NPCs

A traditional dilemma of fantasy RPGs is the trope that the *TV Tropes* website colourfully names “authority equals asskicking”—namely, that the higher someone’s position is, the more personally powerful they should be. This, however, results in certain problems: for example, if the King is the highest authority in the land, and therefore the highest level character around, why doesn’t the King just go hunt down monsters himself? Or if the Lady is a powerful magic user, why doesn’t she use her abilities to track down the bandits plaguing the forest road instead of hiring some adventurers to do it?

In the real world, of course, authority and personal power do not correlate that well at all—and there’s no reason why they need to in a fantasy world. Instead of the monarch wielding vast personal power, they wield the power of the State: there are many thousands of people who will willingly follow their command, simply because they *are* the monarch.

In game terms, what this means is that powerful NPCs don’t have to be high level. Instead, if you wish to represent their abilities in game terms, they can be given powerful effects, relationships with other characters who might be of greater personal power, and so forth. In a way, these are like magic items—just as treasure points given out by a GM are arbitrary and don’t necessarily have to relate to the level of the characters receiving them, in the same way, the Office of Kingship is a sort of virtual magic item which can be bestowed on someone, giving them access to abilities that may be beyond their personal scale.

Example: Phenaella is the Duchess of the Southern Isles, a loose agglomeration of several islands that belong to the Kingdom of Drommallen. Her father died young and without male issue, resulting in Phenaella becoming Duchess while little more than a girl. Her personal statistics are:

Phenaella, Duchess of the Southern Isles

Level 2 Arbiter (statted as henchman)

Elf-Blooded Human

Str 8 (-1), Dex 14 (+2), Con 11 (0),

Int 13 (+1), Wis 11 (0), **Cha 16 (+6)**

AC 16 (+4), MD 15 (+4); +3 from coronet against social, +3 from Guard against threats/intimidate

PHP 21, MHP 25

Dagger +1 (+1d4) C, **The Voice of Reason** +8 (+1d8 with coronet)

Racial traits: *Highly Adaptable*, *Quick Learner*, *I Can’t Trust My Advisors* (background), *Excellent Perception* (from elven blood)

Class traits: *Light Weapons*, *People Reading*, *The Voice of Reason*, *Social Circle* (noble courts), *It’ll Just Take a Moment*, *Light Armour*

Advancements: *Living in a Material World*, *Read & Write*, *Calming Presence*

Duchess: the Duchess of the Southern Isles commands the loyalty of the Ducal Militia, a fighting force around 2000 strong. It is

normally divided into four garrisons, one on each of the major islands; each of these is a 9th level 'army' (use the small army from *M&M* p 66, adjusted down one level). The Duchess does not personally command the army—that is done by General Dame Melisandre, an 11th-level Knight Errant.

Further, the holder of the Ducal title has the epic effect **Duchess of the Southern Isles**, which is useful for commanding the loyalty of the people and nobility of the Southern Isles, getting the ear of the King, creating effects to subinfeudate (creating Earls or Barons), pronouncing legal judgements, and so forth.

Right now, however, Phenaella also has the countervailing extreme consequence **Young and Untested**, which puts her under increased scrutiny in using her Ducal powers. This could also potentially be used by plotters seeking to take the Duchy from her to aid in removing *Duchess of the Southern Isles* (which would require an epic effect to do, of course).

Ducal Guard: Phenaella is normally accompanied by the Ducal Guard:

Level 7 Elite Band, AC 26 (+14), MD 18 (+7), PHP 42, MHP 70, Move 9 (-1)

Str 16 (+6), Dex 12 (+0), Con 14 (+2), Int/Wis/Cha 10 (+0)

Halberd +13 (+1d10) R, **Crossbow** +7 (+1d8) SM, **Stand Down** +13 (+1d6)

Motivation: *Protect the Ducal Family*

Actions: *Be Suspicious of Everyone*, *Scout the Area Before Moving*, *Divide and Conquer*, *Form Defensive Ring*

Monstrous Effects: *Saving Maneuver* (when present in combat with a member of the ducal family, the Guard may lend its AC to and take PHP damage for them), *Bolster Confidence* (against threats of violence or intimidation, the Guard can lend its MD to the Duchess, and may absorb MHP damage for her)

Symbols of Office: the Ducal symbols of office are the **Coronet** (+3/+1d8), the **Sword** (+2/+1d6 social, +1d8 physical), and the **Seal** (grants +1d4 to documents sealed with it).

Phenaella does not normally carry the sword or seal; thus, they are not included in her stat block above.

So, rather than inflating Phenaella personally to a high level, she's been granted a few 'non-magical magic items'. In particular, the Ducal Guard makes it easy for her to hold her own in combat if attacked. The Ducal Coronet effectively adds about four levels to her as far as her *The Voice of Reason* ability goes. A GM could also give her some actual magical items from the store of treasure the ducal vaults undoubtedly hold—perhaps some sort of protective ring, a magical dagger instead of the regular one here, and a few potions to give surprises to anyone contesting with her.



Free Action or Attack? Social Combat on the Battlefield

Since time immemorial (or at least since the advent of written fiction), characters have been able to speak volumes while taking on physically challenging tasks. This notion was further popularized in the comic book medium, and became a standard of roleplaying games when *D&D* declared that talking was a free action. All of the above have contributed to the rise of heroes and villains who are able to carry on in-depth conversations and make quips during combat situations. This has been elevated to an artform with characters who can affect the tide of battle *because* they just won't shut up during a physical conflict. This section will provide some insight on how to incorporate such elements in your gameplay.

Simply speaking is a 'free action', although the GM may impose reasonable limits on how much can be communicated. Speaking with intent to socially attack someone is a bit different, however—it requires that you gain their attention and keep it, which can be difficult in the thick of battle. For most characters, making a social attack during combat requires using their action to do so; the Duelist class is an exception, with their *Taunts & Insults* class trait. Non-duelist characters may take personal traits to be able to do the same thing (or could potentially multi-class into duelist).

As noted above, NPCs often will not socially 'fight' to the death—and this applies even more so to those who are also losing a physical combat at the time! While it's not strictly "by the rules," I personally often count physical damage as counting half toward reducing MHP as well, for purposes of getting opponents to surrender. Thus, an opponent who has take 42 PHP would count as already being reduced by 21 MHP when considering a mental attack trying to get them to surrender. Of course, this presumes that it appears that surrender will let them survive—if they know they're in a fight to the death, they'll keep going as long as possible!

When Actions Speak Louder Than Words

While the above section mostly discusses characters who use the gift of gab to make social attacks while fighting, there's no reason that a character must speak in order to take part in social combat. This can range from the menacing—a darkly cloaked figure who stalks unflinchingly forward and does not react to any of the actions taken against them, to the comedic—a young guard fumbling about because a beautiful woman bats her eyes at him in order to cause a distraction for the thief sneaking up on him. Thus, players may encounter menacing or seductive characters who might give them pause in a combat situation, and who manage to do so without saying a word or using magical powers. Of course, players may also attempt the same with any NPCs they come against. As the old adage says, actions speak louder than words.

Of course, this can also backfire, especially against a target with very high Mental Defence. When a player tries this after physical combat has already begun, the GM is perfectly justified in using consequence points from a failure to inflict either mental or physical damage and/or consequences—to put it simply, the target may just ignore the attacker's verbal jabs and take advantage of them to help them get in a physical attack. (Or, consequence points could be spent to create effects helping the target—the attacker has managed to rile them up, but not in the way they wanted!) In *TV Tropes* terms,

this is a “Shut Up, Hannibal!” or “Shut Up, Kirk!” moment, often overlapping into “Talk to the Fist”.

Speaking of tropes, social combat in battle can also result in the “Kirk Summation”, when the heroes make one last attempt to get a villain to surrender, convert, or otherwise change their ways. Within

the rules, this is the heroes attempting to mentally take out the villain, either by reducing MHP below zero or by creating an effect that will take them out. Of course, also working within the rules, the villain may later heal back to positive MHP, or buy off the effect that took them out, resulting in a villainous relapse.

Arrests, Trials, and Other Legal Skullduggery

Player characters in RPGs have an unfortunate tendency to run roughshod over anyone and anything in their path... often including innocent bystanders, law enforcement, and sometimes even nobles or other legal authorities. This can, of course, come back to haunt them. PCs also tend to make enemies, who may attempt to use the legal system to get at the PCs by making false or dubious charges against them.

Of course, all of this can involve social combat! The city watch coming to arrest the PCs can make social attacks against them to try to get them to come along quietly; the PCs can in turn make social attacks against the watch officers, trying to persuade them that they have the wrong people, or that it's a misunderstanding... or even simply to allow them to dispatch a messenger to a friend before taking them to jail.

In jail, a PC can strive socially against the guards and other inmates, and can make social actions via intermediaries, trying to be allowed to post a bond, get a high official to intervene, and so forth.

Ultimately, things are likely to come to a trial... and this is where things get interesting. Historically, medieval legal systems were quite simple—the accused was brought before a noble with the right to judge the crime, or a judge designated by such a noble. The noble would pronounce judgement, based on the evidence presented to them—which might have been presented beforehand, and the accused might or might not be allowed to speak. There was no concept of ‘presumption of innocence’ in most places.

That, of course, was justice for the poor and powerless. Those of noble rank had a right to be judged only by another noble of higher rank, and would almost always be allowed to know the charges and to speak against them. Nobles also had the right to trial by combat in much of historical Europe, fighting their accuser to see whose side God would choose by allowing them to vanquish the other. Women, children, and the elderly had a right to use a Champion instead—at least, if anyone was willing to be their Champion. The King or Queen often had a Champion as well, for cases where they were not making an accusation personally, but in their role as ‘the State’.

Anyone could ask for a ‘trial by ordeal’, facing some difficult or impossible task such as carrying a red-hot iron bar nine feet bare-handed, or walking across a similar distance of hot coals. In some places, the requirement was to do so without injury, while others followed a more feasible rule of requiring the injury created to be examined immediately after the trial, then again a few days later; if the wound was healing well on its own, this was considered a sign of divine favour and innocence. While fire was the traditional ordeal, those accused of witchcraft or demonolatry were often given an ordeal by cold water, such as being bound and placed in cold water to see if they would sink. This stemmed from the idea that demons, dwelling in flame, could protect those loyal to them from fire, but not from water.

In many towns and cities, guilds negotiated with the ruling noble for the right to try their own members for certain crimes, and sometimes the right to try others—for example, for passing stolen goods, importing without a license, and other crimes against the guild's prerogatives. As respected members of the community, ranking guild members would also likely be better treated in the legal system, allowed to either speak in their own defence, or have others speak for them. Clergy had similar rights everywhere.

Let's Kill All the Lawyers

Just like real life, lawyers can be a great hindrance to PCs, especially if they are corrupt or carry a vendetta against certain types of crimes. If a trial is going to be a major element, the GM may wish to stat out both the prosecutor and defence attorney, and possibly the judge as well. This then allows the players to attempt to research information about them that might be of help or hindrance. (“The judge is prejudiced against halflings. We can't let Bilbo take the witness chair!”)

Arbiters, wandering scholars, religious scholars, or inquisitors make good sense as classes for lawyers. The default lawyer listed in *Services* has a +6 attribute bonus and another +4 bonus—most likely indicating a 3rd-level character with an additional helping trait. Magicians and clerics might think that their ability to reveal the truth with spells would be highly useful in court, but it's likely not to be, since it's quite possible to make spells that appear to show the truth but don't. An exception might be an ecclesiastical court, which might *only* allow clerics of various sorts to practice!

Which brings us to lawyers. Starting as professional pleaders, by the Middle Ages lawyers were regulated in many areas, being required to prove knowledge of the law and to swear oaths to not make false pleadings. With the rise of written law and formal court systems (as nobles increasingly appointed judges instead of hearing cases themselves), lawyers became more important. Many also acquired a secondary business in writing legal documents, such as wills, deeds, and so forth, and in handling such affairs for others.

Of course, having a noble simply pronounce judgement doesn't leave a lot of room for player action. Thus, GMs may want to give campaign areas a more modern legal system, with all cases having formal charges, the right to defence, and so forth. The presumption of innocence is less important in terms of how the trial is conducted, but can be very important to the accused!

Normally, a trial should be conducted as a social combat, or series of social combats. Depending on how complicated the GM wants things to be, witnesses could be questioned in individual social contests, creating effects and consequences for the prosecution and defence. The accusation itself should be treated as an effect, with more horrific or morally outrageous accusations being stronger ones (thus the popularity in medieval courts of such accusations as cannibalism, child murder, incest, and so forth—unfortunately, even today, the more horrific the crime of which someone is accused, the more likely it is that people will assume they must have done it). The social rank of an accuser can also be an effect—look at Phaenella's *Duchess of the Southern Isles* for an example of such a social rank effect.

Evidence for or against the accused can likewise be treated as effects. The PC can plead their own case, or hire a lawyer to do so (see *Services*, p 110). If a lawyer is hired, they can be counted as either assisting the PC or the PC as assisting them. (Unless, of course, the prosecution manages to get an order preventing the PCs from speaking in court because they could cast spells on the judge or others....)

If magic is allowed in court, it will likely be in the form of court-appointed magicians, who hypothetically do not favour either side. Due to the high cost of magic, high-level magic would generally be reserved for when a case is considered important or infamous. Low-level spells might be used more routinely... but using spells to negate those effects might be common as well. Ultimately, unless the GM simply wants to avoid having a trial, magic should likely be kept out of court. Good reasons for doing so include that magical 'truth spells' can be faked (from either end—the caster pretending to cast a spell or casting a modified spell, or the witness being magically defended against such spells), and so can magical evidence-finding. Consider the differences between the practice of CSI on TV and that in the real world for instruction.

In the end, barring such things as a witness breaking in court ("You can't handle the truth!"), revelations that someone else did the crime, or so on, the trial comes down to a check to determine the judge or jury's verdict. The base difficulty is set by the GM, considering the judge's attitude, whether the system considers the accused innocent until proven guilty or vice-versa, and any other factors the GM considers. Alternatively, in a formal system with both a prosecutor and a defender, it may be a contest rolled between the two of them.

The effect or consequence points determine the outcome: if the prosecution/accuser wins, they may spend effect points to place effects of sentencing, fines, and so forth on the defendant. If the defense wins, effect points might be used to cancel or reduce negative reputation effects, require the accuser to pay some or all of the legal fees, or create consequences such as the accuser being placed on trial for a false accusation!

The GM may wish to add other legal system oddities, such as the Scottish Verdict ('Not Proven' vs 'Not Guilty'), suspended sentences,



exile, or the ever-popular Dirty Dozen adventure ("You'll be forgiven your crimes if you survive this....").

Reputations—Making and Breaking Them

As mentioned above, reputations can be treated as effects. Alternatively, they could be handled as 'magic items' (perhaps literally, with PCs buying them by spending treasure points on sending bards out to sing their praises...)

Like any effect, a reputation can be removed by spending enough effect points through an action that the GM agrees could logically remove the effect (and acting with appropriate scale, if needed). We recommend that reputations be treated as degradable effects, so

that they can be lessened (or increased!) through expenditures of effect points.

A reputation could also be part of the fallout from a social combat, especially when handling them at scale in the abstract. A character could get a reputation as someone to avoid, or as a shrewd bargainer, and so on. This ties especially into the concept of success with consequences, as discussed on p 118.

The Social Web: It's All About Who You Know

When there's a lot of social interplay going on, particularly on a grand scale, the GM may find it useful to map out who knows whom, along with what effects and consequences are in play. A large sheet of paper and some index cards or sticky notes can be very useful for this—the index cards and sticky notes make it easy to make alterations during play. This doesn't have to include just characters—it could include organizations, gods, political divisions such as baronies or nations, intelligent magical items, companion animals, or even ideals. Essentially, anything that you want to keep track of relationships to and between.

For a campaign based on a theme, consider the theme when you're deciding what to include. If the theme is pirates, famous ships, captains, treasures, and so forth make sense. For a game of political intrigue, titles, noble houses, generals, chancellors, and such would be on the map; and for a campaign centered around knights, ideals such as justice, charity, honor, and so forth.

Optional Rule: Promises

If the social side of your game is important, you may wish to allow characters to make promises with mechanical effects. With this option, a promise is somewhat like a goal, but unlike a goal, it works like an effect instead of a trait.

For this system, a promise is a pledge to do or not do something specific, and which can be accomplished in a limited time frame. A promise may be made to a person, or it might be made to an organization or group, or even to an ideal—for example, a knight might make a pledge to his lady, or to the people of a village, or even to Chivalry as a concept.

To make a promise, a character makes a roll against their own INT, representing their ability to rationalize away not having kept the promise, or legalistically loophole their way around it. Traits may modify their INT for this. The roll can be made with their WIS, if they are holding themselves to an ideal or are not emotionally involved with the promise; or with their CHA, if they are either making the

promise as part of an effort to persuade someone, or are emotionally involved with the subject of the promise somehow. In case of doubt, the player may choose which to use. Again, traits can modify this side. Some traits may be able to factor in on both sides; in this case, they can either be ignored or not. Mechanically, it makes no difference.

If a character willingly makes a promise, but fails the roll, they suffer no consequences, other than the fact that the 'promise' they have made has no mechanical benefits.

Promises may also be extracted from people. Doing so requires overcoming either their Mental Defence or INT as above, whichever is better, to create an effect which is the promise. Note the possibility of consequences here!

Once a promise has been created, it may be used as an effect. Promises are particularly useful for overcoming mental or social obstacles seeking to dissuade one from the task the promise involves. The effect remains until either the promise is accomplished (note as above, that the promise must be something that can be accomplished in a limited time frame in order to count for this mechanic), the character decisively fails to accomplish it, or the promise's effect is removed.

Gaming and Gambling: When to Hold 'Em and When to Roll 'Em

Be they wanting some downtime from adventuring, in need of some quick cash, or just looking for some sort of outlet for all their gold, PCs will often turn to games of chance. From a meta perspective, it can be rather confusing 'playing a game inside of another game', but in a post-Inception world, we think a well prepared GM can totally handle situations like this.

Of course, the game need not be handled in any detail—it's best to play it out via checks, rather than try to make the players actually play some game. This prevents player skill from being the defining factor instead of the skill of the characters.

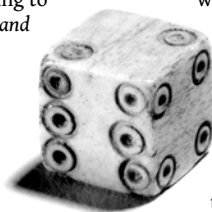
A fair game that involves skill should be played as a contest, either simple or incremental, depending on how much the GM wishes to stretch it out and allow for the generation of effects and consequences in the course of the game. If money is involved, the GM should set beforehand how much the PCs can win or lose, either as fixed amounts, or as a conversion from effect points.

A fair game that does *not* involve skill could be a simple die roll, or the GM could allow players to roll WIS against a difficulty (representing their intuition about when to bet and when not to), or possibly INT (if the character has some trait that would allow them to try to figure the odds or the like).

For unfair games, it of course depends on how the game is rigged. There should be a difficulty for the characters to realize that the game is being rigged. The game itself might simply have an effect on it representing the rigging, or might be impossible to win, requiring the characters to realize that it's rigged and take other action to get their money back.

Example: Maribelle has been challenged to a game of Hazards, a medieval dice game akin to modern Craps. Normally, this would be a game of pure chance. However, Maribelle's player says that she, being a mage, is going to try to surreptitiously influence things with a *mage hand* spell.

This, then, is a reverse case: the player is the one trying to rig the game! The player says that Maribelle is trying to distract the other players to keep them from realizing it, so the GM decides she will roll her CHA against the other players' WIS. Maribelle's player succeeds, gaining 11 effect points, for a major effect and a single-use +1.



A kept promise becomes a new effect as appropriate (and, of course, subject to GM approval). For example, the knight making a promise to his lady might create an effect on her when he accomplishes the task. A knight who made a pledge to a village to destroy a monster that has been plaguing it could create an effect on the village (this would require scale, of course), on an individual within the village, or even on herself, giving her a reputation boost from having slain the vile beast. The effect created is of the same magnitude as the promise was; however, a promise cannot be used as a "take out effect".

A failed promise generates an effect determined by the GM instead. This could be disfavour from the recipient of the promise, a consequence to the morale of the promise's maker, a temporary dip in reputation ("there's the knight who ran from the vicious Chicken of Bristol!"), or anything else the GM finds appropriate.

If you'd like promises to be a major part of your game, then we recommend granting characters extra slots to 'carry' promises and their effects/consequences, beyond the normal effect and consequence slots, or simply ignoring the normal slot limitations with regard to them.

Since several rounds are being played, the GM decides that each side will simply roll against the other in an incremental contest, seeking to get to 10 effect points first. The winner will receive 10gp for each point they end up with above 9 effect points. Also, now that the rolling is beginning, the GM reveals that the dice are, in fact, loaded, granting Maribelle's opponent a +2. If the contest goes on more than two checks, then Maribelle will get a chance to notice the loading... and the other players will get another chance to notice Maribelle cheating!

On the first check, Maribelle gets 9, plus her 4, plus her one time +1 = 14. The other side gets 10, plus their 2 = 12. Maribelle's up by two points! The second check sees Maribelle at 13, but the other side at 16, so Maribelle is down by one.

The contest has gone on more than two checks, so perception rolls are made. This time, Maribelle's player lucks out and rolls a total of 22 for her deception, while the other side gets only an 8! That's a 14-point difference, so Maribelle's player pays a hero point to boost it to 15, giving her an extreme effect. Rolling to see if she notices that the dice are loaded, the GM decides to give her a trait bonus, thanks to her using the *mage hand* to manipulate the dice. She gets a total of 19, one point less than the 20 needed to notice unfair dice. The player decides not to spend a hero point this time—she's not going to accuse them of cheating when she's cheating better!

With her new +6, Maribelle gets a 17, against an 11, and is now up by five. Halfway there! The next check sees her get a 20, while her opponents get only a 4 on the dice, giving them 6! That gives her 19 total effect points, for a win, and 100gp!

There's much grumbling as Maribelle takes her winnings, and the player announces that she's going to buy a round of drinks for everyone to try to soothe any hard feelings....

Other possible setups include:

Card games: some of these are games of chance. Those that are games of skill most likely rely on INT, or CHA for bluffing games. Someone cheating by trying to count cards would

be trying to create an effect with WIS (using that to represent perception, since INT is already involved), while someone doing card manipulations would be using DEX against the WIS of other players.

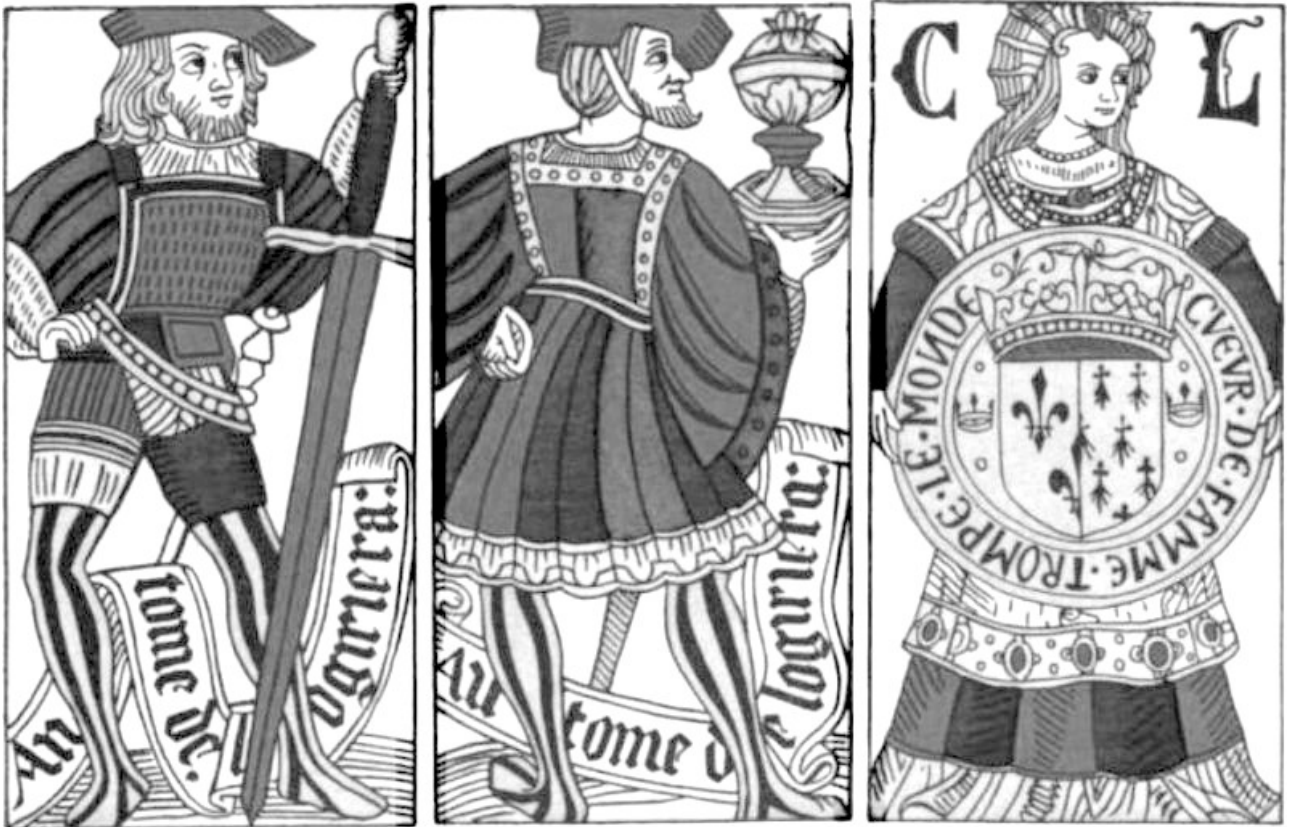
Drinking contests: CON is the obvious choice of attribute here, although traits of alcohol or poison resistance could make a big contribution! One might cheat by trying to spill some of their drink without others noticing (DEX, or CHA to distract), surreptitiously use magic (INT, WIS, or CHA, depending on method), or bribing the innkeeper to fix some of the drinks (CHA to persuade innkeeper, then WIS against a GM-set difficulty for others to realize).

Knife games: mumblety-peg, five-finger-fillet or the like are contests based on DEX. These are hard to cheat at without magic, although one could seek to either distract your opponent or get a

compatriot to—probably CHA against WIS, with a decent boost on the defending side.

Side betting: occurs with all sorts of activities—it could be on the outcome of a game others are playing (WIS or INT to try to figure out who's more likely to win), on the outcome of an election or other serious contest, or just on random happenings (such as which way a weathervane will turn next). Cheating would either involve magic (to affect the outcome, or in the form of prognostication), fixed contests, or elaborate schemes to find out the outcome before needing to place the bet (see *The Sting* for a classic example).

Of course, there's no end to the possibilities for contests that players could become involved in, including such things as formal tournaments, beauty pageants, races, and arm-wrestling—but the ideas here should help you with adjudicating any of them!



CHAPTER 4: EQUIPMENT

Adventurers often require odd or specialized equipment. Here, we present items ranging from the commonplace to the odd to the vaguely illegal, along with new weapons, armour, prices for services, prices and rules for purchasing information in the form of books and maps, and equipment for underwater use.

To round out the chapter, we have living expenses, some information about taxes, and a section on improvising equipment.

A note about the equipment lists in the core MONSTERS & MAGIC book

The riding horse, pack horse, and war horse are listed in *M&M*, but no entry is found for saddles or tack. We've therefore assumed that these items are included in the price of riding/pack animals, and have priced our animals accordingly.

A saddle and tack is included in our general equipment, but this is intended for instances where a character has obtained a horse (or other mount) by taming it or similar means.

Table 3: General/Adventuring Equipment

<i>Item</i>	<i>Weight</i>	<i>Cost</i>	<i>Comments</i>
Abacus	2	1gp	+1d6 'weapon' for doing calculations
Bag, small	-	1cp	Holds ½ a cubic foot, up to 50 lbs
Bag, large	-	3cp	Holds 2 cubic feet, up to 100 lbs
... leather	-	x10	same capacity, holds 4x as much weight
Bag, belt pouch	-	1sp	leather, holds ¼ cubic foot, up to 20 lbs
Bag, spell component	-	20gp	if GM requires. 5 uses, minor consequence to use 1
Beekeeper's hat	-	2sp	keeps bees and such from stinging your head and face
Bullseye lantern	2	10gp	shuttered lantern which lets out light on one side
Cage, small	5	1gp	rabbit, chicken, small dog; see below
Cage, large	20	5gp	large dog, person (not suitable for long-term!); see below
Caltrops	2	1gp	+2d4 'weapon' to deter pursuit; can cause PHP damage
Chain	4	3gp	10 ft; holds up to 1000 lbs; extreme consequence to break
... heavy	8	6gp	10 ft; holds up to 2000 lbs; heroic consequence to break
Chest	25	5gp	brass-bound wood with simple lock; see <i>Chest</i> below
Cloak, oilskin	2	3sp	for heavy rain; hooded
Cloak, weighted	3	1gp	see below
Clothes, normal	2	5sp	merchant's or guildsman's, fitted; includes normal cloak
Clothes, rough	2	5cp	peasant clothing, not well-fitted
Clothes, winter	4	1gp	+5 to resist cold
Crowbar	12	15sp	4 ft steel; see below
Dice	-	1sp	
... unfair		1gp	+2 effect bonus; difficulty 20 to notice
... very unfair		5gp	+4 effect bonus; difficulty 15 to notice
Gloves, heavy leather	-	1gp	+2 armour for hands; not cumulative with other armour
Grappling hook	2	15sp	attached to rope, gives +1d10 'weapon' for climbing
Ladder, rope	20	2gp	25 ft; holds up to 1000 lbs
Lock, simple	-	2gp	difficulty 15
Lock, average	-	10gp	difficulty 20
Lock, good	-	20gp	difficulty 25; double price for each +5 difficulty, limit 35

Mirror, steel and silver	3	30gp	extreme consequence to ruin
Playing cards	-	2gp	see below
Saddle and tack, pack	20	4sp	for pack horse or mule
Saddle and tack, riding	20	4sp	normal riding saddle
Saddle and tack, war	22	6sp	high-backed and reinforced for lance use
Safe, small	30	40gp	w. average lock; 1 ft cube; see <i>Safes</i> below
Safe, large	600	1000gp	w. good lock; 3 ft x 2 ft x 4 ft; see <i>Safes</i> below
Scroll case	-	1sp	wooden tube, holds up to five pages
Shackles & chains	2	5gp	with simple lock; 25 difficulty STR or DEX check
... heavy	3	10gp	with simple lock; 30 difficulty STR or DEX check
Silk rope	5	10gp	depleted on a major consequence
Skeleton key	-	10gp	+1d6 'weapon' to open locks
Steel lockbox	10	20gp	w. average lock; see <i>Lockbox</i> below
Sunstone	1	10gp	+1d4 navigation 'weapon'; used to find sun behind clouds
Tent, 2-person	10	5sp	wood frame with waterproofed canvas
Tent, 5-person	15	1gp	wood frame, teepee style, waterproofed
Tent, pavilion	100	5gp	30 ft x 10 ft area
Trap, bear or man	3	5gp	see <i>Traps</i> below
Trap, small animal	2	2gp	see <i>Traps</i> below
Vial, glass	-	2gp	breaks when thrown or on minor consequence
Vial, steel	-	3gp	glass and leather lined; major consequence to break

Bags: cloth bags are canvas or burlap. Leather used is thick leather. Cloth bags used to store sharp objects may tear open on a minor consequence. Belt pouches are much sturdier than the weight one can comfortably carry in them—don't forget that medieval pants don't have belt loops, so a heavy belt pouch will cause a belt to slide down quickly! In practical terms, two belt pouches can be worn on one belt.

Deliberate use of sharp instruments (like, swords or axes) can tear open cloth bags on a minor effect, leather on a major effect.

Bag, spell component: for GMs who want to require material components, but don't want to bother with the bookkeeping to track them individually. A spell component pouch has 5 'uses', one of which is depleted on a minor consequence/effect. Spell component bags are tough; it takes an extreme consequence to tear one open. They are also normally water-resistant, but not waterproof.

Cage: a cage meant for holding animals normally has a simple latch, which is a difficulty 10 INT check to operate. Cages meant for other purposes can have locks added. Breaking out of a small cage is a difficulty 15 STR check; a large cage is difficulty 23. Small cages are designed to hold small animals, with bars generally an inch apart; large cages have bars four to five inches apart.

Chain: magical chains may be available with higher strengths. Dwarf-made magical ribbons are best for binding giant apocalyptic creatures.

Chest: a standard chest is 3 ft x 2 ft x 1.5 ft, and carries up to 300 lbs. Breaking it open takes 15 PHP of damage; it is considered to be AC 10. However, doing so run the risk of ruining fragile contents! A steel-bound chest costs 10 gp and has 25 PHP and AC 13.

Cloak, weighted: this is designed to be easily removed and thrown.

Treat as a weighted net, but affecting only one target, and with a +1d6 'damage die'.

Crowbar: this is a +1d10 'weapon' against locks, stuck doors, and so forth. It breaks on an extreme consequence; lesser consequences may indicate damage to the door—a major consequence might prevent further use of the crowbar to try to open the current target. Note that the crowbar can be used to create consequences on the target, making it easier to open! If pressed into service as an emergency weapon, it is +1d6, range C, two hands required.

Lockbox: a steel lockbox is 1 ft x 1 ft x 6 in, and carries up to 50 lbs. Breaking it open takes 30 PHP of damage; it is considered to be AC 20. However, doing so will certainly ruin any fragile contents.

Playing cards: these are simple unmarked cards. Marking a set of cards requires access to a *Scribe's Kit*. Make a WIS check and spend points to create an effect that will be the bonus for someone knowing the marking system: leftover points will be the difficulty of noticing the marks!

Safes: this is a thick-walled steel box with a door that locks. This may be a combination lock, eliminating the need for a key (and the possibility of someone duplicating the key!). The safe body is considered to be AC 20, and able to take 60 PHP of damage before being breached, regardless of size. Smaller safes may be anchored into masonry to prevent someone from simply carrying the safe off to open elsewhere.

Traps: a trap grants a +1d8 weapon bonus to hunting skills when attempting to hunt for food, or to create a 'trap' hazard (difficulty set by hunting skill check).

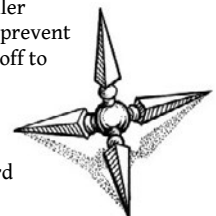


Table 4: Social Equipment

Item	Bonus	Cost	Comments
Banner, war	+1d6	10gp	large and impressive flag for rallying point
Cloak, fur-lined	+1d4	50gp	ermine or similar; shows off wealth; also +2 to resist cold
Coronet/Crown	see below	see below	are you not getting the pattern here yet? see below
Criminal brand	see below	-	normally placed in easily visible spot (neck, face, hand)
Decorative armour	+3	x5	flashy 'parade-ground' armour
Dragonscale armour	+1d8	10+TP	implies you killed a dragon at some point!
Fine perfume (10 uses)	+1d3	20gp	or cologne; useful for seduction or flirting
Gloves, fine	+1d2	10gp	show you are above touching things directly
Herald	+1d4	10gp	paid to give you an impressive introduction
Letter of introduction	+1d6	-	from person already known to whom you wish to meet
Mansion	+1d4	50+TP	remember to give them the tour for real impact
Noble signet	+2d4	-	to prove you were sent by the noble in question
Romantic garden	+1d4	10+TP	good location for seduction, flirting, romancing
Sailor's tattoo	+1d4	1gp	reaction bonus from sailors and merchantmen
Sealed message	+1d2	-	may be as high as +1d6 (e.g., sealed by the King)
Sidesaddle	+1d2	12gp	aids in looking lady-like

Note on letters, messages, etc: these can either assist in persuading (granting a bonus), or they can be a persuasion attempt on their own, as the GM deems appropriate.

Detecting that a sealed letter has been opened and re-sealed is normally Average difficulty (10). Those attempting to re-seal the letter can create effects to make it harder to notice. Thus, for example, using a copy of the seal might be an extreme (+6) effect, making the difficulty 16; going out of one's way to get the proper sealing wax might add a major (+4) effect, bringing the total difficulty to 20; and taking care in how one puts the letter back in might add the final minor (+2) effect, to make the difficulty 22.

Forgeries: a GM might handle a forgery by setting a difficulty for NPCs to notice that it is fake, then reversing the reaction bonus if it is noticed (possibly stepping it down, if it's extremely high—say, a +1d6 reaction bonus might become a -1d4), or by working the chance it will be noticed into the 'bonus'. For example, a faked letter of introduction might be +1d8-1d6, for a possible range from -5 to +7. (And yes, in that instance, that would mean the fake could be better than the real thing—presumably the forger really laid it on thick, and the recipient bought it.)

Criminal brand: This may be a letter, word, or a particular pattern, which denotes the crime a person has been marked for. For a minor crime (e.g., petty theft), this may be a -1d3; for major crimes (e.g., murder, rape, or arson) it could be as much as -2d6. At the GM's option, a brand could be a positive modifier when dealing with criminal gangs or the like; in this case, the impact may be lower.

Generally, the guilt of someone who has been previously branded and is accused of a crime will be assumed; feel free to liberally apply a brand's penalty in such a case!

Coronet: this is like a crown, but less ostentatious, often little more than a decorated circlet. It marks one as a baron or other nobility. It gives a 1/+1d2 bonus for a baronial coronet, 2/+1d4 for an earl or similar rank; 2/+1d6 for a major earl, marquis, or the like; up to 3/+1d8 for a duke or prince.

A forgery of a coronet is a dangerous thing to wear—medieval laws tend to be strict about not wearing such things without appropriate office. A forgery made from real materials costs anywhere from 200gp up to tens of thousands (consider that the jeweller involved will want hush money). A cheap fake of brass and coloured glass might only be 10gp or so, but also runs the risk that others may see through the deception.

Crown: as a symbol of office, its power varies according to the size and importance of the kingdom. A small kingdom (such as some of the 'kingdoms' in Arthurian Britain) might have a crown which is only worth 2/+1d4, while a powerful and important kingdom might go as high as 5/+2d6.

Dragonscale: while not intrinsically magical, dragonscale armour is easily enchanted, especially to be resistant to the dragon's natural breath weapon. Thus, armour of fire resistance, lightning resistance, or cold resistance is often made from dragonscale. This is scale armour, with an armour bonus of +4 and weight of 30 lbs, as normal. Dragonscale is sometimes combined with steel plating to provide additional physical protection, resulting in plate mail with dragonscale as the mail component, giving an armour bonus of +7 and weight of 50 pounds.

Mansion: this is based less on size and more on impressiveness, which can come from decoration, materials, grandeur of design, and/or location (either an impressive view or a very expensive area of town).

Noble signet: this is the actual signet itself, which is usually a ring or a seal (as in, a device for impressing wax). See sealed message for additional impact of a message sealed thusly.

Sidesaddle: This is a saddle designed for riding in a skirt, or for those who do not have two legs (e.g., merfolk and lamia). Many cultures consider it more 'lady-like' to ride sidesaddle, and in such instance, the sidesaddle can be used as a social weapon.

Table 5: Melee Weapons

Weapon	Damage Die	Range	Weight	Cost	Comments
Cane, sword	1d6	C	2	25gp	finesse weapon; see below
Cane, walking	1d4	C	2	-	breaks on minor consequence
Cestus/Myrmex	1d6	H	1	1gp	spiked or bladed glove
Club	1d6	C	3	-	simple wood club
Club, Spiked	1d6+1	C	4	5sp	club with iron spikes
Gladius	1d6+1	C	2	20gp	fine quality shortsword
<i>Main-gauche</i>	1d4*	H*	1	2gp	finesse weapon; see below
<i>Man catcher</i>	(1d10)	C,R	12	10gp	catch and control size M opponent
Poleaxe	1d8	R	12	8gp	2-handed; set against charge
Sap	(1d6)	H	1	-	easily improvised
Scimitar	1d8	C	4	30gp	+1 to hit vs. light armour, -1 vs heavy
<i>Sword-breaker</i>	1d3*	H*	3	30gp	see below
Whip	(1d4)	R	1	5sp	may attack PD, but inflict MHP

Table 6: Ranged Weapons

Weapon	Damage Die	Range	Weight	Cost	Comments
<i>Bolas</i>	(1d8)	R,S	2	15gp	used to trip, knock down, etc
<i>Blowgun</i>	(1d4)	S	1	5sp	typically used to deliver poison
Crossbow, heavy	2d8	S,M,L	5	100gp	see below
<i>Lasso</i>	(1d8)	C,R,S	10	1gp	see below
<i>Net, hooked (Rete)</i>	2d6	C,R*	15	30gp	see <i>Rete</i> below
<i>Net, weighted</i>	(2d6)	C,R*	10	20gp	cone-type area of effect
<i>Shuriken</i>	(1d6)	R,S	1	2gp	see below

General Notes: damage values in parentheses indicate non-lethal weapons—these do not do PHP damage except in exceptional situations. Weapons with *italicized* names are unusual weapons. Proficiency in them is *not* included in proficiency with “all types of weapons”; characters are only proficient in them if their class/race proficiency specifically mentions them, or if they take a personal trait to be proficient in that weapon. An * indicates that this property can vary; see the weapon’s description below for details.

Cane, Sword: scabbard can be used as a walking cane for combat—useful if you dual-wield! With sword in, difficulty 25 to notice it’s a sword cane. Someone examining it closely (picking it up and examining it, rather than just seeing someone walking with it) rolls against difficulty 15.

Main-gauche: parrying dagger, often with oversized guard. Used defensively by someone proficient in main-gauche, it counts as having 1d4+1 damage dice.

Sword-breaker: a proficient user (bounty hunter or with proficiency as a personal trait) using this adds a +1d6 parry bonus when defending, and may use consequence points to disarm an opponent (major effect) or break their weapon (extreme effect), and treats it as having a +1d6 damage die and the same range as the opponent’s weapon if attempting to do either with their own attack. Without proficiency, it’s just a blunt dagger.

Crossbow, heavy: steel bow; requires superhuman strength (STR 25+) to cock, or use of a windlass (included in price). With a windlass, it can only be shot every other round. On a major consequence, the windlass may jam or the cord break, rendering it inoperable.

Lasso: made from a simple rope (note weight and cost are the same), a lasso can grapple a foe at a distance. Physical damage may not be inflicted unless the foe is being strangled (extreme effect to get lasso around neck), being dragged behind a horse, or under similar circumstances. A lasso is a two-handed weapon, but can be used from horseback by holding the end and reins in the same hand. A minor effect with a sharp weapon will cut a lasso.

A lasso is very poor for defence; a character wielding a lasso does *not* gain their proficiency bonus to defence.

Rete: a rete can inflict damage, but is treated as having a 1d6 damage die for purposes of maximum damage. When someone attempts escape, consequence points can inflict up to 6 PHP per attempt. On a successful escape, the captured character takes 1d6 PHP.

Shuriken: packet of shuriken, thrown at a single target by a proficient user. They may also be thrown in a cone area of effect; non-proficient users may only use them this way.

Whip: A long, flexible piece of leather that can be used to herd animals via its cracking sound, or as a weapon. Attacks are non-lethal, unless it is used to strangle someone. A proficient wielder may choose to inflict mental damage, while still rolling against physical defence.

Table 7: Armour

Armour	Armour Bonus	Weight	Cost	Comments
Chest mirror	see below	2	10gp	not normally used by itself
Galerus (shoulder shield)	+1	2	5gp	gladiator armour
Greaves (shin guards)	+1	2	5gp	gladiator armour
Helmet	+1	3	10gp	cumulative with shield or light armour
Manica (arm armour)	+2	4	8gp	gladiator armour
Pavise	+6	40	30gp	moveable cover; only protects vs missiles

Chest mirror: this is a mirrored plate worn on the chest when one is expecting to fight creatures with gaze attacks, or against sorcerers with 'the evil eye'. It grants a +5 armour bonus against such attacks, and the wearer can take a personal trait of proficiency with the chest mirror for a trait bonus. Consequence points from an unsuccessful gaze attack can be used to inflict appropriate effects on the attacker.

Helmet: medium or heavy armour is assumed to already include a helmet or helm. Helmets are always solid metal, even when the armour being used with it is not. A proper helmet includes an inner padded cap, which cushions head blows somewhat while the metal spreads out the force. A spiked helmet costs an additional 10 gp.

If the GM wishes to reinforce the fact that intelligent characters don't fight without helmets, make it possible to knock

out someone who isn't using one with a major consequence rather than an extreme one.

Manica: usually used by gladiators, this is a set of heavy overlapping plates that extend from shoulder to wrist. Normally, only one is worn, and it is used to defend against incoming attacks, counting as if it were a medium steel shield. A second can be worn, but wearing one on one's weapon arm gives a -2 to attacks and grants only an additional +1 to defence.

Pavise: this is a large shield, often with a built-in prop, meant to be used by crossbowmen (or later, gunners) as cover while reloading on the battlefield. Even larger ones do exist, but these require a second person accompanying to carry the pavise!

Not All Shields Are Created Equal

The core *M&M* rules use the old *D&D* shield rules—a shield grants +1 to AC (well, physical defence, this being *M&M*), and is usable a limited number of times per round.

However, literally no one I've ever played *OD&D* or *AD&D1* with actually worked shields that way. Most groups simply ignored the "X times per round" rule, making all shields +1 to AC. However, this means there's no reason to pick a larger shield... so many groups allowed larger shields to give a bigger bonus.

Here's what we recommend:

Shield	Armour Bonus	Weight	Cost	Comments
Small wood	+1	3	3gp	breakable with major consequence
Small steel (buckler)	+1	4	15gp	breakable with extreme consequence
Medium wood	+2	6	7gp	breakable with major consequence
Medium steel	+2	8	25gp	breakable with extreme consequence
... mirrored	special		x2	see <i>Chest mirror</i> in armour
Large wood	+2/+3 vs missiles	12	20gp	breakable with major consequence
Large steel	+2/+3 vs missiles	16	60gp	breakable with extreme consequence
Tower shield	+3/+4 vs missiles	16	40gp	breakable with major consequence

Note that unlike worn armour, shields *do* count against encumbrance. 'Wooden shields' are typically bound with metal and faced with glued-on leather. Steel shields are normally painted.

Characters may also take advancements to learn to use shields in other ways. Some examples:

- **Formation fighting:** you are used to fighting in an interlocked formation. This requires the use of a thrusting weapon (spears and short swords are popular). You gain a trait bonus to both defence and attack when fighting in this manner.
- **Shield mastery:** you have learned to use your shield offensively as well as defensively. You may split your shield bonus between attack and defence.

Table 8: Information (Books, Maps, etc.)

Item	Weight	Cost	Comments
Book, blank	1	5gp	for writing in; see also <i>Scribe's Kit</i>
Book, helpful	1	30gp	see <i>Let me look this up</i> below
Book, skill teaching	1	60gp	see <i>Book learning</i> below
... heroic skill		x10	
... epic skill		x50	
Map/chart, common	-	5gp	+1d4 'weapon' against getting lost in area covered
Map/chart, detailed	-	10gp	+1d6 'weapon' against getting lost; covers smaller area
... of a distant land		x2	
... of a hazardous area		x10	
... of a normally inaccessible area		x20	... if available at all!
... area known only in legend		x100	common quality only, if available at all!

General Notes: the GM may wish to set difficulties to find maps and books, based on the general level of the area, or the scale of the skill. For example, to find a map of an area of epic difficulty would require a 30 or better on an appropriate check (per the Difficulties table, *M&M* p 38). Finding a book that teaches a heroic advancement would be at least difficulty 25, and so on.

Copying a book by hand takes a considerable period of time—say a week for a 'helpful' book, and two for a skill teaching book, at a minimum. This assumes that's the primary thing the character is doing—if a character is copying a book in their spare time, make those months instead of weeks. Professional scribes can do it more quickly, by having multiple people work on it in shifts—cut the time to a quarter, but see the services section for prices! Price will be halved if scribe can make a copy for themselves, but time is only half instead of quarter.

Book learning: skill books are essentially 'non-magical magic items'. If a character has a free advancement, they can learn the skill from a week to a month of studying the book (GM judgement; this is not an exclusive activity, they may still be adventuring).

Otherwise, the book can be used as a trait, if they are willing to take time to do so. This bumps up the time required to do something by a scale—thus, what would normally take a round takes a turn, what would normally take a turn takes an hour, and so forth (see the Scales table, *M&M* p 62).

Let me look this up: a 'helpful' book is a 'quick reference' or such. For example, one might contain drawings of plants or animals, to aid in identifying them; another might be a set of common phrases and their translations in another language. You can't learn a skill from such a book, but it can be used as a 'weapon' to help attempt it. Normally, this is a +1d4 weapon, with the limitation that it cannot grant a bonus higher than the user's level (using it is never better than actually having a relevant trait would be!)

At the GM's option, some books might be useful even to someone who actually has a relevant trait; if used thusly, the limitation on bonus from the book is removed.

Libraries

Characters may be able to find books at a library—however, a GM should bear in mind that medieval libraries weren't anything like the ones we have today. Firstly, since books had to be copied by hand, libraries were small. Many had only a few dozen books, and even 'large' libraries numbered only in the hundreds for most of the period.

Second, there was no such thing as a public library. All libraries were private. Most were either only accessible to members of certain organizations, to friends of the owner, or to paying members. In addition, since books were rare and expensive, libraries didn't normally lend them out—indeed, throughout the period, it was normal for books in libraries to literally be chained to the shelves. (Since libraries were so small, they were often set up with each bookshelf being on top of a desk, and the chains being long enough to set the book on the desk to read, copy from it, and so forth.) Those libraries that would lend books demanded a deposit—either enough money that the library could buy another book, or a book of equivalent value left with the library. (Libraries generally preferred the latter, since the staff could copy the book while they had it!) When you returned the library's book, you got your deposit back.

Services

Animal training: an animal can learn one 'trick' per point of INT.

'Tricks' must be simple: fetch an item (either the same one each time, or one pointed to), things of that sort. Rarity and 'dangerous' are up to the GM—in general, though, 'mythical beasts' will be dangerous, and most likely count as rare as well. Basically, ask 'Is the animal normally likely to attack?' and 'Would the average animal trainer have experience with this?'

Bodyguard: use stats as follows. Finding a bodyguard above 4th level requires a heroic or higher difficulty check.

Str 16 (+6), Dex 12 (+1), Con 12 (+1),

Int 10 (0), Wis 12 (+1), Cha 10 (0)

Movement 9 (-1)

AC level+17 (level+6); mail armour

MD level+12 (level+1)

PHP 5 x level

MHP 5 x level

shortsword or **club** +level+6 (+1d6), range Close

intimidate +level+6, range up to Short
sense danger +level+1

Fortuneteller: most have only a trace of real talent, if that, but sometimes useful. Assume skill of +6, against difficulty of 15.

Table 9: Services

<i>Service</i>	<i>Cost</i>	<i>Comments</i>
Animal training		multiply all costs by square of animal's HD (1 for zero-HD)
... tame	5gp	takes HD weeks
... teach trick	1gp	takes one week, must already be tame
... rare animal	x10	heroic or higher difficulty to find trainer
... very dangerous	x5	heroic or higher difficulty to find trainer
Bodyguard	2gp	per level; accompany for 2 hours or less; see description for stats
... for full day	x5	
Doctor/healer		+10 skill total
... perform First Aid	2sp	
... diagnose & treat disease	1gp	cost per day for longer-running diseases
... diagnose & treat poison	10gp	
... travel required	5gp/day	exclusive use of doctor/healer while hired
Fortuneteller	2sp	see below
Herald	5gp	+10 skill; to identify coat of arms, learn info about a noble
... to get dirt	x2	difficulty 20 reaction check required; common knowledge only
Hire cab/coach		see <i>Travel</i> below
... locally	1cp	to a single destination
... locally for day	2sp	eight hours exclusive service
... distance, regular route	1sp	one-way, per day
... distance, charter	2sp	per day
... to/through rough area	x2	
... to/through danger	x10	
Labourer/porter	2cp	per day, unskilled
Lawyer		+10 skill
... argue a case	5gp	per day, in low court
... high court	20gp	per day; capital crimes and appeals go to high court
... King's Court	-	no lawyers allowed, generally. Hope a noble agrees to help you.
... better lawyer	x2	per +1 skill, to limit of +20
... perform transaction	1gp	or 5% agent fee, if greater
... caught red-handed	x2	... if they'll take the case at all
... heinous crime	x2	
... outrageous crime	x4	(includes 'heinous' multiplier already)
... defendant is...		pick only one of the below
... ... unpopular	x2	difficulty 20 to find a lawyer to take the case
... ... widely hated	x5	difficulty 25
... ... utterly infamous	x10	difficulty 35
... ... demonized	x25	difficulty 40 (Hitler on trial!)
Messenger		
... local	3cp	carry message to someone, wait for answer, return it
... distance	4sp	per day's travel (24 miles per day)

Scribe

... write letter	1sp	per page, in common or local language
... read letter	1cp	per page, in common or local language
... translate letter	1gp	per page, to a reasonably common language; x10 for rare language
... copy book	40gp	assuming common or local language; x10 for rare language
... draft court papers	1gp	
Ship's passage		see <i>Travel</i> below
... regular route	2sp	per person, one-way, per 50 miles (day's travel)
... charter	5gp	one-way, per 50 miles
... each +10 people charter	x2	
... to/through danger	x10	
... to/through unknown	x5	... and always counts as danger as well!
Spellcasting	10gp	x spell level x caster's level, for a single spell; 2nd level spell or less
... 3rd-4th level spell	x2	heroic difficulty to find spellcaster
... higher level spells	negotiate	epic or higher difficulty to find spellcaster
... with danger	x10	
... with travel	10gp	x caster's level squared, per day
Training		see <i>Training</i> below
... 'quick lessons'	1gp	at least one day of intensive training
... for a common skill	1gp	two weeks intensive training, or 'in the background' over months
... for a class-specific skill	5gp	
... heroic scale required	x5	
... epic scale required	x10	
... legendary scale req	x15	
... mythic scale req	—	there are no teachers at this level, you learn on your own!

Effect points may be spent to give player a 'fortuneteller's advice' effect. Note that if the fortuneteller rolls poorly, the PC may wind up with a consequence instead!

At the GM's option, better-quality fortunetellers may exist, with correspondingly higher prices. These should also be rarer, often requiring travel to get to them. An Oracle like that at Delphi might have a skill of +16, always giving advice that creates an effect... and cost a thousand gp or more to ask a question. Remember, however, that an effect can apply as a negative if circumstances dictate... for example, if one is trying to avoid a prophecy!

A cruel GM may wish to create effects based on the persuasiveness of the fortuneteller... the most common sort being *I need to get more advice from this fortuneteller*. This is especially useful for fakes! Again, assume a +6 as standard.

Training: 'quick lessons' create a temporary effect which can boost skill, but whose bonus cannot be higher than the character's level (higher bonuses are reduced to the character's level). This counts like a trait, and so cannot increase total trait bonus above twice the character's level.

Skill training is an option for GMs who would like to include such details and costs in their game. Finding a trainer for heroic and higher skills may be a quest in itself!

Travel: on land, carriages and such normally travel 15 miles per day on good roads (*M&M* p 80); they will not travel through

'trackless' areas. The driver normally has +5 skill on navigation checks, and does not need to make checks if travelling on a regular route.

Ships normally travel 40 miles per day, but this varies considerably by weather. If you wish to throw in variance, roll 3d6: on 3-7, no progress is possible; 8-9, half speed; 10+ full speed. Cabs and ships do not come with bodyguards or armaments—any desired must be hired separately!

Locating a charter for hire is difficulty 20, taking a day to search; the GM may increase the difficulty if the players are looking for one to/through dangerous or unknown areas, or for a route that will take longer than a week.

Livestock and Animal Companions

Ox: an ox-drawn cart or wagon travels 20 or 10 miles per day, and has speeds of 10 (0) and 5 (-3) in chases. However, load is increased by +20%.

Workshops

A *workshop* is a permanent installation, often in a stronghold or shop. Workshops grant scale, allowing the character to undertake heroic, epic, etc., tasks if they are of appropriate level.

When a workshop of any type is a trait for a character, they may use it as a secondary trait when appropriate. For non-scaled

Table 10: Livestock and Animal Companions

Type	Cost*	Comments
Cat	1gp	COLLECTANEA CREATURAE 147
Donkey or mule	6gp	carries up to 250 lbs; has <i>sure-footed</i> trait
Hunting falcon	50gp	already trained; use Eagle, COLLECTANEA CREATURAE 149
Ox	6gp	for pulling carts/wagons; see description
War dog	30gp	already trained; COLLECTANEA CREATURAE 43

* or free, if you tame or befriend (requires relevant trait or doing so in an adventure)

Donkeys or mules are assumed to come with a pack or riding saddle. A cart or wagon includes appropriate harness.

Table 11: Carts, Wagons, and Other Transport

Type	Cost	Load (full speed / half speed)—cart weight already factored in
Single-horse cart	20gp	1000 pounds / 1600 pounds
Two-horse wagon	50gp	2000 pounds / 3200 pounds
Four-horse wagon	100gp	4000 pounds / 6400 pounds
Four-horse carriage	200gp	3800 pounds / 6200 pounds

“Full speed” and “half speed” refer to travel speeds, and are 24 or 12 miles / day. For chases and similar situations, move is 12 (+1) at “full speed” or 6 (-2) at “half speed”. A very lightly loaded (less than half “full speed” load) cart or wagon can move at 18 (+3) for short distances.

Table 12: Specialized Equipment

Tools and Kits	Weight	Cost	Comments
Artist’s Kit	3	20gp	paints, canvas, parchment, etc.
Disguise Kit	3	50gp	false hair, makeup, etc.
Field Laboratory (Kit)	10	50gp	reagents, alembics, tubing, vials, etc.
First Aid Kit	2	1gp	bandages, splints, needles, thread, bite bar
Scribe’s Kit	2	5gp	ink, quills, small knife, parchment

All kits are considered to have 5 uses; a use is depleted on a minor consequence.

Table 13: Workshops

Workshop Type	Cost	Comments
Alchemist’s Lab (epic)	20TP	
Mage’s Lab/Library	50TP	
Smithy	1TP	upkeep 10gp; includes forge
Training Hall	5TP	upkeep 50gp

Table 14: Tinker-Built Weapons

Weapon	Damage Die	Range	Weight	Cost	Comments
Ballista	3d8*	S-L+	20	100gp	1 bolt = 5gp, 50 lb; see below
Catapult (onager)	4d6**	L+	see below	special	see below
Crossbow, repeating	1d6	S,M	5	100gp	10 bolts = 1gp, 1lb; see below
... heavy repeating	2d6	S	6	150gp	shoots two bolts at once
Flingers	3d6/2d6	S, M	6	100gp	2d6 at M range; see below

* This weapon has scale, and can be used to attack scaled targets when manned by a crew. * indicates heroic scale, ** indicates epic.

Table 15: Tinker-Built Contraptions

Item	Cost	Comments
Astronomical Predictor	200gp	shows future/past positions of planets, moons, etc. Eclipse predictor!
Balloon, hot air	150gp	see below; sufficient to lift about 600 lb
Climbing rod	200gp	+2d4 'weapon' for mountain climbing; see below
Gimbal	10gp	mechanism to keep something upright on tilting surfaces
Gyroscope	10gp	
Mechanical Clock	50gp	wind-up, with pendulum
Pipe Organ	400gp	
Spectacles	40gp	custom-made, takes a month (due to trial-and-error testing)
Telescope	25gp	+2d4 'weapon' for perceiving distant objects

tasks, the GM may wish to allow a full workshop to grant a larger bonus, such as a half-level bonus. Alternatively, workshops could be assigned 'weapon ratings' for their assistance in such tasks.

Workshops do not have uses; instead, they have an upkeep cost, which must be paid each year to keep them effective. This is 10% of the price of the workshop.

Training Hall: this includes any sort of dojo or school where those who practice any sort of martial art go to learn from a master.

Tinker-Built Contraptions

Climbing rod: this is a telescoping rod with a hook that can be deployed from one end, and which will snap out side rods to form a ladder when a lever is pulled.

Hot air balloon: there is no good way to steer this without wind magic, nor to keep the air in it hot without fire magic—thus, it's mostly a curiosity, tethered with a long rope and used to show locals 'what the birds see'. Anyone with sufficient magic available to use one for transport can probably already get a flight spell!

Ballista: this is a 'kit' that must be assembled on-site using local wood and rope. A tinker with *fearsome flingers* or someone with a *siege engineer* (heroic scale) trait is needed. Weight is for the kit; assembled ballista is around 700 pounds. Maximum range is about 500 yards. Reloading is a STR-based task requiring 20 effect points against a difficulty of 15. For the historical types among you, this is approximating a Roman 'one-talent' ballista.

Catapult: this is a siege engine designed to throw very heavy objects. It is of epic scale, and thus useful to attack fortresses. A catapult cannot be aimed easily, and is not normally useful against individuals, though it may be used to attack units by loading it with many smaller projectiles. Weighing upwards of 1500 pounds, one is assembled on site from wood and rope. If the materials need to be bought, they will be around 20gp. They are normally on wheels, but are not designed to travel long distances—the wheels are for moving it to aim, or moving short distances. Four horses are needed to move one, but a dozen men can adjust position for aiming. Range is up to 500 yards.

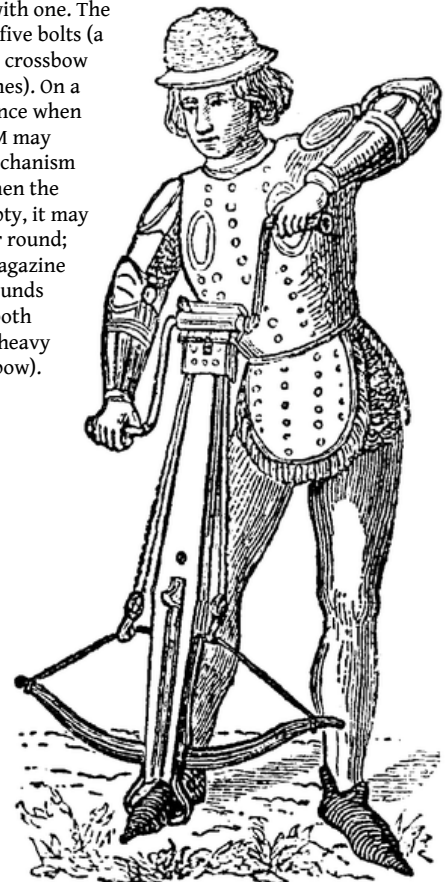
In addition to rocks and debris, catapults can be used to launch flaming buckets of tar, offal from diseased animals, and other nasty projectiles. Simply use the effect points to create appropriate effects.

Flingers: these are specialized and touchy weapons created by tinkers, normally for their own use. Generally, flingers shoot projectiles or flaming debris at targets. These are contraptions, and take contraption slots. A basic 'flinger' can be used at short

or medium range and does 3d6 or 2d6 damage, respectively. Tinkers may make INT-based attacks with them; however, if one does not spend five effect points to reset the flinger, it ceases working and cannot be used again until it has been repaired, which must be done outside of combat (no check needed).

Non-tinkers can take a flinger proficiency. This allows them to operate and reset flingers, using DEX to attack. They still must spend five effect points from the attack to reset the flinger, or have it stop working. It does not allow creating or repairing flingers; getting one repaired by a tinker costs 1d4 x 10gp.

Repeating crossbow: may be shot each round; further, abilities that allow additional attacks may be used normally with one. The magazine holds five bolts (a heavy repeating crossbow has two magazines). On a major consequence when shooting, the GM may rule that the mechanism has jammed. When the magazine is empty, it may be shot once per round; reloading the magazine takes two full rounds (four to reload both magazines on a heavy repeating crossbow).



Living Expenses

Peasant families manage to live on nearly nothing—but they do so by growing their own food, raising their own livestock, spinning their own thread, weaving their own cloth, and so forth. Adventurers rarely live in such a fashion (for one thing, it doesn't leave a lot of time for adventuring!), and thus, pay much higher rates.

Indeed, most peasants will not deal in actual coin at all. Instead, they'll swap goods and services in a barter system. Travelling vendors who stop in peasant villages will be used to this, and be agreeable to such 'payments' as a place to stable their horses for the night, food and water for their livestock and/or themselves, good clothing or lacework or the like, and so forth. Coin will be more common in towns, and while barter will still happen, it won't be considered unusual to receive payment in coin—and indeed, in larger cities, it might be the reverse, and peasants who come to the city and try to pay with a chicken or pig may be sneered at, or at least directed to the butchers' street to sell that and get some coins to pay with.

Medieval lords were often cash-poor, due to receiving taxes from the peasantry in the form of labour and food. Of course, actually dealing in money was in many areas considered gauche, something that nobility should not desire to do. They might need to use money, but paying attention to things like profit and loss was what merchants were supposed to do, while nobles were supposed to deal in such concepts as honour and obligation.

As money became more important, however, this often became an ideal paid more lip service to than actual service, and nobles sought ways to gain cash. Frequently, this was by the construction of toll roads and bridges. Cities and towns might be granted charters, in return for which they were to pay a certain amount of money to the granting lord each year—which served the dual benefit of getting money to the lord while letting someone else worry about extracting taxes from people. Thus, cities might charge a gate tax to enter the city, importation taxes on bringing in goods, and so forth.

Lifestyle	Cost / Month	Comments
you call this living?	free	the less said, the better
very poor	1gp	probably have no home, scrounging for food a lot
poor	3gp	living in a bad area, still scrounging some
okay	10gp	decent home, never short on food
well-off	20gp	good home, pretty good food
moderately rich	30gp	better home, good food (or, decent lifestyle living in inns!)
very rich	100gp	very nice (or, good lifestyle living in inns)
fabulous	200gp+	you're living like a king, of a moderately large country

Taxes

If there's anything more sure than death, it's taxes. Just like the *Living Expenses* section, GMs and players looking to insert more realism into their campaign may wish to have taxation play a role in complicating adventurer's lives. Any number of nobles, organizations—including guilds and religions, or individuals who choose to back a groups of adventurers, may wish to get their share of any riches recovered by PCs. In general, assume a 'treasure tax' of 20% on found treasure. Payment in kind is a regular thing in medieval culture, so the PCs might also have the option of performing a task for someone (for free, of course!) instead of paying the tax.

As noted above, tolls are common. It's also common in medieval times to charge people based on their perceived ability to pay, rather than at a fixed rate. Thus, peasants may be allowed to pass through

for free, while a group of adventurers in armour, riding horses, and bearing weapons will be charged as if they were knights, since they are accoutered as knights. For convenience, common tolls are likely to be 1sp for adventurers on foot, or 1gp for adventurers on horseback.

Tolls for entering a city will be of similar nature. If the party is carrying much in the way of goods (say, enough that they need a pack mule or wagon), they will likely be held up for someone from the Merchant's Guild to assess what they're carrying and charge them a fee, unless they can prove to this official that they aren't intending to sell those goods. The fee will likely be 10% of the value... which will be waived if they sell their goods to a member of the guild for resale rather than directly selling them. And speaking of that....

Selling Goods

The prices in these price lists are what adventurers would pay for the items. They may be able to resell them for this amount, if they're willing to take the time and effort to find buyers for each individual item. If they take the more expedient route of selling them to a merchant, assume they'll get 50% of the value. Should the items be illegal, stolen, etc. and they can't sell to a legitimate merchant, a fence will generally offer only 10% of the value.

Of course, the party may try to negotiate better prices, but they shouldn't be able to get more than 70% from a merchant or 30% from a fence—they have their own costs to consider, after all!

Similar considerations apply when selling goods the PCs have made. In towns, it's likely to be illegal to sell directly to the public unless you are either a member of the correct guild for the item you are selling, or of the merchant's guild. Joining a crafting guild

will require a test of skill—generally, creating an item with a check total of 18 or better. There will also be a fee, and usually the recommendation of a member of the guild in good standing will be required as well. Of course, you can always sell your product to someone who’s already a guild member for them to sell to the public... but you’ll only get that 50% of the value.

In many settings, all magic users are required to be members of the magic users’ guild. In that case, any magic user can sell their services as above. Enchantment of items should be considered to be worth at least ten times as much as having an equivalent spell cast, for permanent items. One-shot items will probably be worth only about twice as much (for the convenience of being able to carry them around and decide when to use them yourself).

Clerics are normally members of their church, which functions as a guild for purposes of selling services—thus, a cleric can sell their services for healing and such, if they wish to do so and their deity and church permit. Remember, however, the general principle that

Money, Adventurers, and the Economy

Traditionally, *D&D* has based prices on a ‘gold piece standard’, assuming that gold pieces would be the most common coin that adventurers would use. This doesn’t make much sense for peasants, though—gold in real medieval economies is rare and valuable, so it makes much more sense for them to use copper pieces, if they even use coin at all (see more about this in *Living Expenses*).

medieval prices are often set according to ability to pay—a cleric who refuses to heal faithful followers of their own deity because they cannot pay a fixed price is likely to find their deity displeased with them!

Underwater Equipment

Items in *italics* are normally only able to be bought from merfolk, sea elves, and other undersea dwellers. For the sake of ease, prices are given in the normal units, although undersea dwellers are likely to use different currency. Other underwater equipment will be able to be found at towns and cities on the coast.

In this book, we are presenting equipment that land-dwelling adventurers going into the seas would be likely to acquire; the forthcoming *Vindictis et Vexatoris* will feature a brief underwater setting-starter, which will contain equipment more suited to campaigns that are focused solely on the underwater environment.

Air bladder: underwater, an air bladder effectively has negative weight. The standard air bladder holds enough air for one minute—enough to let a character ‘reset’ their breath-holding difficulty one time, and has an effective weight of negative two pounds. Larger air bladders are possible; the largest that would be easily obtainable would be from pig bladders, which could hold as much as 128 minutes worth of air! Of course, such a bladder would also have an effective weight of negative 256 pounds, making it impossible for a normal person to drag underwater without the aid of weights to counterbalance. Price includes a spring clamp to keep the air in the bladder.

Bag, waterproof: getting something *into* or *out* of such a bag without getting everything else in it soaked is a difficulty 13 DEX check. Swimming/diving traits help.

Diving bell: this is a waterproofed, airtight container that has been weighted to stay in the ‘proper’ orientation underwater. It is normally shaped much like a bell (hence the name), with an inner ‘bench’ ring on the inside for the divers to sit on. It’s attached to a heavy chain on top, which is used to lower and raise it.

The diving bell here has 15 person-hours of air, presuming normal breathing. Heavy breathing (for example, from hard exercise or combat) will use up air twice as fast.

Piercing the side of the diving bell is difficulty 30; weapon damage of sharp or pointed weapons applies. Effect points can be used to create ‘air leak’ effects.

On land, the diving bell weighs 2200 lbs; underwater, filled with air, it weighs 200 lbs.

Musical instruments: are normally some variety of trumpet or woodwind (although percussive instruments are not unheard of), that create sounds using water rather than air. Land-dwelling bards and minstrels will find that they need to acquire a separate trait for creating non-percussive music underwater; sea-dwelling

Table 16: Underwater Equipment

Item	Weight	Cost	Comments
Air bladder	special	1gp	holds enough air to ‘reset’ holding breath once
Bag, waterproof	-	x10	based from leather bags; spell component pouch 30gp
Bell, diving	special	10TP	holds three comfortably; 15 person-hours of air
Chum packet	-	1sp	fish bits for attracting and distracting sharks
Goggles	-	20gp	made from high-quality glass or crystal or certain shells
<i>Musical instruments</i>	3	20gp	of undersea make
Net, trawling	5	5sp	20 ft x 20 ft net for catching fish; major effect to tear free
<i>Saddle, underwater</i>	15	1gp	for dolphin, seahorse, or similar creature
<i>Sea ‘lantern’</i>	3	10gp	concentrated luminescent algae; see below
<i>Sea vine ‘rope’</i>	10	3gp	50 ft; otherwise as normal rope
Swimfins	1	1gp	+2 to underwater movement
Weights	5	5sp	2-inch diameter lead ball; rocks are free, but 2x diameter

Table 17: Underwater Weapons

Weapon	Damage Die	Range	Weight	Cost	Comments
Bone weapons	unchanged	unchanged	unchanged	x3	can break on major consequence
Crossbow		loses longest range		x5	otherwise as normal
Harpoon	1d8	R,S	11	4gp	can create <i>harpooned</i> effects

General Notes: Non-magical metal weapons underwater are likely to corrode. The GM may wish to apply a minor effect to such weapons after they have been underwater for a week, a major after a month, and an extreme after a year.

Table 18: Underwater Armour

Armour	Armour Bonus	Weight	Cost	Comments
Giant shell shield	+2	10	50gp	
Bone-studded leather	+3	20	50gp	light armour
Shell armour	+4	30	100gp	medium armour
Giant crab plate	+7	60	4000gp	or lobster, etc.; heavy armour

ones must do the reverse. Magically-produced music (from spells and such) works properly in both environments.

Note: Individuals who use their voice as their instrument will be unable to do so (in the opposite environs) without magical help. Lannix and nereids are exceptions, and can sing in either environment.

Sea lantern: a clear 'jar' filled with bioluminescent algae, and small rocks or other objects. Motion causes the algae to emit light, so shaking or swirling the jar starts the light. It illuminates out to 20 ft, and continues doing so for five rounds before needing to be shaken again.

Swimfins: made of leather or from certain sea creatures. Can be knocked off or removed on a minor effect. Adds +2 to base movement, thus +1 to movement bonus; this makes a normal

land-dweller with movement of 12 (+1) have swimming movement of 5 (-3), rather than their normal 3 (-4). Requires an applicable swimming trait to get the improvement.

Weights: for the benefit of those without a calculator handy: 3 inch-diameter lead weight = 15 lbs; 4-inch = 40 lbs; 6-inch = 120 lbs. Lead is easily formed; rock weights will likely not be so conveniently shaped, nor easy to put holes in to tie ropes and such to.

Harpoon: for most land-dwelling species, this weapon is made of wood and metal; for those that dwell in the water, it's usually made of bone (see *Bone weapons* above). Those seeking to create *harpooned* effects must have attached this weapon to a rope before using it against a target.

Improvisation: the Adventurer's Best Friend

You can't anticipate everything. Even if you could, you can't *carry* everything. Thus, adventurers often find themselves improvising equipment of various sorts in the middle of an adventurer.

In general, the GM should be generous with this. Let the players have their MacGyver moment. But *generous* doesn't mean *easy*. Make them feel pressed. A good trick can be not allowing them to make their roll until the moment of truth, when the equipment actually gets used—this creates tension, since they don't know how good their efforts really were until it's actually on the line!

Improvised equipment can include simple things, like using a sword as a crowbar to help move an object or open a door. In that instance, perhaps give a penalty equal to a minor or major consequence (-2 or -4), and consider using the concept of success with consequences (p 118). 'Improper' use of weapons and such can certainly damage them!

On the more complicated side, PCs may try to build things during the adventure. If they're pressed for time, feel free to give them a penalty effect. At least one character should be required to have an appropriate skill. Of course, the Tinker class is the improviser *par excellence*, with multiple traits geared toward doing just that. If someone's playing a Tinker, bear in mind that being MacGyver is a major part of the class, so be ready!

If PCs aren't carrying around a bunch of tools and items for building, make them use up some of their equipment! A spear shaft makes a good lever or pole... but you don't have that spear to use

then. Rope is useful for binding things together, but, of course, then you don't have it for climbing.

On less the MacGyver side and more the Scooby-Doo one, some players love improvising traps. Rangers should be fairly good at making rope traps, deadfalls, and pitfalls. Thieves may also have experience in making traps, particularly improvised 'warning systems'. And in the real world, hunting is often supplemented with trapping when food rather than sport is the goal, so anyone with a hunting background should be able to improvise a trap. Bear in mind what the players have, look at the traps on p 79 of the core book, and keep in mind the effect system.

Example: Turok, an Orcish Bounty Hunter, has accepted a commission to trap a giant scorpion that a wizard wants alive for some reason (why isn't Turok's business!). The player decides to construct a rope snare—once the creature is snared and under control, Turok will worry about how he's going to get it onto the back of the elephant he's brought for transport.

Since the player is into traps, Turok has a *traps & snares* advancement, which obviously fits. In addition, Turok has the *hogtying* advancement, which the player argues deals with ropes and knots, so he should know how to make slipknots and other things that will be useful for making a rope snare. The GM agrees, and allows a secondary trait

bonus from it. Turok is 4th level, with an INT of 14 (+2), and the GM agrees that INT is appropriate for making the snare.

The GM decides the snare will be a simple hazard based on DEX; consequence points will go toward a *snares* consequence. The difficulty of the hazard will be set by Turok's roll to make the trap. The player agrees that this seems reasonable, but argues that since he's giving up use of the rope to make the trap, that should count as a minor effect, granting a +2. The GM agrees to that. Turok's player also says he's spending a day scouting to find the paths the giant scorpion normally uses, and studying its tracks to determine how best to lay the snare. The GM lets Turok make an INT check for this using *know your prey*; he gets a 9 for a total of 14. The GM is using the default difficulty of 10, and Turok's player pays a hero point to make it a 15, for a minor effect. The GM is feeling kind, and lets the player use two minor effects together (the rope and the scouting).

Turok waits for the scorpion. The GM describes it entering the area, moving about, heading for the trap... and then has Turok roll. The player rolls a 13, +2 INT, +4 *traps & snares*, +1 *hogtying*, +2 for the rope, +2 for the

scouting effect = 24! Looking at the scorpion's actions, the GM decides none of them are appropriate to avoiding or noticing the trap, so it has no trait bonus, and relies purely on its DEX. With a +2 DEX modifier, the only way it completely avoids the trap is on a natural 18! The GM is lucky and rolls a 14 for the scorpion, giving it a 16 total, against the trap's difficulty of 24—8 consequence points on the scorpion. That creates a minor consequence of *snares*, with enough left over for a one-time +1, which the GM decides will be used against the scorpion's first attempt to slip free of the snare. It might not stay snared long with that, though, so Turok needs to get in there and do something!

In cases of more complicated traps, the GM may wish to draw on the equipment being used for the trap. For example, if a pit trap is being spiked with spear tips at the bottom, the GM might decide those should count like daggers, and that three is a reasonable number that someone falling in might hit—thus the pit gains an extra +3d4 damage. The setup of the trap can be used as well—for example, a rope snare designed to pull someone up into the air might have a trait of *dangling upside-down*, making it more difficult for the person caught to do things.

A Material Advantage

Unusual materials are rife in fantasy—Tolkein's mithril, orichalcum from medieval sources, adamant from Greek myth (becoming adamantium in modern fantasy), and so forth. If you wish to use such materials in your game, it can be worthwhile to decide what exactly they do, by assigning traits to them, or indications of what sort of effects they may have.

Some fantasy works also have working methods that give unusual or superior results. Often these are associated with particular races, so that "dwarf-forged steel" might be known for certain properties. Here are a few example possibilities:

Dwarf-forged: unusually tough, dwarf-forged armour could give at least a +1 armour bonus, and dwarf-forged weapons require a heroic effect to break. Dwarves are often described as having superior forging techniques that rely on greater heat, so the armour and weapons themselves might also be resistant to heat and fire (but not grant that property to the wearer!).

Elf-crafted: elven armour and weapons are usually described as being lightweight. Armour might count as being one weight category lighter, so that "elven mail" would be light armour, and "elven plate" medium armour, while weapons might weigh only $\frac{2}{3}$ as much as normal. Elf-crafted weapons might also count as finesse weapons even when their type normally does not. Traditionally in *D&D*, "elven mail" can be worn by multi-classed fighter/magic users without interfering with their spellcasting abilities—this could be expressed with a trait of **Does Not Interfere With Magic**.

Damascus blades: in the real world, a combination of steel with certain trace impurities and techniques of annealing resulted

in Damascus steel, considered in medieval times to be near-magical in quality. Such blades might be given a +1 damage bonus, and/or require a heroic effect to break.

Adamant: normally the hardest substance in worlds that have it, armour of adamant might have at least a +3 armour bonus, while weapons of adamant might have the ... of **Shattering** property (p 174).

Lyngurium: a yellowish, gem-like material, lyngurium is said to attract metals. This might be used for cursed armour ... of **Missile Attraction** (p 172), or for **Binding** weapons (p 173).

Mithril: is usually described as being lightweight but strong. It could give the **Feather-Light** trait (p 172), and a +2 armour bonus. Weapons might be Finesse even if not normally so.

Orichalcum: is represented in some fantasy works as being able to absorb magic. This might yield armour that provides an additional protection bonus against magical attacks of all types, or weapons with a trait of **Spell-Parrying**, allowing a proficient character to gain their defensive trait bonus against directed spells, especially those with physical effects.

Such properties might or might not stack, as the GM wishes. If they do stack (or are combined with enchantments), we recommend basing treasure point values on the totals, rather than on the individual parts. Thus, *dwarf-forged mithril armour* with a +3 armour bonus would be worth 6 treasure points for the +3, rather than being valued at 4 (1 for the +1 from being dwarf-forged, and 3 for the +2 from being mithril).

CHAPTER 5: **N**EW RULES & VARIANTS

This is our grab-bag chapter, filled with odds & ends that didn't fit elsewhere. That's not to say that this chapter isn't important, though—we think that some of the ideas in here, particularly Success

With Consequences, can take your game to whole new areas. And, in a more literal sense, the rules for aquatic and aerial adventuring here will do that as well!

Success With Consequences

So, the players have made their roll, and they're eight points short of what they need. Now what? Normally, they'd fail and need to try again. But here's a concept: success with consequences. When the GM wants to avoid multiple rolls, they can allow the players to spend a hero point to go ahead and get a success... but the player must accept consequence points equal to the difference between what the players rolled and what they wanted.

This can result in such things as “we made it up the wall, but lost the rope we used” or even “the medusa was turned to stone by her reflection, but Akral was also turned to stone”—to put it simply, fun situations for the GM and players! Indirectly, it also turns the ‘charges’ of charged items into boosts; since *M&M* usually only has charges used on a consequence, this lets players effectively choose to use them (along with a hero point) to get a bonus.

The GM should always have the right to refuse a success with consequences, and the requirement of a hero point will keep it from being used all the time. It may also make sense to limit the size of the consequences the players can accept, possibly to the highest consequence applicable at their scale (thus, 1st-4th level characters can only accept up to 15 points of consequences to gain success, but a 10th level character could accept as many as 25). Alternatively, the limit might be set by the dice, preventing a player from buying a higher total than they could have rolled this way (although that requires some math on the fly).

This concept can also be used from the GM's side, and can be useful when you want to be able to make sure you can give the players something to remember an encounter by, but the dice just aren't agreeing with you. Remember, though, that this costs a hero point, and the GM also has a limited supply of those!

Alternate Methods of Leveling Up

MONSTERS & MAGIC by default uses the traditional *D&D* method of leveling up—characters earn experience points by defeating monsters. *M&M* supplements this with experience for achieving goals, gaining points of alignment focus or drift, overcoming hazards, doing cool stuff, spending treasure on class-related activities, and completing session or campaign milestones (*M&M* p 91). This helps take the emphasis off ‘killing the monsters and taking their stuff’ (the latter being especially important in older versions of *D&D*, where gaining treasure and magic items also granted experience).

In addition, there's bonus experience for having high attributes. While this is a traditional part of *D&D*, it was commonly house-ruled away as essentially giving those players lucky enough to roll good scores a double benefit—they not only got the bonuses given by those attribute scores in play, but also accumulated experience faster! This really becomes a problem when combined with rules that grant experience on the basis of a check total, such as *M&M*'s “using a trait to accomplish a significant feat”, which gives “effect points x 10” experience. A fighter lifting a gate alone with a 20 STR will gain 66 more XP than one lifting the same gate with the same roll who has a 14 STR. Not only that, but the 20 STR fighter will be more likely to get that experience in the first place, since they're more likely to succeed.

No Bonus XP

Our first suggestion, then, is the dropping of experience point bonuses for high primary and secondary attribute scores. Since these are normally the attributes that are most significant for the class in question, having high scores in them is its own reward, as the character is then more likely to succeed at their normal tasks.

One level / X adventures

Tracking experience points can be difficult. There's a wide variety of things for which XP are supposed to be awarded, and it's easy to forget some of them. This also places a large amount of bookkeeping

Buying Levels

Another possible variant is to allow PCs to buy levels. Simply assign a cost in treasure points to leveling up. This gives individual players the choice between increasing their character's level or gaining magic items (or increasing their sidekick's level, if using the option to allow advancing sidekicks with TP).

The price depends heavily on how much treasure you want to give out. One could go with the classic *D&D* “one gold piece equals one experience point”, and set the prices accordingly—20 TP for second level, another 20 for third, 40 for fourth, and then doubling each level until tenth, with the price per level being 5000 TP for each level beyond that. (Which points out just how much treasure high-level *D&D* characters were classically supposed to be raking in....)

A more reasonable price might simply be 20 TP for each level, with no doubling happening. This is good for a campaign where the GM doesn't want treasure amounts to grow to insane proportions as characters level up.

In any case, we'd like to note that we have not playtested this idea at all, which is why it's in a sidebar! If you try it out, you're likely to need to do some adjusting to get things right!

on the GM's shoulders, unless each player is allowed to track their own XP—but that can easily become unfair to a player with a poor memory, or who gets so involved in the story that they forget to actually write down their XP.

Thus, some groups adopt a simple mechanism—each character gains a level every X adventures, with 'X' usually being 3 or 4. This allows a group playing weekly to advance to 20th level over the space of about a year to a year and a half. It also makes slower or faster advancement easy (just change X), and keeps bookkeeping simple. If there's a desire to reward players who show up more often, then the levelling can be per player—or, for that matter, per character, should someone have multiple characters they wish to switch between.

Alternatively, things can be run so that advancement goes by the number of sessions that have gone by in the campaign, regardless of whether an individual player was present or not. This keeps the party together in level, and also means that a player who unavoidably misses sessions due to Real Life™ happening doesn't also fall behind in levels.

Varying Primary Attributes

In the rules as written, each class has a primary attribute, which is fixed for that class. Thus, all fighters have Strength as their primary attribute, and all thieves have Dexterity.

However, allowing players to vary this can create flavour. Imagine, for example, a Dexterity-based fighter: such a character might use lighter armour and favour finesse weapons, acting in some ways like a thief, while still having the hit points, basic skills, and combat emphasis of a fighter. This gives a 'swashbuckling' sort of character, who would naturally tend to be good at swinging from chandeliers, jumping onto tables, and so forth.

An Intelligence- or Wisdom-based fighter might be a very effective leader, using their *Fighting Lore* and *Leadership in Battle* with either attribute (with the GM's approval) to create effects for their fellow party members to use. This effectively creates a character much like the 'warlord' class from 4th edition *D&D*.

A Charisma-based thief might use their Charisma for some traditionally Dexterity-based thief abilities—for example, picking pockets by using their own Charisma for a distraction! With a few

Fiat

A variant of the previous method essentially uses a variable X: the party goes up a level either when the GM decides they should, or possibly when the group decides they should. The former lets a GM who is most comfortable with a particular set of levels of play simply advance the party to that level (or even start them there) and then advance them as desired. This can also become useful when an adventure takes significantly more sessions than planned—the GM doesn't have to worry about the PCs levelling up to where the later parts of the adventure aren't a challenge. Conversely, the GM can speed up levelling for a bit if they're worried that the later parts will be too much of a challenge.

The group-decided variant allows the group to essentially decide what levels they want to play at. Of course, they may just speed themselves up to very high levels... but if that's what they think is fun, there's really nothing wrong with that!

advancements, they could become a very effective con artist, either on their own, or working as the 'front' or 'distraction' for more traditional thieves.

A Dexterity-based ranger would make a very effective archer-type ranger, and could be especially good at the ranger skills of *Scouting and Spying*, and *Infiltration*. With this simple change and a few archery-related advancements, you can avoid creating a new class to support such characters, such as the Archer-Ranger (for 1st edition *AD&D*, from *Dragon* magazine issue 45, p 32).

Of course, care should be taken that the changes are reasonable—the GM needs to watch for the sort of player who will attempt to make everything they do fall under one attribute. Keep in mind that 'special' traits that do something different from a normal trait do *not* normally give a trait bonus. Thus, a character who takes a trait that allows them to use one ability in place of another for a specified purpose does *not* get to use that same trait to grant a trait bonus for that purpose—that would be double-dipping, letting one trait act as two!

Assisting Others in Combat

The *Helping or Hindering Someone* section (*M&M* p 39) states that the difficulty of helping someone is usually Average (10) if they accept the help. This makes helping someone very easy—and, since the effect points generated are added directly to the assisted check, very effective. We recommend that in combat, the difficulty of helping

a willing target should be the same as the difficulty of spellcasting checks—that is, 15 if unengaged and 20 if engaged. Note, however, that by the engagement rules, an engaged character *can't* help someone else—they're limited to attacking, defending, limited movement, and disengaging.

Sidekicks

Several of the classes presented here make extensive use of sidekicks—in particular, beastmasters and summoners. Even the magic user and paladin in the core book can have two sidekicks (a familiar or warhorse, respectively, and a normal sidekick). Having a player character with several sidekicks, or with sidekicks of almost the same level as the players, brings up several issues and potential problems. We discuss some of those problems and ideas for how to solve them here.

Independent Sidekicks and the Too-Many-Turns Problem

By the rules in *M&M*, a sidekick with the *Independent* advancement has their own action each round. This effectively grants the player multiple characters to play, each with their own action to use, which can be an enormous benefit.

With multiple sidekicks, this becomes even more problematic—even within the standard rules, a paladin or magic user can have two sidekicks, granting them potentially three characters to play. And

there's no real reason not to make each sidekick independent—since it's an advancement of the sidekick rather than the main character, the advancement slot it uses up isn't of great importance.

If this becomes problematic for you and your group, we suggest this change: the *Independent* advancement is taken by the primary character, rather than by the sidekick. This makes taking multiple independent sidekicks have more of an impact on the character's abilities. If you choose to do this, you may also wish to make the 'independence' be transferrable—that is, a character with multiple sidekicks and the *Independent* advancement gets two actions each turn—one of their own, and one that they can use for one of their sidekicks.

The GM should also remember that *any* trait can be used as a disadvantage, granting hero points when it complicates the character's life—this includes sidekicks! A sidekick could become ill, might get in trouble with townsfolk, could get lost, or could mess up the character's life in many other ways. Taking this further, *Independent* can also be used as a disadvantage, by having the sidekick decide to take a different action than the PC wants them to!

Sidekicks and Classes

By the rules as they are written, most classes receive a sidekick of the same class that they are. *M&M* p 70 says that all sidekicks have classes, and the monk, magic user, illusionist, thief, assassin, and bard all gain an "apprentice" or a "student" for their sidekick, which implies them being the same class. The paladin gets a "squire" (who reasonably is either a paladin or fighter); the druid and ranger both get an animal companion, the fighter sidekick entry simply says "a sidekick", and the cleric doesn't even mention the sidekick advancement.

Now, this makes some sense, in that an apprentice or student would be a common sort of sidekick... but dramatically, it makes very little sense. In fiction, it's very common for a character to have a sidekick whose skill set is largely different from their own. Tonto knows all sorts of wilderness lore that the Lone Ranger doesn't; Little John has strength and endurance, not Robin Hood's skill with the bow; Gabrielle is a bard to Xena's fighter; Enkidu is the wild man while Gilgamesh is the civilized king.

Thus, we suggest that a character be allowed to have a sidekick of any class, regardless of what the "sidekick" entry for their own class says. This is especially helpful in solo games or when there is a very small number of players, since the sidekick(s) can fill in for skills and knowledge that the main characters lack more easily if they are of different classes.

On a related note, animal companions could either be assigned a class (commonly fighter or thief), or they can be given their own pseudo-class, with a few base traits, a primary attribute, and possibly some advancements. This is the approach we've taken for both them and familiars in *COLLECTANEA CREATURAE* and in this book.

Sidekicks and Levels

By the rules, a sidekick always starts at 1st level, and gains XP only by the PC giving some of their own XP to the sidekick. This, however, runs into a problem quickly: namely, it doesn't really limit the sidekick much.

The problem is the exponential rise in experience point requirements. Since each level up to 11 costs double what the level before did (or nearly so, for 11th level), a player who split their PC's experience 50:50 with their sidekick would effectively have two characters, both one level lower than someone who didn't have a sidekick. Although the rules as written don't restrict the level of a sidekick, we feel that it's reasonable to require a sidekick to be at least one level lower than the main character. If this is done, however, then a player only needs to give one-third of their gained

experience to the sidekick in order to keep the sidekick at their maximum level. This puts them slightly behind someone who isn't supporting a sidekick in that way... but not much, until high levels are reached.

The benefits gained are large, especially if the sidekick can be of a different class than the main character. Indeed, by a strictly literal reading, since the PC can use the sidekick's advancements "as if they were one of your own", a character who took a Paladin sidekick and took the advancement *Turn Undead* for their sidekick would be able to turn undead themselves, at their own level... and someone with a druid sidekick with the *Shapechange* advancement can shapechange!

It seems self-evident that this isn't the way sidekicks are actually meant to work. So, we suggest a few alterations to the sidekick rules in general, as follows:

- a sidekick must be of a lower level than the primary character, unless the primary character is level 1.
- the sidekick's traits belong to the sidekick: a non-independent sidekick can 'take actions', using their traits and advancements, but they do so at their own level, not the level of the primary PC, and doing so takes up the primary PC's action. If the sidekick is merely assisting the primary character, the primary character can either use the sidekick's traits as secondary traits (gaining a +1 for each one that applies), or have the sidekick grant a helping bonus via the normal rules for helping others.
- sidekicks do gain bonus PHP and MHP based on CON and WIS (and can receive penalties for low scores in these as well!)
- sidekicks may not take the *Sidekick*, *Followers*, or *Stronghold* advancement, nor any variation on these. Yes, this does mean that taking a Summoner or Beastmaster as a sidekick is a largely futile endeavor, since your sidekick won't get their most important class traits!

These alterations help 'tone down' the benefit of sidekicks a bit, and makes them more into secondary characters rather than extensions of the primary character. This does, however, mean that the sidekick's level becomes more important.

As the rules stand, however, it's possible to advance a sidekick very quickly. Let's say a PC takes a sidekick upon reaching 5th level. Naïvely, one might expect that when the PC reaches 6th level, the sidekick would be 2nd level. However, this isn't the case—the speed of the sidekick's rise in levels depends on how many XP the PC chooses to give to the sidekick. Let's say the PC decides to give the sidekick one-third of the XP the PC gains. In that case, when the PC reaches 6th level, the sidekick will be reaching 4th level! When the PC hits 7th, the sidekick will be midway through 5th.

Since the amount of XP needed to reach a given level doubles each level up until about 12th (11th isn't a doubling strictly speaking, but it's close), so long as a PC takes a sidekick before level 12 and makes a reasonable effort to level up the sidekick, we can assume that the sidekick will be one or two levels behind the PC, who in turn will be one level behind someone who didn't take a sidekick. At higher levels, this starts to diverge more, with a sidekick who is being granted one-third of the primary PC's experience points being 8th level if the PC gained the sidekick upon hitting 19th level, 14th level if the PC had the sidekick starting from 1st level (possible for some classes), or if the PC had it from 5th level, and, as a last data point, 13th level if the PC gained the sidekick upon reaching 10th level.

A PC who loses a sidekick, then, is really only temporarily inconvenienced, unless they're at a very high level already—it's not hard to level the new sidekick up quickly, without having to make very major sacrifices as regards levelling up.

There's also the problem that the rules for advancing a sidekick don't work if you're not using experience points. If you've chosen to level the PCs up after a certain number of adventures, or by fiat, what then? How do you determine what level a sidekick should be? Having

a PC give up a level to advance their sidekick one level seems rather too much, while advancing the sidekick a level for each level the PC advances actually puts them somewhat behind!

We propose the following: a normal sidekick is always half the level of the primary PC, rounded down. This does mean that a normal sidekick starts at 2nd level; the tradeoff is that they will remain 2nd level until the PC hits 6th level, at which point they increase to 3rd. Those sidekicks who can be taken at 1st level are one level higher than a “normal” sidekick. To put it in a table form:

PC level	Normal Sidekick Level	Familiar etc level
1	-	1
2	-	2
3	-	2
4	-	3
5	2	3
6	3	4
7	3	4
8	4	5
...

This means that a sidekick will always be a high enough level to provide a useful trait bonus even when only their own level applies,

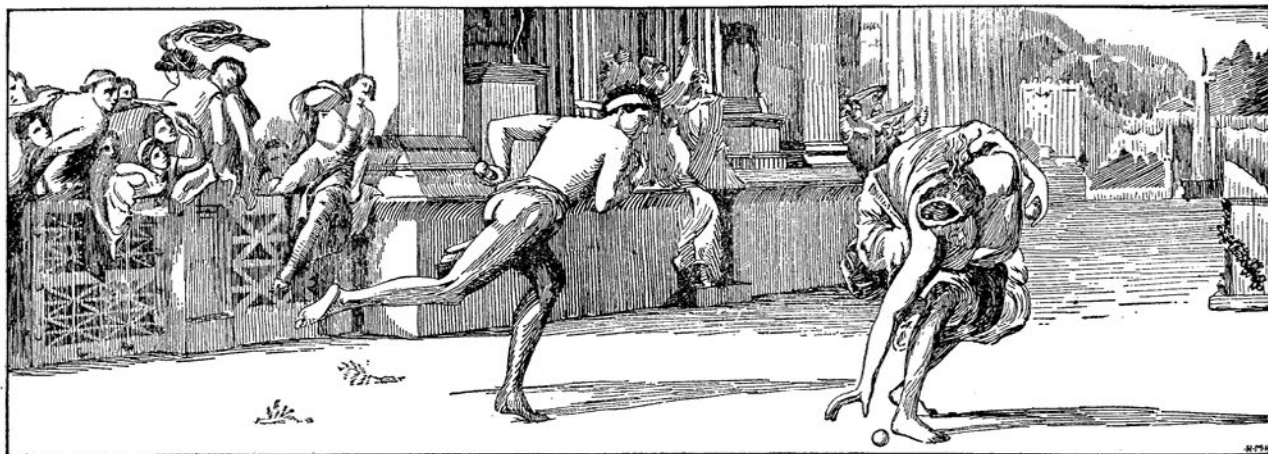
but will never be so high a level as to effectively be a full secondary PC (at the lowest levels, where a familiar or other sidekick that can be taken at 1st level is the same level or almost the same level as the PC, the sidekick’s low hit points compared to a PC help keep things in balance.

When using this method, if a sidekick is lost, a new sidekick cannot be gained until the PC manages to recover all of the ‘damage’ that was taken from losing the prior sidekick (*M&M* p 70, and *Companions, Death, and You*, p 52), and a point where the GM judges that it’s possible to find a new sidekick is reached.

A second option is to treat a sidekick in a similar way that multi-classing works. When you first take the *Sidekick* advancement, the sidekick is created at 1st level. Each time you take the *Sidekick* advancement again, your sidekick gains a level (and, of course, an advancement). If you are using this method, we recommend that all sidekicks are counted as automatically being *independent* without either the sidekick or the primary PC needing to take an advancement for it.

Treating sidekicks this way, the sidekick essentially becomes a detachable set of traits; this set has the advantage that it comes with an extra action, but the disadvantage that each trait your sidekick has costs you a trait your main character could have, and that unless you’re willing to give up all your main character’s advancements, the sidekick will always be lower level.

This means that the primary advantage of a sidekick comes in having one of a different class—the sidekick then has a set of base traits that the primary character does not, and is eligible for class-specific advancements that the main character can’t get.



Running, Sprinting, and Other Movement

A creature normally moves according to its movement rate, using it in contests for races and such. An unencumbered or lightly encumbered creature can “push it”, attempting to place an effect on themselves that acts as a movement bonus, but a penalty to other actions. This is providing a helping bonus to oneself, using CON or STR against your own movement. The bonus can be used directly in chases, and increases movement rate as well. If needed for more than one round, the character must try again each round, suffering the penalty from their previous attempt. On a failure, the character can no longer boost their movement; on a minor consequence, they are restricted to normal movement (i.e., walking speed) for the next round; on a major consequence, they collapse, out of breath. Afterwards, the penalty remains until the character rests for a turn.

Example: Cridditch, a 3rd-level orcish thief, is being pursued by six guardsmen. (You wouldn’t think stealing a mere jewelled dagger would get such a response, but that’s another story.) He decides he needs all the help he can get, and chooses to push his running ability. He has a CON of 15 (+2) and the advancement *Fleet of Foot*. He rolls $12 + \text{CON } 2 + \text{level } 3 = 17$, getting 5 effect points, for a major effect. Since this is a chase situation, he applies the +4 directly, giving him a significant advantage against the pursuing guards. Were absolute movement what was important, it would increase his Movement to 16, allowing him to move 1600 feet in one round while sprinting (about 18 MPH, or a mile in 3:20, if he can keep it up for four rounds!)

Two of the guards manage to keep up, and Cridditch curses—mentally, because he doesn’t have the breath to

spare to do it aloud! He tries again for the second round. This time, he has the -4 from the exhaustion he's starting to experience. Rolling, Cridditch gets an 11 + CON 2 + level 3—exhaustion 4 = 12. That's a minimal success, granting him a one-time +1 to use against one of the guards... a bit of an advantage, but not much. Thankfully, the two remaining guards both roll poorly, and he loses them. Calves aching, he drops to a walk and tries to blend into the crowd.

Flying creatures may only fly while at light encumbrance or below, unless they have no other movement modes at all (e.g., air elementals). Such creatures may fly at any encumbrance, but at a suitably reduced movement rate.

Land creatures swim at one-quarter their land speed, rounded down. If heavily encumbered, they may not move at all, and must make a difficulty 10 STR check each turn to keep afloat. If over-encumbered, this becomes a difficulty 15 STR check each round. Wading in hip-deep or higher water halves movement.

"Sprint swimming" or "sprint flying" is possible, using the creature's appropriate speed. Again, see p 53 of *M&M* for rates. For land-dwelling creatures who are swimming, bonuses from pushing

themselves for more speed as above are also reduced to one-quarter, since they are adding to movement, which is being reduced thusly. This means that a human with a heroic effect gets a swimming movement of 5, letting them "swim sprint" 500 feet per round... slightly faster than a world-record swimmer in the real world.

A climbing check allows one foot of vertical movement for each effect point. Seeing over a wall requires only enough effect points to get one's hand to the top of it (it's presumed that adventurers can do pull-ups!). Going over a wall requires getting half of one's height above the top of it. Normal difficulty for climbing is 10 where there are plentiful hand and footholds, 15 where there are few, and 20 where there are no obvious ones. Climbing tools and equipment should give bonuses, while conditions such as rain or ice confer penalties.

A "natural climber" does not have to make climbing checks on appropriate surfaces, but simply moves on them—for example, a squirrel can run up a tree at normal movement rate. Creatures with a designated climbing movement rate are treated similarly, but with the movement rate given. Climb checks may still be necessary on surfaces a creature does not normally climb, however—for example, a squirrel would need to make climb checks to climb a smooth stone wall, or a wall made of ice.

Initiative

M&M adds an additional complication to traditional *D&D* initiative—namely, INT is used for initiative with mental or social actions (or WIS, for clerics casting spells). This means players need to decide which sort of action their character is going to take before rolling initiative, and that if that sort changes in the course of conflict, they need to roll initiative again, using the new appropriate attribute.

This can slow things down significantly. One option to speed things up again is to use static initiative instead of rolled—that is, a character simply uses 10 + their attribute modifier + applicable trait bonuses for initiative. This can be pre-figured for both mental and physical actions, and the GM can keep it written down for easy reference. This is also helpful when a character has advancements that apply to one form of initiative, but not the other, or that allow them to use an alternate attribute score for initiative.

Another simplification is to pre-figure mental and physical initiative modifiers for each character and simply switch modifiers if the character's action type changes. This speeds things up, and also means that a character who got a good roll isn't suddenly badly penalized for changing what sort of action they're doing.

You could also mix the static and rolled methods: perhaps static initiative is normally used, but players have the option to roll if they wish... and may be required to roll if they're surprised. Of course, in a surprise situation, there will normally be a surprise effect in play, giving those who have surprise a bonus to their initiatives.

Holding Actions

Something that often comes up with any initiative system is the question of what happens when a character wants to wait to perform their action until someone else goes. Here's our suggestion:

A character may choose to hold initiative at any time. When holding initiative, the character's player chooses when the character goes, and may do so at any point in the round. If they attempt to interrupt or pre-empt another character's action, however, they must roll to see if they can. This is rolled like an initiative roll: if the character attempting to interrupt or pre-empt ties or exceeds the other character's roll, then they may take whatever action they are using, and, if successful, may interrupt or pre-empt the other

character as appropriate. If they fail, then their action takes place immediately after the one they were trying to interrupt or pre-empt.

Example: Dowsin the Brash, a 4th-level Bounty Hunter with 18 (+8) Dex and 13 (+1) Int, and Meera the Strange, a 3rd-level Enchanter with 19 (+8) Int and 12 (+1) Dex, are in combat. Dowsin is lucky on the initiative roll, and gets a total of 27 for a physical action, while Meera isn't nearly so lucky, getting a total of 19 for a mental action. Meera is attempting to open a magical portal the party needs to get through. Their compatriots are in melee with attacking goblins, but Dowsin decides to hang back with Meera, in case any goblins get past the rest of the party.

When Dowsin's initiative comes up, his player declares that she's waiting. The round proceeds. On 21, a goblin manages to slip through an opening between the other PCs, and the GM declares that the goblin is running toward Meera, spear at the ready. Dowsin's player declares that he's trying to attack the goblin before it can reach Meera.

The goblin warrior (CC p 74) has 16 (+6) Dex and 1 HD. Dowsin's player rolls 8 + 12 initiative bonus = 20. The GM rolls 12 + 7 initiative bonus = 19. Dowsin can try to interrupt the goblin! However, since the goblin has a spear and Dowsin is using a short sword, the GM informs Dowsin's player that to prevent the attack, Dowsin needs to close from Short range to Close range, which will take 10 effect points. Dowsin's player makes her attack roll, and gets 11 on the dice (including weapon die), for a total of 23. The goblin warrior has a PD of 21, so this would normally hit, but since Dowsin has to spend 10 effect points on closing, the attack is only an effective 13, and the goblin is going to get to attack Meera, unless Dowsin is willing to use a hero point and take consequences! (See *Success With Consequences*, p 118).

A held action may be used at any point before the character's next normal action; this can allow two actions in a round. If the character does not take an action before their next normal action, the held action is lost: you can't 'save up' actions for later without a stance or other special effect to permit it.

Transformations

A number of ways exist for characters to gain the ability to transform themselves into different forms. In the core book, the druid can gain this as an advancement, allowing the assumption of animal shapes. In *COLLECTANEA CREATURAE* and this very book, we've introduced races that can shapeshift, either as a base trait or as an advancement.

We recommend that shapeshifting in general be treated through the effect system. A minor effect allows small variations, such that no attribute bonus would change by more than +/-2; a major effect allows up to a +/-4, and an extreme effect up to +/-6. For characters at higher scales, higher effects might be possible.

Shapeshifting can grant a change in movement modes as well; this does not, however, grant any additional movement beyond what the achieved effect might allow.

The character's primary attribute is not changed, nor do their other traits change. If the character has proficiency in a weapon that would correspond to their new form's natural armament, they count as proficient.

Beyond these guidelines, apply common sense! Someone shapeshifting into a lion should probably get a couple of points of armour, equivalent to leather or so. Counting claws as +1d4 weapons and teeth as +1d6 certainly wouldn't be unreasonable—after all, the character would likely have better armament than that with their normal equipment.

Remember, effect values indicate how good a job the character did of shapeshifting. Since effects can remove other effects, someone trying to shapeshift to get out of being tied up or otherwise bound is trying to get an effect as good as the one they were bound with (or better). If they fail to do that, then they've managed to loosen their bonds a bit, but haven't escaped them yet.

This does mean that a minimal success may not be enough to, say, turn yourself into a mouse to get out of being tied up. Maybe they're shrinking, but they're not small enough yet—nothing says shapeshifting has to be instantaneous all the time, after all!

Shapeshifting may also be used to temporarily relieve certain consequences. For example, if you've been blinded, shifting to a form

that can't see at all, or that relies more heavily on other senses, could temporarily alleviate the blindness—it's still there, you're just not suffering a penalty from it because you're not using your eyes right now. In that sense, it's no different than a PC with a broken leg doing something that doesn't involve using that leg. The shapeshifter just has a way of avoiding using their eyes.

Note, however, that the GM is within their rights to still enforce the consequence if the character in question has no history of using such forms—just as shapeshifting into a dog doesn't automatically make you know how to follow a trail by scent if you don't have some trait relating to tracking, shapeshifting into a mole doesn't make you automatically know how to use your new mole senses to manage without sight!

You may wish to have characters keep identifiable characteristics in shapeshifted forms—perhaps scars remain, or hair colour, birthmarks, or other identifying features, even as vague as "I don't know—something about that cat just reminds me of Bob!" If a transformation is meant to disguise someone, then someone attempting to recognize them must overcome the effect to do so—thus, if someone has been transformed into a frog with a major effect, a major effect would be necessary to discover that it was, in fact, them.

Equipment may or may not be affected when one shifts shape. *Polymorph* spells and similar magic usually include equipment, 'melding' it into the new form. Many natural shapeshifters, such as doppelgangers, tend to avoid carrying much in the way of equipment, forming 'clothes' and such from their own bodies. Of course, this can be a problem in a situation where one needs to remove clothing, and many shapeshifters will use clothing—and especially armour!

If you're using the *Success With Consequences* optional rule (p 118), losing equipment when shapeshifting could be a consequence taken to help with shapeshifting! For example, someone trying to turn into a mouse to escape being bound up by ropes as mentioned above might choose to lose their armour or some other equipment to help get the effect points needed to get out of the rope.

Advancements

The core *MONSTERS & MAGIC* book presents a few "other advancements" which can be taken by characters of any class. Here, we present a few more such advancements. Some of these may not be appropriate for every class, but they are each at least appropriate for several classes.

Alignment-based Advancements

These advancements may be taken either for your current alignment, or your drift alignment. When "alignment total" is referred to, this is either the number of points of Alignment Focus the character currently has if the advancement fits their current alignment, or the number of points of Alignment Drift if the advancement fits their drift alignment. In a case where the advancement fits both (e.g., a character with Lawful Good focus and Lawful Evil drift using a Lawful advancement), the higher value is used.

If you are not using Focus and Drift values in your campaign, you should! But if you really don't want to, but still want to use these advancements, they can either act as normal trait bonuses, or can add +1d6 when alignment total would be used.

Brutal attacks (Evil): when you choose to inflict the maximum hit point damage you can on an attack, you may add your alignment total to the damage. This may not increase the damage more than

the maximum of the weapon die you are using. (Aka "the Bane advancement".)

Disarming attacks (Good): preferring to keep your foes alive, you have carefully practiced methods of disarming and grappling foes. When you choose to make an attack and declare beforehand that you will not do damage, you may add your alignment total. You may use this to do ranged disarms. (Aka "the Lone Ranger advancement".)

Fervour for the balance (Neutral with respect to Law-Chaos): you may use your alignment total to aid with resisting intimidation, fear, and other attempts to dissuade you when pursuing a course that you believe will assist in maintaining the balance between Law and Chaos. (Aka "the Eternal Champion advancement".)

Long arm of the law (Lawful): you may use your alignment total as a bonus to checks to dissuade someone from attacking or pursuing an illegal course of action when the local law would be on your side, if your target would reasonably fear their intervention. For example, this does not apply to non-'people' types. (Aka "the Andy Griffith advancement".)

Muckraker (Evil): you may use your alignment total as a bonus when you are attempting to 'dig up dirt' on someone in order to aid with social attacks involving them. (Aka "the Citizen Kane advancement".)

Playful attacks (Chaotic): use your alignment total as a bonus when attempting to do such things as cut someone's belt to drop their trousers, cut buttons off their clothes, slice an initial into their clothing, and so forth. (Aka "the Zorro advancement".)

Shining example (Good): when seeking to inspire others who are not of an Evil alignment by your example, you may use your alignment total as a bonus. (Aka "the Superman advancement".)

Skilled mediator (Neutral with respect to Good-Evil): you walk the area between Good and Evil, and you might even argue that such beliefs are extreme in a world of grey. However, people tend to listen to what you say, since you're good at seeming to be on their side. Use your alignment total as a bonus when attempting to calm tensions or hostilities between the forces of "Good" and "Evil". (Aka "the George Smiley advancement".)

Skirting the law (Neutral with respect to Law-Chaos): you have friends on both sides of the law that know you can accomplish things that they cannot. Use your alignment total as a bonus when you need to get something done that's 'shady' without verging into such universally-illegal territories as murder, burglary, and so forth. (For example, smuggling goods or people, illegal or quasi-legal gambling parlours, black markets, etc.) (Aka "the Han Solo advancement".)

Patient restraint (Lawful): in a social situation where patience would be of major help (for example, dealing with bureaucracies anywhere, or questioning someone who you for some reason can't use intimidation on) you add your alignment total to checks. (Aka "the Joe Friday advancement".)

Whatever it takes (Neutral with respect to Good-Evil): you may use your alignment total as a bonus to attempts to interrogate captives or intimidate foes who reasonably believe you could significantly physically harm them. (Aka "the Jack Bauer advancement".)

Who needs a plan? (Chaotic): when you choose to ignore an already-laid out plan and do something that departs wildly from it, you may gain a hero point if the GM agrees that your departure from the plan will inconvenience the rest of the party at least momentarily. In addition, you may make a check against the normal spellcasting difficulty, using your alignment total as a bonus, to create an effect that helps you with actions that further disrupt the original plan. (Aka "the Spider-Man advancement".)

Thanks to Christian Taylor for suggesting the idea of alignment-based advancements!

General Combat Advancements

Brawler: improvised weapons are part of your repertoire. Gain a trait bonus to attacks when using improvised weapons; if they are suitable for blocking with, you may also gain a defence bonus.

Crack shot: be it from training or just a natural ability, you are exceptionally good at throwing or shooting. When you are not engaged in melee and do not move in the round, you may add half of your level (minimum of 1) as a bonus to ranged attacks with weapons. This is not a proficiency bonus, and does not require you to be proficient with the weapon in question. This does stack with trait bonuses, including proficiency.

Grappler: from training and/or experience, you know how to both effectively grapple others and escape holds. Gain a trait bonus for doing either.

Leave me out of this!: you're skilled in the subtle art of avoiding combat. That's not talking your way out of situations, but rather, using whatever cover is available—including other people—to

stay out of the way when people are swinging harmful objects around.

When attempting to disengage from physical combat (*M&M* p 41), you may use your INT or WIS if you wish. Further, you gain a trait bonus for this. If there is physical cover available—including allies or bystanders—you may create effects to help prevent others from engaging with you. You may use excess effect points to do this when disengaging, once you have moved out of their melee range.

Quick attack: in the first round of a combat, you can sacrifice power for speed. If you do this, you automatically gain initiative (unless against an opponent who also has an 'automatically gain initiative' ability and is using it). However, you may not use your STR bonus with this attack, and take an additional -4 to it.

Trained fists: you are skilled in the art of unarmed combat with fists. Gain a trait bonus to unarmed attacks, and to defences against other unarmed characters. Further, you may do damage when unarmed using the Martial Practitioner's damage table (p 21).

Between a rock and a hard place (heroic scale, requires *Stalwart Defence stance*): you may attempt to make an opponent hit the wrong target. To do so, you must sacrifice your own attack for the round. This permits you to redirect your opponent's attack to another target (with them making a new attack roll) as a major consequence against them. Note that you don't have to be in *Stalwart Defence stance* to use this, but it certainly helps!

Biding Your Time stance (heroic scale): you may choose to delay actions for up to three consecutive rounds in order to 'save up' attacks. You must declare the number of rounds upon initiating this stance. All of the delayed attacks take place in the round after you end the stance. You may apply any effect points accumulated as consequences against foes, as a result of attacks that miss you while you maintain this stance, as bonuses to attacks when the stance ends. For example, if you accumulate 5 effect points against one foe, and 13 points against another, you may apply these as bonuses against each of them once the stance ends and you begin to attack.

While you maintain this stance, you may not take any other actions, move, or spend effect points. Doing so will immediately end this stance and you will take your actions in the current round as normal, losing any of the effect points accumulated. Upon reaching epic scale, you may do this for up to five consecutive rounds.

At scale, you may use this through a construct; however, in order to do so, the GM may require you to make rolls to keep the construct under control while delaying.

Face me! (heroic scale): you may create mental consequences from your attacks on opponents to make them go after you. While an opponent has such a consequence on them, it inflicts a penalty to all actions they take that are not a defence, an attack against you, or an attempt to engage you. If you have both this and *Leave me out of this!* you may also create such consequences when disengaging or defending.

General Advancements

Animal Handler: for some unknown reason, animals seem to trust you. You may use your CHA bonus with animals as well as people.

Countercharms: you've learned simple methods of trying to counter magical attacks. By spending a full round doing nothing else, you can roll 3d8 instead of 3d6 to try to resist a spell; you must roll your resistance to do this, of course!

Entertainer: you're skilled at some form of entertainment, be it singing, dancing, or putting on puppet shows. When acting as a

distracted and doing nothing else, gain an additional half-level bonus beyond a simple trait bonus to do so.

Escape Artist: you're used to escaping all sorts of bonds. You may use this to get free of ropes, manacles, chains, etc. Further, you may use this as a trait bonus when attempting to restrain someone else, as you know the tricks.

Faithful: your belief in your god(s) is so strong that you may perform mental First Aid on yourself through prayer.

Porter: you're used to carrying large quantities of stuff. When travelling long distances, treat your encumbrance category as one lower than it is to determine how far you can travel in a day.

Strongman: you've learned the tricks of showing off your strength to entertain others. You can use your STR for social purposes to entertain others with such a show—note that this is usually considered a lower-class activity, and may not be applicable in all social situations, subject to GM judgement. Additionally, you gain a trait bonus for ripping things apart, breaking things, and so forth, similar to a Fighter's *Feats of Strength*.

Trapper: you've spent considerable time trapping animals for food. You gain a trait bonus to set, spot, and disarm simple traps such as pits, rope snares, box traps, and the like. This does not assist with more subtle or complicated mechanisms, such as pressure plates, poison needle traps, etc.

Social Advancements

Air of Mystique: nobody's quite sure about you, and you like it that way. You cultivate conflicting rumours about yourself, creating a 'smokescreen' that makes it hard for anyone to 'land a blow' on you socially, since anything they say about you is probably already a rumour anyway!

You may ignore the first five effect points placed on you in a social conflict. Note, however, that this is only for effects and consequences—attempts to cause outright MHP damage are not blocked by this. In addition, this is *only* the first five effect points in the course of the combat, *not* five effect points off each attack.

Conspicuous ostentation: you know how to get the maximum effect out of your ornamentation. Treat this as *Damage Focus stance* (*M&M* p 42), but for social combat.

Everyone's friend: you're very likeable, and people are unlikely to believe slurs or bad rumours about you. You may use your CHA bonus for mental defence against social attacks.

Let me help you with that: gain a trait bonus when interacting with people in a positive way. This grants a half-level bonus when used as a secondary trait. You can use this to sway them to let you into places, persuade them to help you, and so forth—however, when using this, you cannot inflict mental damage.

Oops, Pardon Me! you're good at distracting others. When an ally suffers a consequence for a failed social roll, you may take the consequence for them. However, you may not do so if you've taken a consequence from this social conflict. You may also spend a hero point to force a target to roll their mental defence the remainder of this social struggle against all attackers except you.

Stunning wordplay: you may use INT to make social attacks through witticisms, quips, wry observations, and so forth.

Enhanced Mystique (heroic scale, requires *Air of Mystique*): you may ignore the first *ten* effect points in a social conflict.

Grandiose Presence (heroic scale): when you want to be noticed, you are *noticed*. This is a stance, granting you a trait bonus of twice your level to make social attacks. However, being noticed also means that people take greater notice of attacks on you, so you

must roll your mental defence against social attacks when using this stance. Furthermore, you act last in initiative order when using this stance.

Weapon Style Advancements

Close Archer: you may use a bow of any non-crossbow type at Close and Reach ranges.

Close Thrower: you may use small throwing weapons (e.g., daggers, throwing axes, and similar-sized or smaller weapons) at closer ranges than normal, allowing you to use them at Close range, and all further ranges up to the weapon's normal maximum range.

Dual Attack: when wielding two weapons, you may choose to attack with both, adding the damage dice of both to your attack. When you do so, you must roll your physical defense until your next turn, rather than using static AC.

Flail Mastery: when using a flail, you may ignore the passive shield defence of opponents (i.e., their shield bonus to AC) and non-shield parries do not affect you.

Haft Defence: when using a polearm or staff, you may "shorten up" on your weapon to use it defensively when an opponent is inside your range. This allows you to use a 1d6 weapon die for parries and attacks, as if using a staff. However, when attacking, you may not do damage, but may only create effects to push back or grapple opponents.

Helmet Attack: when you are wearing a helmet or helm and an opponent is not, you may headbutt your opponent as if using a 1d4 weapon with Hand range; you gain a proficiency bonus for such attacks. If your helmet is specifically designed for doing this, it is a 1d6 weapon. Such a helmet costs 20 gp instead of the normal 10 gp. (Medium and heavy armour sets include a helmet; raise their price by 10 gp to make it a helmet of this sort.)

Intimidating Style: you use a two-handed weapon by constantly keeping it in motion, always threatening an attack in order to keep most enemies at bay. When doing this, you may count your weapon as a defence against all melee attacks even while attacking with it. However, you may not keep this up for more rounds than your CON bonus. Once those have elapsed, you must rest for at least an hour before being able to use this ability again.

Pommel Attack: when using a sword of any sort, you may use it as a 1d4 weapon with Hand range.

Precision Shooter: when making a ranged attack into melee, you may ignore the first 5 consequence points on a miss, making it less likely that you will accidentally hit an ally. Further, opponents using cover count as having one less level of cover against you if they are participating in fighting in any way (including casting spells into the combat).

Skillful Shield: you may use a shield to attack, treating it as a 1d4 weapon with Hand range (for a buckler) or Hand and Close ranges (for a larger shield). Further, when using a weapon and shield, you may give up your shield defensive bonus for the round to add its bonus to an attack.

Split Attack (requires *Dual Attack*): when you make a dual attack, you may spend use a minor effect to also damage another target of equal or lower AC to your original target. You must be in range of the second target. You cause damage equal to a roll of the weapon dice of your off-hand weapon.

Wrestling at the Sword (requires *Pommel Attack*): when using a longsword or longer sword at Hand range, you may generate grappling and throwing effects on foes. Further, your weapon die at Hand range increases to 1d6 with such a weapon.

Healing, Natural & Otherwise

The core *M&M* rules follow the 1st edition tradition that characters heal one hit point per day. This is a rather slow rate, and is made worse in *M&M* by the fact that PCs get to include their Constitution score in their hit points and start with maximum HP for their class at first level. Thus, where a 1st-level Fighter in *AD&D* had an average of around 7 HP, the same Fighter in *M&M* will have around 24 PHP at 1st level. Rather than taking a week to heal fully, the *M&M* 1st-level fighter needs most of a month!

Of course, this gets worse as characters go up in level. A character with 60 or 70 hit points needs a couple of months to fully heal... and needs a week to heal from what is essentially a scratch for them!

In practice in 1st edition, this healing system resulted in characters never bothering with natural healing. Instead, all healing really happened by means of healing spells. *M&M* provides a first aid rule, which helps somewhat with this, but still, natural healing in *M&M* is going to be extremely slow as the rules stand.

Something else to keep in mind is that the rules limit healing to one successful attempt—if first aid (*M&M* p XX) has been applied, then the character can't benefit from, say, *cure light wounds* until they have been injured again. This means that unlike in traditional *D&D*, where a character can be healed over and over with the same healing spell until they're up to full hit points, characters in *M&M* can only be healed once, and then must heal naturally or be wounded again before they can again be healed.

This, however, means that the first aid ability is practically useless. Since it heals 1 PHP per 5 effect points, it's far less powerful than even *cure light wounds*, so the only reason to use it is if there is no healing magic available at all. Therefore, we suggest a slightly different limitation: a character can't benefit from first aid more than once, and can't benefit from more than one of the same healing spell (or its equivalent as a potion or in a magic item). *Different* healing effects, however, are allowed to stack. Thus, first aid can be followed by a *cure light wounds*.

A GM who's interested in detail might decide that additional healing effects are lowered in effectiveness by the amount of healing already done (so, for example, if that first aid healed 2 PHP, the first two PHP healed by *cure light wounds* would be ignored). This, however, might be considered to be too much bookkeeping.

The character's natural healing proceeds on regardless, so long as the character is below full HP and/or has wound-based effects on them. We suggest that characters heal a base of 1 hit point a day, plus their level. Thus, a first-level character heals 2 PHP and 2 MHP a day; a second-level character heals 3 of each, and so forth. This requires only moderate rest and decent conditions. If the party is being pressed hard, so that they are not able to rest normally, or is in extremely bad conditions, the GM may lower this rate. Conversely, a character who is able to spend the entire day resting heals at twice the normal rate.

Medical care can also enhance this healing. A successful check with an appropriate trait allows the character to heal additional hit points equal to their normal healing rate (i.e., 1 + level hit points). Such a check can be made once per day. This doesn't operate as simply as first aid does however—instead, it represents the healer periodically checking the wound, changing dressings, applying fresh healing herbs, and so forth. Thus, the character who is being healed must be in the healer's presence for the majority of the day.

Third edition *AD&D* also allows enhancement via high Constitution, with characters adding their CON bonus to their natural healing each week. This is supposed to be spread throughout the week, so, for example, someone with a +3 CON bonus would gain an additional hit point on the second, fourth, and sixth days of the week. This can greatly speed up healing, and also helps in that those with high CON bonuses will have more PHP anyway. Of course, since *M&M* also features mental hit points, if this is being done, characters should also be able to heal MHP faster with their WIS bonus.

In *M&M*, wound effects are separate from hit point damage. This means that consequences such as a broken bone, sprained wrist, bleeding wound, or so forth would also need healing. Hit points of natural healing should be able to be applied as effect points toward removing such effects, so that a minor effect would go away in a few days at low levels, or in a day for heroic characters. The GM may also require that something be done to remove such effects—for example, healing of a bleeding wound can't begin until after someone with an appropriate healing trait has treated it. Even if they didn't achieve enough effect points to remove it, they've started the healing process, and the character may then apply natural healing points toward

removing it. Don't forget that mental wounds are also a possibility—temporary phobias, memory blocks, and so forth can be great fun to role-play!

A GM who desires a very cinematic game might decide to speed up healing greatly. One simple method to do so is to simply have all PHP and MHP damage recover after a night's rest. This, however, would not apply to wound effects—these would either have to be healed by other means, or would heal naturally at the more normal rates (or use a combination of the two, as mentioned in the previous paragraph). If that seems too fast, characters might heal at a lower rate set as a proportion (e.g., one-third of their normal hit points per day) or determined by an attribute (e.g., characters heal their Constitution score in physical hit points each day, and their Wisdom score in mental hit points).



Immunities & Resistances

Adjudicating the effects of both immunities and resistances can be... interesting. As noted in *COLLECTANEA CREATURAE*, we recommend that 'resistances' should grant the maximum trait bonus (twice level) to defences against the attack form in question, to make them more significant than just a 'normal' trait with respect to defence.

Immunities and Player Character Consequences

Sometimes, player characters manage to become immune to certain types of attacks. This may be through magic items, class or racial advancements, or other means. Just because a character is immune to a type of attack, however, doesn't mean that they can simply ignore such attacks.

Firstly, being immune to something doesn't mean your *equipment* is. Immunity to fire may mean you don't have to worry about that pyromancer's flames, but by the time you get within range to attack, you may find that you no longer have any armour, clothes, or usable weapons! In addition, immunity generally only covers damage and direct effects—so, a character who is immune to cold attacks can't get frostbite, uncontrollable shivers, and the like, but they could still slip on slick ice, be blocked by a wall of ice, or be frozen inside a block of it! (Oh, and since you're immune to cold and therefore not having your metabolism slowed down by being frozen... how are you going to breathe inside that block of ice?)

Secondly, while you're immune, that doesn't make everything around you immune. Fire attacks can weaken a wooden floor quite nicely, preventing someone from getting to our pyromancer. Can you see through fire and smoke to target your opponent? And when the building around you is collapsing, are you immune to falling beams? Using secondary effects to harm someone who's immune to direct attack is a time-honoured tradition in *D&D*, including collapsing ceilings, making sprays of stone chips or other debris hit them, and so on.

Thirdly, you might become a hazard to your own allies. Imagine a PC who's a living stone statue—they're immune to fire, but after being struck by a *fireball*, you might be left hot enough that your fellow PCs can't touch you without burning themselves... which means all those touch-range healing spells that the party cleric could use on you are going to have to wait. For this sort of effect, a GM could use what the character's normal defence would be, and create effects on them based on that. Those effects won't directly harm the character, but they could cause other problems!

Speaking of our stone statue PC idea... heating and cooling stone very quickly is a good way to crack it. While they might be immune to either fire or cold individually, a GM would be fully justified in hitting them with attacks of each, then stacking effects determined as above onto them, lowering their defence against simple physical attacks!

Getting back to the subject of being a hazard to your own allies, consider what might happen with a paladin whose GM has allowed them to take an *Immune to Disease* advancement (following *AD&D1* having that be a power of paladins). Similarly to the above, the GM might generate consequences from disease attacks that stick with the paladin, but don't affect them directly—such as making them a carrier of the disease. Given the paladin's *Cure Disease* ability, that won't be too bad, as long as they realize what's happening fairly quickly.

Consider too, though, that our paladin who's now a carrier of the disease will likely detect as having the disease, if anyone's using a detection spell to find it! They might be barred entry to a town, hunted down by someone who's trying to wipe out those infected, or even targeted by a villain who wants to spread the disease!

Some sorts of spell effects could be handled similarly—perhaps the curse doesn't affect the character, but a *detect magic* or similar spell will show them as being under it. Try proving you're not under someone else's influence when a *detect charm* spell says you are. And your own mental immunity doesn't extend to those around you—even if the taunts and barbs of the foe's social attacks can't affect you directly, they may turn the opinion of others against you!

Are Creatures Immune to Their Own Attacks?

A question that comes up sometimes is whether creatures should be immune to their own attacks. Our answer is that it depends: if a creature can't avoid its own attacks, then yes, it should be immune to them—for example, a race that constantly emits nauseating fumes should be immune to their own fumes. However, in most cases, creatures aren't immune to their own attacks unless specifically stated to be—for example, a fire-breathing creature is not automatically immune to fire, any more than creatures that bite are immune to teeth and other sharp instruments.

The GM should bear in mind, though, that most creatures have reasonable proprioception (the sense of where your body parts are in relation to each other) and it should be difficult to trick a creature into attacking itself. Numbing poisons, confusion spells, and similar things might create effects or consequences that would make this easier.

Also, common sense implies that some parts of creatures may be immune to their attacks—it makes no sense for a fire-breathing creature to not have a mouth and gullet that are immune to fire, unless it's specified that it hurts itself when breathing flame! A creature that secretes a contact poison will need to be immune to its own poison—but that doesn't imply that it's immune to all other poisons! Another common sense thing to consider is how the creature is described as living—if it lives and hunts in packs, it's much more likely to be immune or resistant to the attacks of others of its kind.

In the real world, most venomous and poisonous creatures are not immune to venoms and poisons in general. Indeed, they're often not even immune to their own, if it's normally contained in venom sacs or such and only comes out when needed.

If you're in doubt, you might consider giving the creature a normal trait bonus against its own kind of attack—not the full double level bonus we recommend for resistances, but just its own level, or an extra +1 if another defence that it has applies. A half-level bonus might not be out of the question either, but we recommend only giving resistances or immunities where it's specifically mentioned, or to specific body parts where it makes sense that it would be a biological requirement.

Unusual Environments

Fantasy is *fantastic*... and so player characters may find themselves in areas that bear little resemblance to the real world. The rules for travel in *MONSTERS & MAGIC* are fairly thorough, but we've taken it upon ourselves to provide some additional guidance in using them

for underwater and aerial travel. In addition, we note how combat is likely to be affected in both environments, and some of the questions that are likely to come up with handling spells and special attacks underwater.

Beneath the Waves: Aquatic Adventuring

In both this book, and in the *COLLECTANEA CREATURAE*, we've featured several aquatic races. Naturally, with such races available, GMs and players may wish to run aquatically-based adventures or campaigns. Even without such races, *water breathing* spells and potions provide great leeway for such adventures.

For non-aquatic races, breathing is the first major concern when planning to be underwater for an extended period. The core *M&M* book already provides rules for holding one's breath (*Drowning & Suffocation*, p 79). As noted in various *COLLECTANEA CREATURAE* creature descriptions, the difficulty involved may be raised if the character in question is in a combat situation or struggling to escape the hold of a trap of some sort. While *Drowning & Suffocation* recommends inflicting PHP damage with consequence points, a GM might choose to create other consequences, such as a character shedding heavy equipment without thought, aspirating water and being unable to cry out or speak, or falling unconscious.

Aquatic races normally have either an enhanced ability to hold their breath and a less frequent need for breathing (such as dolphins, whales, and crocodiles do), or are able to breathe water (as fish, sharks, and octopuses do). In the first instance, the normal drowning rules apply, but either the difficulty of a drowning check is reduced, a trait bonus applies, the frequency of drowning checks are lower, or some combination thereof. For those races that can breathe underwater, no drowning checks are required while in the water—but the creature may suffocate when out of the water if it is not capable of breathing air!

The second major concern when underwater is movement. For most land-dwelling species, swimming is an acquired skill. As noted in *COLLECTANEA CREATURAE*, we assume that land creatures will move at $\frac{1}{4}$ their land speed (rounding down) in the water: thus, PCs of land-dwelling races will normally have a swimming move rate of 3 (-4) or 2 (-4). A heavily encumbered land creature may not make effective movement in the water at all, and must make a Strength check against difficulty 10 each turn to stay afloat, and an over-encumbered one must make a similar check each *round* against difficulty 15. Wading in hip-deep or higher water halves movement.

Vertical movement takes place at the same rates as above. A heavily encumbered or over-encumbered creature will sink unless actively seeking to remain afloat. Normally this should be considered to add or subtract 2 or 4 to/from the movement rate, in a downward direction (so that the creature will sink at an effective move rate of 2 or 4 if not trying to do otherwise, and can dive at increased speed if trying).

Outside of the two major concerns, the following rules are suggested for underwater adventures:

Water Elementals

A water elemental of any sort in the water gains the *water superiority* trait, equivalent to the *air superiority* enjoyed by air elementals in flight. This grants the elemental the maximum possible trait bonus (double its hit dice/level) in any contest of swimming ability or underwater maneuverability. This does *not*, however, increase the water elemental's swimming movement rate.



Speech

Normal speech is impossible underwater for land dwellers outside of an *airy water* effect, even if they are able to breathe water at the time—the sounds of land-based languages are simply too distorted. At the GM's option, water-based languages may suffer the reverse problem, being impossible to understand when spoken in air.

Ink is difficult to work with at best underwater. Undersea races will likely keep records by carving in stone slabs, writing in mud and leaving it above water to harden (if coastal dwellers), or by tying knots in cords or ropes. Of course, they may also have a purely oral culture—if this is desired, the GM may wish to give them a trait of *My people's stories* or such.

Of course, magic, psionics, or some form of technology could also be used—perhaps reefs grown on a lattice to form out shapes,

permanent *magic mouth* spells, or imbedding memories into schools of fish who keep them alive.

Tracking

If you're not dealing with something that walks along the bottom, underwater tracking is likely to be difficult. Nevertheless, it's a major part of certain classes, such as the Ranger and Bounty Hunter, so it should either be allowed anyway (with some handwaving explanations) or those classes should be altered for undersea campaigns to have a replacement trait or advancement instead.

Scent-based tracking should work well in the short term, but scents and other chemical trails may disperse quickly, particularly if there are currents. Electrical signatures are another possibility, or even outright tracking magic. In any case, we recommend that tracking checks be more difficult than on land, with Difficult (20) being the standard difficulty.

Travel

Long-distance travel underwater is significantly easier in a lot of ways—after all, one is likely to be essentially flying, not limited by the quality of roads, having to traverse hills and cut one's way through vegetation, and so forth. On the other hand, there usually aren't roads or trails either, and in the deeper depths, it's always dark, greatly limiting visibility.

We recommend that shallow waters (i.e., where it's not so deep as to make it perpetually dark) be treated as Wilderness or Uncharted for scouting checks, but Clear or Moderate for navigation. Of course, muddy waters or other such factors could make both more difficult. Provisioning will usually be of Mild difficulty, unless the area is for some reason mostly devoid of life. (*The Wilderness, M&M* p 79-81.)

For both tracking and travel, events that might cause problems in the undersea environment include such things as maelstroms, migrations of fish and other creatures, undersea volcanoes and earthquakes, algae or mud 'storms' that limit visibility, or events involving intelligent life, such as merfolk patrols. A little thought will come up with all sorts of interesting things that could happen to a party travelling underneath the waves!

Underwater Combat

Underwater Combat Training is an advancement available to all characters. Without this or a similar trait, land-dwelling creatures suffer the following penalties when fighting underwater:

Attacks and defences are made at -4. Note that if two land-dwelling creatures without *underwater combat training* are fighting, these penalties will effectively cancel out. Spells such as *airy water* or magic items such as a *ring of free movement* will remove this penalty.

Since moving through water is much slower, land-dwelling creatures without *Underwater Combat Training* do not add their level when determining initiative underwater.

Regardless of training, the following rules apply:

- Darts, javelins, and nets have their normal ranges underwater. Specially-made crossbows and bows can work underwater, but they suffer a one-step reduction to their maximum range (Long becomes Medium, Medium becomes Short, etc.). Minimum ranges are unaffected. Other missile and throwing weapons are ineffective underwater unless specifically designed for underwater use.
- Weapons which are primarily or exclusively swung suffer an additional -2 penalty to attack rolls. Spears, tridents, daggers, short swords, rapiers, and other primarily thrusting weapons do not suffer this penalty.

Swimming Traits

Having a swimming trait doesn't give a land-dwelling creature a higher swimming movement rate. So what *does* it do?

It can be assumed that air-breathers who had a trait for swimming are used to holding their breath underwater. If they have time to prepare before going underwater, they may use their swimming trait to aid against drowning rolls.

When involved in an underwater chase, someone with a swimming trait may use it to aid. This will normally only be a significant help against other land-dwelling races, since sea-dwelling races will almost always have a trait that aids them with swimming.

Swimming traits also can be used to assist with staying afloat, staying in place underwater (that is, fighting the body's natural buoyancy), or to assist when performing activities underwater. For example, swimming traits would assist with searching for something in the water, hunting underwater, and so forth. In an underwater campaign, this is normally ignored, since *everyone* is assumed to be able to swim.

Lastly, while swimming traits cannot directly aid movement speed, they can give an indirect boost. See the *Running and Sprinting* section, p 121.

- An *airy water* spell removes these restrictions within its area of effect. A *ring of free movement*, however, does not remove them.
- When not braced against a surface, weapons set against a charge only contribute half their weapon die.

Fire-Based Effects

Spells and powers that create fire are normally ineffective underwater. At the GM's option, it may be possible to research variants that will work underwater, but these should have their effect points halved. An *airy water* spell will also cancel this penalty in its area of effect.

Fire elementals and similar creatures generally regard water as a hostile area. The GM may require them to make drowning rolls even if they do not normally need to breathe, as the water "puts them out". Their fire-based attacks are affected as in the previous paragraph—either rendered ineffective, or having any effect points generated halved.

Electrically-Based Effects

Any electrically-based attack becomes an area-of-effect attack underwater. The area is centered on the normal spot where the spell's discharge would begin, and it is five feet in diameter, expanding by an additional five feet for each damage die added to/by the spell. This counts as an explosive effect, but effect points are halved, unless the attack normally affects an area.

The caster and allies are affected, if they are in the area of effect. If they are, then the caster's player determines how effect points generated against enemies of the caster are spent, but the GM (or an opposing player for player-vs.-player battles) determines how effect points generated against the caster and the caster's allies are spent. Effects on bystanders are determined by the GM. Of course, a hero point may be spent by a player or GM to determine how effect points are applied to a character under their control.

Ice Effects

When created, ice will immediately begin to float upwards. Clever players will be able to make use of this fact; less clever ones will find that such spells as *wall of ice* are far less useful when the wall immediately moves out of place!

Music

Bards and minstrels will need an underwater musical instrument (see the equipment chapter). They may also need to acquire a trait for underwater music, as discussed there.

Plant-Affecting Abilities

At the GM's option, plant-like aquatic animals, such as sponges, urchins, coral, and so forth, may or may not be affected by spells and abilities that affect plants or animals. This is essentially a choice based on how 'strange' you wish the underwater environment to be to land-dwelling druids, clerics of nature gods, etc. In either case, druids and such of sea-dwelling races should be aware of which type of spells will and won't affect these creatures.

Other Effects

The GM should keep the absence of air in mind. Wind-creating spells obviously can't work where there's no air to move about, and weather spells normally don't affect things underwater either. Spells and effects that summon or call land-based creatures will not work underwater; a character with an appropriate advancement might be able to vary them to work for sea creatures instead. Most demons will refuse an underwater summons; at the very least, the GM should count the summons as having additional resistance, increasing the difficulty.

Earth-affecting spells will generally work, but the GM may want to keep in mind the possibility of shock waves through the water for *earthquake* and similar spells (and of generating a tsunami!).

It's impossible to anticipate every possible situation that might arise, of course, but this should give you a good set of guidelines for common ones, and hopefully hints on how you might deal with others that arise.

Drinking while immersed in salt water is problematic for land-dwellers. Waterskins will work alright, but drinking requires a difficulty 15 WIS check. Traits related to diving or other underwater activity will assist.

In the Skies: Aerial Movement & Combat

Most flying creatures must continuously move to stay in the air; creatures capable of hovering in place are the exception, rather than the rule. This means that most aerial combat takes place in a series of passes, with both combatants seeking to gain an advantage over the other through positioning.

Thus, in aerial combat, movement and maneuverability are paramount. To reflect this, we recommend that each 'round' of aerial combat start with a roll to see who has superior positioning. Each side makes a check, adding their movement, Dexterity, and size modifiers (+2 for small, -2 for large, as small creatures are more maneuverable). This grants the winner an effect usable for that round only, and doubles as an initiative check.

If one party wishes to escape, that becomes a pure movement vs. movement contest, unless they are in an environment where simple straight-line travel is blocked (for example, in a forest where it's necessary to maneuver around trees and other obstacles).

"Pushing it" to increase flying movement (as in *Running, Sprinting, and Other Movement*, p 121) is possible—however, note that a major consequence from an attempt to do so can be lethal, since a flying creature that can no longer move is now probably falling!

Climbing straight up is at half normal speed; diving can double downwards movement. The effects granted by aerial maneuvering normally take this into account, as both parties jockey to see who can get the 'high ground' to aid in attacks.

Note that most flying creatures do not have a trait for flying, any more than most walking creatures have a special trait for walking. Most will not receive a trait bonus, unless they are doing something for which they specifically have a trait.

Tracking

Just as is the case underwater, it's extremely difficult to track flying creatures. The GM might require a scent-based or magical method, and even then, check difficulties should normally be Difficult (20) or higher.

Travel

For aerial travel, visibility is usually very good, unless there's fog, mist, or clouds. Thus, Scouting should usually count as Civilised Lands, and navigation as Clear Terrain. Provisioning, on the other hand, is likely to require landing, since there's not a lot of aerial hunting and gathering to be done. (*The Wilderness, M&M* p 79-81.) Thus, the usual difficulties apply there. For travel speed, nothing normally slows down aerial travel except high winds, which might give $\frac{3}{4}$ or $\frac{1}{2}$ travel speed. Mountainous areas might also slow down travel, if the fliers in question have low ceilings and can't simply go over the mountains.

Many winged creatures have difficulty flying when wet, so rainy weather could be counted as increasing their encumbrance... and if that increases it to the point that they can't fly, then they're stuck with ground travel!

Castles in the Sky

A cloud on which one can walk will usually be Uncharted for scouting purposes, although encounter chances are likely to be low. Navigation will generally be either Obscure or Deceptive, as the 'land' itself is subject to shifting... and winds might even cause a cloud island to reconfigure, or break apart! Provisioning difficulty is up to the GM, but likely Poor at best, and may even be Catastrophic conditions, with no food or water available except what the characters bring, compounded by the shifting nature of the terrain around them.



Languages & Scripts

Fantasy games often gloss over the problems of languages. There's either one language that everyone speaks (the ubiquitous 'common tongue'), or there are a handful of major languages, usually one for each major racial group ('elven', 'dwarfish', 'draconic', and so forth).

This simplifies things enormously—but also misses out on the fun of possible misunderstandings, needing to search for a scholar who can read an ancient document, and so forth. Further, the existing language rules in *MONSTERS & MAGIC* give most races many languages—but others get very few. In addition, reading and writing are treated as a binary trait—one either knows how to read and write all the languages one knows, or none of them.

A great deal of interest can potentially be added to a game world through a more complex treatment of languages and writing systems (scripts). Of course, if that's not something you want in your campaign, that's fine—move on to the next section! But if you think you might enjoy adding more, keep reading....

A Lot of Languages in a Small Space—Multilingualism

People growing up in an area where many languages are spoken normally learn multiple languages as they grow up. In historical Europe, this was frequently seen with travellers, traders, those living in border areas, and so forth.

The core *M&M* rules grant most races the ability to choose multiple languages at character creation, with the number determined by their INT bonus. Of the seven races in the core book, four get this benefit. Gnomes get three languages, half-orcs are granted two, and humans only get Common.

We suggest changing this, so that *everyone* gets two languages to start with. Gnomes choose two of the three that they normally get (Common, Gnomish, and Dwarven), and humans either get a native language and Common (if the GM decides that races have multiple languages), or get to choose one language besides Common.

Everyone also gets additional language slots equal to their INT bonus. Note, however, that below you'll find other options for how

language slots can be spent besides learning additional languages, so don't worry about high-INT magic users being able to speak everything! If you don't have an INT bonus, or have a penalty, you simply get your two starting languages.

If you're using this system, we also recommend using the idea of language proficiency levels. We have three of these: primary, secondary, and tertiary. They work like this:

Primary: you speak as well as a native speaker, which no noticeable 'foreign accent'. You may have a 'home accent', speaking a distinct dialect, but you will understand other speakers of other dialects, and they will understand you, unless the GM deliberately creates a dialect that speakers of other dialects have a hard time with. You speak your native language at this level. If you're human, and the GM has not chosen to have separate human native languages, then you speak Common at this level.

Secondary: you're fluent, but have a noticeable accent, and may have trouble with dialect variations and uncommon words. You speak your second language at this level, so most PC races will speak Common at this level. If you choose a language that's in the 'pick list' for your race as one of your additional languages from your INT bonus, you speak it at this level. If you take a trait to speak an additional language, you speak it at this level.

Tertiary: you can speak and understand the language, but you're not fully fluent. You definitely know enough to get by, but other speakers of the language may have difficulty understanding you sometimes, and vice-versa. Dialects or strong accents are likely to cause you problems, and idioms will be very likely to trip you up. Mechanically, any trait or advancement that benefits you socially, but depends on your being able to speak to someone, is not usable when you are using a language you only understand at tertiary level—or which your target only understands at tertiary level! If you use your INT bonus language slots to pick a language that isn't in the normal 'pick list' for your race, you speak it at this level.

To improve your speech, you can spend additional INT bonus language slots, or take a trait to speak the language. If you already speak the language at tertiary level, spending another language slot lets you speak it at secondary level; taking a trait for the language when you already have it at tertiary lets you speak it at primary level. If you speak it at secondary level, another language slot will let you speak it at primary level.

Example: As a primary INT character with an 18 Intelligence, Maribelle starts with eight language slots! She's a half-elf, so she gets Elven and Common for free, and can choose which is her primary language. The player sees her as having been raised among humans, and so selects Common, and decides that she speaks the High Elven dialect, her mother having been a high elf.

Being a half elf, her favoured languages are Gnomish, Gnomish, Goblin, Halfling, Hobgoblin, and Orcish. She chooses Halfling and Orcish, both of which there were communities of nearby. Her player seems Maribelle as having grown up as the sheltered daughter of a noble, who buried herself in the books of her father's library. Thus, for additional languages, she chooses Old Dwarven, Draconic, and Goblinoid Common. Since she already knows Orcish, and Goblin and Hobgoblin are both favoured languages for her, the GM decides to allow her to have Goblinoid Common as a secondary language for free.

Thus, she speaks Common like a native, the High Elven dialect fluently, Halfling and Orcish fluently, but with an accent, Goblinoid Common as well as most goblins, and has halting proficiency in Draconic and Old Dwarven. Maribelle has used five of her eight INT bonus language slots—we'll see what she does with the others below!

Languages, Dialects, and Proficiency

A dialect is a variant of a language. Historically, with slow travel times and insular ways, it was often possible to tell which village someone was from by their dialect—and in some areas of Britain, this is said to still be possible! For a game world, it's unlikely that you'll need that level of detail, but having multiple dialects of your major languages can add interest.

Dialects are often associated with social status, and this can be a good way to use them in games. If the wood elves in your world are seen as 'poor country cousins' by the high elves, it may be hard to get respect at the high elven court if you only speak the wood elves' dialect! Given that they are the same language, with some time and practice, someone who speaks 'wood elven' should find it fairly easy to learn 'high elven'—but even then, unless they've spent a lot of time around speakers of high elven, there may be things that trip them up.

In the real world, there are languages with dialects that are so different that native speakers of one cannot understand native speakers of the other. Some linguists would argue that these are in fact different languages, with them likely being considered to be 'the same language' for political or historical reasons. Of course, this could happen in game worlds as well—which can be a surprise for a party that thinks it should be able to communicate with the people in this village because 'officially' they speak the same language!

The 'Common tongue' and Trade Languages

'Trade languages' do exist in the real world: sometimes these are pidgins, with limited vocabulary and grammar; in other places, they are a common language that most people speak, although they may not be native speakers of it—for example, Latin in medieval Europe, Classical Chinese in East Asia until the early 20th century, French

in Europe from the 17th century until the mid-20th, and English in much of the world today.

As the latter two examples show, a 'trade language' can be someone's native language. In classic *D&D*, this is the case for humans, whose only language is Common. By default, we're assuming that to be the case in *M&M* game worlds, but the GM may choose to instead give human characters their own native language(s), in which case Common might be a pidgin.

If Common is a pidgin, then it will most likely have a vocabulary focused on the basics that travellers will need—numbers, common trade goods, common foods, a serviceable set of adjectives for trade (e.g., basic colours, 'more' and 'less'), words for distances, days of the week, months, etc.

What Common probably won't be good for is subtle distinctions. It's not a language for poetry, subtle insults, talking around the subject, and so forth. In the real world, pidgins tend to be lacking in a variety of modifiers, which results in repetition being used (e.g., "big big" to mean very big), along with pointing, longer phrases (e.g., "three tens and four" for "thirty-four"), and some circumlocution to indicate concepts the pidgin doesn't have words for (such as the famous fact that Prince Philip is called "fella belong Mrs. Queen" in the Pidgin English of New Guinea, the pidgin having no term for 'prince-consort').

Thus, if the GM chooses this option, understanding languages other than Common becomes more important. Technical discussions of magic, trying to negotiate with a group, and so forth, will likely need to be carried out in a language other than Common—a simple way to do this mechanically would be to declare that since Common is a pidgin, effectively it's impossible to speak Common at higher than tertiary level. Of course, since Common is a *trade* language, it would make sense to allow players to use traits and advancements dealing with bargaining and other aspects of trading in Common.

Specialized Languages

That would make Common an example of a specialized language—one that's especially suited to talking about a particular sort of thing. In the case of Common as described above, that thing is money and trading. Specialized languages could also work in other ways: for example, perhaps it's impossible to truly speak Dwarven fluently unless you have a trait for stonework or mining, because the language is like an agate, veined with metaphors and expressions chipped out of those fields, spotted with terms from mining the way limestone holds chalcedony. Druidic speech could be another example, with terminology rooted in the plant realm, so that one needs a trait that would give plant lore of some sort in order to properly understand it.

In such cases, the language can only be learned at a tertiary level unless you have a trait that meets the requirements to understand it fully. In making such languages, make sure that the natives will have the necessary trait—all dwarves have *Stonesense*, so that works out all right. On the reverse side, a full language that is specialized toward something might give a secondary trait bonus when attempting to communicate about that field. This serves as a bit of compensation for needing to take that field in order to fully understand the language.

Example: the GM in Maribelle's campaign has decided that speaking Dwarven well requires knowledge of mining or gemstones. Thus, right now, Maribelle's tertiary proficiency in Old Dwarven is as high as she can get with it, until and unless she first takes a trait indicating knowledge of one of those fields.

Racial Languages & Humans

As noted above, in both *Me&M* and classic *D&D*, humans kind of get the short end of the stick when it comes to languages. Not only do they only start knowing one language, but they also don't even get an actual language of their own—just Common! (“We don't even have a language! Just a stupid accent!” “Yeah, she's right. We all sound like Maurice Chevalier!”—Mel Brooks' *History of the World, Part I*.)

We've somewhat taken care of the first problem above, by granting humans additional languages based on INT the same as other races. However, they still don't have a language of their own. One solution is to simply add “Human” as a language, going along with the other racially-based languages. If the GM wishes to have more detail, a list of human languages could be created, possibly with each associated with a cultural trait, so that players would select a ‘homeland’ to get both their cultural trait and native language.

Alternatively, perhaps humans tend to learn the language of whatever other race they're closest to. Thus, each human character could select one other language as a secondary—or even as their primary, with Common being secondary!

Speaking of secondaries, both humans and gnomes are a bit cheated there. The GM could add more options for them, or even say that each of them get two secondary languages with free choice.

Of course, you might not even consider it a problem—perhaps humans in the game world have a reputation for being too stubborn to speak anything but Common! (Any comparison with Americans and English is purely left to the reader.)

Scripts

In the real world, there are many different writing systems in use. This is often true in fantasy worlds as well—Dwarven may be written with ‘dwarven runes’, Elven with the ‘elven alphabet’, and so forth.

Learning a new language that uses a different script from one you know requires two acts of learning—one of learning the new script, the other of learning the language itself. With alphabets, this is somewhat simple, due to the limited number of symbol-sound pairs that need to be learned. It becomes more complicated, however, when dealing with non-alphabetic writing systems.

Imagine, for example, a world in which the Elves use a logographic writing system, like Chinese, where each word has a different symbol. Some of these might be formed from other symbols, but the correct construction of them still needs to be learned (for example, in Chinese, the symbol for ‘grove’ or ‘woods’ is two ‘tree’ characters side-by-side, slightly modified to make it evident that they go together. ‘Forest’ is made of three ‘tree’ characters, one above the other two and wider, so that it covers the same width as the two below). Learning to write Elven as the elves do would take considerable time, so many people might be able to speak Elven reasonably well, but either unable to read and write it, or have very limited reading and writing ability.

In such a case, someone who speaks Elven, but does not know the Elven writing system, might try to write Elven with a different script—let's say, the alphabetic script used by humans. Someone else who knows both may recognize it—although if they're not very proficient in one or the other, they may have problems.

A simple system would be to set up a parallel system with that for spoken languages. A character who can read and write starts off knowing how to read and write their native language and Common, and they can spend INT bonus language slots to learn to read others, or take traits for them. In this case, each language would have its own writing system.

If the GM wishes to simplify things further, they might choose to have just a few writing systems in use—fewer than the number of languages. At the ultimate extreme, this would be just one, and

Talking to the Animals

Some races in this book and in *COLLECTANEA CREATURAE* have traits or advancements that permit speaking to animals. And, of course, the druid's *speak with animals* spell allows for such communication. While being able to talk to animals can definitely be useful, the players may find it's not quite as useful as they hope. Here are some things to bear in mind as GM when playing animals the players are talking to.

First, animal language is limited. Animals don't deal in abstract concepts like justice or right and wrong. They're also unlikely to have words for a lot of human things—‘house’, ‘mansion’, ‘hut’, probably all translate to ‘lair’ and, ‘cart’, ‘wagon’, ‘chariot’, ‘coach’, etc., aren't going to be distinct ideas to animals. You'll be lucky to get one to understand ‘wheel’. Most can probably count, but anything more than five or so will be ‘lots’. You might get farther with analogies: “a lot, like leaves on a tree, or a lot, like puppies in a litter?”

Second, animal intelligence is also limited. For one thing, animals will do about as well at recognizing and describing unfamiliar humanoids as we do at recognizing and describing, say, unfamiliar cats. “He was big.” “How big?” “Uhh... human-sized?” They may not have very long memories, and won't consider the same things to be important as we do.

As an example, in one adventure we ran during playtesting, a dryad PC spoke with a pair of deer, and asked them if there was food on the island they were on. The deer promptly replied with, “Oh, lots! There's all sorts of trees with good leaves, and tasty ferns on the sunset side, and....” In another game, a rabbit asked if there were any dangerous animals around promptly replied “Yes!” The PCs then asked what dangerous animals, and the rabbit blinked, then said, “All of them?”

Animals may also forget, or be unable to understand, the fact that the PCs may be unable to go through small holes in fences, scurry up trees, or take any number of actions that an animal can. Many animals are either colour-blind, or see a different range of colours, which may cause problems as well. They may not recognize pictures, paintings, or drawings as being ‘of’ something in the same way that PCs do either.

Third, in a world where it's commonly believed/known that some people can talk to animals, and that some can even *become* animals, people are much more likely to be suspicious about strange animals. A pair of thieves talking about a job might well use Thieves' Cant even if no one seems to be about except for the innkeeper's old cat—no telling who might be disguised as (or even listening in via) that cat! Castle guards will not simply let the ‘harmless’ stray dog by, nor go ‘Oh, it's just a cat’ upon seeing that a noise came from a cat—after all, that cat could be working for someone!

Lastly, don't forget that the PCs aren't the only ones in the world who can talk to animals! Maybe that old snake they asked questions of is an informant for someone else, and will report on the PCs to them... or maybe its being paid off in mice to give false information to people who happen to question it. There are many ways to explore this idea!

But don't go too far—the player's abilities should be useful! They simply shouldn't be able to regularly gain ‘secret’ information just by asking animals. Speaking to animals is social interaction—treat it like trying to get information from people. Maybe the rats won't tell what they know unless the PCs agree to drive off the cat that's been bothering them, join their rat tribe (via some initiation rite), or they could just dislike the PC's smell. Charisma checks, negotiation, and the notes in the chapter on social combat apply here as well.

knowing how to read and write would let you read and write any language you know.

Logographic systems were mentioned above. It should be noted that such systems can sometimes cross spoken languages. For example, the Chinese logograms were used by both speakers of Mandarin and Cantonese, and spread into Japan, where they were later modified (and additional scripts introduced, but that's getting into extreme complications). Ancient Egyptian hieroglyphics are similar as well, in that they do not give any direct clue to the pronunciation of words. Thus, such a system can be treated as a language of its own—it's possible to know how to read and write in it without knowing the spoken language it was originally based on.

With such a system, it makes sense to use the full range of proficiency levels—one could speak the language like a native, but be barely able to read it, or vice-versa. Simpler scripts may be treated as a binary trait—either the character knows them, or doesn't, and the ability to read something written in them depends on the character's proficiency with the spoken language. Of course, in the real world, some languages have pronunciation correspond to spelling more rigorously than others... but going to this level of detail is probably more trouble than it's worth for game languages.

Example: Maribelle's GM has decided that his world has four scripts: a logographic Elven script, which is treated as a completely separate language; the Dwarven runes, which are alphabetic and designed for easy carving; the Common script, which is written with a brush or pen, and was originally a simplified form of the Elven script, but has drifted from it; and a script of unknown origin, which is used primarily by dragons, elementals, and demons.

Being a magic user, Maribelle has the *Read and Write* trait, which allows her to read and write both Elven (with secondary proficiency, since it is not her native language), and Common. Maribelle's player tries to persuade the GM to let her have Elven at primary proficiency, but he decides against it, pointing out that she has three free language slots, and if she uses one of those to bump her Elven up to primary, she'll still be able to know all four scripts!

Thus, Maribelle can read anything she finds in Elven (being native proficiency with the written form, even though she isn't with the spoken), can read Old Dwarven at tertiary level; Common at primary; Halfling, Orcish, and Goblinoid Common (which all use the Common script) at secondary; and Draconic at tertiary. If she comes across other languages written with any of the scripts, she can sound out the words, although she won't understand them. However, she might be able to get the gist of other dialects of Dwarven, or other goblinoid languages.

Magical Speech

Some languages might only be able to be spoken by humans (and other common player-character races) through means of magic—they feature sounds that either cannot normally be perceived, or that cannot be made by humans and similar creatures. Elemental tongues, Draconic, Demonic or Empyrean languages, and some animal languages would be good possibilities to be languages of this sort.

The magic might be specific—for example, an Elementalist speaking Agni (the language of Fire) might only sound 'right' to someone who can speak Agni (including other Elementarists who have learned to do so). To others, that person might sound like they're trying to imitate the sounds of a crackling fire, or making a series of pops with their mouth, and not necessarily doing either well. This would lend well to an image of wizards and similar sorts as madmen, where having them actually sound like a fire when they speak Agni would be more impressive.

Some such languages might not be audible to unaided humans at all—for example, someone speaking Ophidian might seem to be completely silent, since snakes do not normally make any sounds to each other (their hiss is to attract attention to warn off other animals). Worms, snails, fish, and similar creatures also make no sounds, and thus, might have 'silent speech' of some sort.

Language List

Here, we give a list of the languages mentioned in the core *M&M* book, *COLLECTANEA CREATURAE*, and this book that PCs might take, along with ideas on variants/dialects. Note that while some of these languages allow speaking to certain sorts of animals, that doesn't make those animals fully intelligent. See the *Talking to the Animals* sidebar for more.

Agni, the language of fire elementals. Possibly spoken by other fire-dwelling creatures. At the GM's whim, it might be related to Draconic. Probably requires some knowledge of fire or fire magic for full proficiency. Might not be speakable by humans without magical help.

Avian, spoken by the Korban. Most birds speak a simplified form of it, but as animals, their communication ability is limited. It might use many metaphors based on flight and atmospheric conditions, so being able to fly might be a prerequisite for full proficiency.

Bwvsmhain, the language of the like-named race of bat-men. Like actual bats, many of its sounds are likely outside the normal ranges of hearing, so others probably cannot speak or understand it without magical or technological help.

Centaur could be a rather complicated language, with a lot of the language's meaning related to the stance of the speaker. Most bipedal races would be unable to ever truly master 'speaking' this language, as they lack the necessary feet, but they would have no problem learning to understand its intricacies.

Common (or "Human"), which has been thoroughly discussed above.

Demonic, possibly a corrupted form of Empyrean (below), or related to one or more of the elemental languages, depending on the GM's ideas about the origins of demons.

Draconic, the native language of dragons. Might be spoken by related creatures, such as wyverns. If there's a written form, it's likely to have a unique script, or share its script with non-humanoid creatures. Alternatively, maybe one of the mortal races learned the idea of writing from dragons, and uses their script. If the campaign is using vari-coloured dragon 'races', as per classic *D&D*, they likely each have their own dialect.

Druidic, another language that's likely to have a unique script (since the Druids had their own in the real world), although it might also share a script with other sylvan creatures (elves, fauns, nymphs, possibly centaurs). Full understanding of druidic might well require a trait indicating nature knowledge.

Dwarven most likely has a script that's well-suited to carving in stone—very angular, with many straight lines and few curves. (Similar to the Norse *futhark* script in the real world.) Hill Dwarven, Mountain Dwarven, Deep Dwarven, and Old Dwarven are likely dialects. As noted above, it might be impossible to achieve full proficiency in Dwarven without a trait for knowledge of stonework, mining, gemcrafting, or something similar.

Elven in *D&D* traditionally has a number of dialects, corresponding to the various sub-races, although the extremely long lifespans of elves would seem to make it less likely that the language would drift much over time. Blame the fact that Tolkien was a linguist. Drow, High Elven, Wood Elven, and Sea Elven are likely dialects.

Empyrean, the language of the divine servitors of the same name. The language may have magical features, such as it being impossible to tell a lie when speaking it, or being understood by all creatures that understand any language at all. In such a case, it should be

impossible to simply learn it—perhaps it's what clerics speak when under the influence of *tongue of the speaker* and similar spells.

Faun might sound somewhat abrasive, given that Faun themselves are probably fond of screaming just like some breeds of goats. They likely talk while chewing on something, or perhaps even quite slurred given their love of wine, so there's a good chance that it comes across as barely- or un-intelligible to most other species.

Gnollish, the language of Gnolls, would probably consist of sounds somewhere between mad laughter and barking, making it unsettling to hear, and hard to discern the speaker's emotions. It might also involve howling to communicate over long distances.

Gnomish probably sounds somewhat shrill to most races, as Gnomes would need to make sure that they could be heard underground and over the machinery they're known for. Both it and Dwarven might be well-suited to communicating long distances in echoing underground chambers—or they might be the opposite, using sounds not meant to carry far, since other things might be in those tunnels as well!

Goblinoid Common, suggested in *COLLECTANEA CREATURAE* as an alternative 'common tongue' for goblins and orcs to speak. It's likely a pidgin of Goblin, Hobgoblin, Orcish, and other languages, and might be of limited use for talking about things other than war, battle, dividing up the spoils, and directing people around.

Goblin is definitely related to *Goblinoid Common*—possibly strongly enough to give automatic proficiency in the latter a level lower (that is, if you speak Goblin at primary, you speak *Goblinoid Common* at secondary; if you speak Goblin at secondary, you speak *Goblinoid Common* at tertiary). *Hobgoblin* and *Orcish* could be variants, or could be distantly related.

Halfling in many game worlds is an odd dialect of *Common*, or related to it, since halflings and humans often associate.

Hobgoblin is listed in the *M&M* core book as a language of its own, but could simply be a dialect of *Goblin*. Alternatively, they could be loosely related, such that primary proficiency in *Goblin* would give the equivalent of tertiary proficiency in *Hobgoblin*, and vice-versa.

Kobold, using the more fairy-like kobolds in *COLLECTANEA CREATURAE*, might be a dialect of *Terra* or *Málmur*. With more traditional *D&D*-ish kobolds, it could either be related to *Goblin* (following the earlier versions) or *Draconic* (for later versions).

Málmur, the language of metal elementals, is very likely unspeakable by most races without magical help. Indeed, using the metal elementals in *COLLECTANEA CREATURAE*, they might not be able to speak at all while within the casings that keep others safe from their poison fumes.

Nautilann, spoken by merfolk. We've used this as 'undersea common', with merfolk the most widely-spread undersea race. As mentioned in the section on underwater adventuring, it might not be possible to speak it properly unless one is underwater, due to the differences in how sound behaves in air and water.

Nymph could be a semi-divine language, known by all nymphs as soon as they're old enough to speak, without needing to be taught it. In such a case, *Dryad* and *Nereid* would not be dialects in the classic sense, but different modes of speaking. Someone who learned *Nymph* from a *Dryad* may have learned many tree-based metaphors, and not been introduced to the specific terms for different types of fish that a *Nereid* would use, and similarly for someone learning from a *Nereid*.

Odun, the language of wood elementals, is likely to be another language that can't normally be spoken without magical assistance. Indeed, it might be what a druid's *speak with plants* spell allows them to speak and understand, and what dryads learn if they choose to be able to speak to plants.

Ogre might be spoken by giants as well, or be a dialect of a *Giant* language. *D&D* traditionally associates ogres, hill giants, and orcs, so there may be some crossover between their languages.

Ophidian is the language of lamiae and serpent men. We've stated here that they both speak the same language, but the GM may want to insert dialects. In particular, sea lamiae might speak a dialect

influenced by *Nautilann*. We've also said that they can use it to speak to snakes—as with the other languages that allow speaking to animals, this doesn't make them fully intelligent! See the *Talking to the Animals* sidebar for more.

Orcish is most likely either related to or a dialect of *Goblin*. As with *Hobgoblin*, this is listed as a separate language in the core *M&M* book, but we'd recommend that primary proficiency in *Orcish* give tertiary proficiency in *Goblin* as a side effect, and vice-versa.

Simian wouldn't be too far removed from the shrieks of primates. We think that most races would have a difficult time maintaining the sound required to speak in this language without causing injury to themselves. Long-distance communication is likely a use of it, as primates use shrieks and howls to communicate to other groups. As with the other 'animal' languages, see the *Talking to the Animals* sidebar for more.

Tanukese is likely to be communicated through use of their belly-drumming skills, as the different forms they can assume would ultimately change their ability to vocalize the same sort of sounds. This language would likely be discernable over several miles, when speakers choose to communicate loudly. However, the inherent beat-nature of this language would probably make it easy to misinterpret, given that one might miss a beat or two (and probably done so intentionally on the tanuki's part) when communicating with others. Note that they lose their ability to *Speak Tanukese* when transformed, per the *Transformation stance* (*COLLECTANEA CREATURAE*, p 144), so this language probably would not be able to be reproduced by other species without a drum handy.

Terra, the language of earth elementals, is likely to be impossible to speak without magical assistance, like the other elemental languages. It might be communicated partially or primarily through making subsonic tremors in the earth, allowing it to be used to communicate at great distances, as elephants can with each other.

Tentáculor, the language of the informes, could be communicated partially through shape and colour changes, coupled with body and tentacle movement. Thus, non-shapeshifters would not be able to speak it without magical assistance. In such a case, informes might commonly use *Nautilann* to communicate with each other when they could not see each other, or did not want to change their current shape.

Thieves' Cant historically was not a language in itself, but more a slang that borders on being a code, used to pass messages 'in the open' without seeming to pass them. In a fantasy setting, it could either follow the historical model, or might be a full language on its own. GMs might also want to take inspiration from Cockney rhyming slang and similar real-world slangs that are meant to be difficult for outsiders to understand.

Trader's Tongue, mentioned in the *Mercatant* class, is not a 'language' proper, but a set of signs used to leave information for other traders, combined with a spoken 'code slang' as we've suggested *Thieves' Cant* might be above.

Udara, the language of air elementals, would almost certainly take magical help to speak. Even if it doesn't, it's likely to carry a range of sounds from the quiet whisper of a breeze up to loud screamings of gale force winds.

Uithwsi is sometimes spoken by the nocellides (*COLLECTANEA CREATURAE* p 106, "Psyche Lasher"). A telepathic race has no need for a native spoken language, however, so it's believed that it must be the language of something else that the nocellides communicate with. Our suggestion is that certain extradimensional horrors speak it....

Voda, the language of water elementals, is again likely to be impossible to speak without magical assistance. Alternatively, *Nautilann* might be related to it.

Vulpine, spoken by the kitsune, is likely to sound like barks, chirps, whines, and screams. They can speak it in their fox form, and can speak to and understand foxes using it (see *Talking to the Animals* sidebar).

CHAPTER 6: CLERICS, RELIGIONS, & OTHER THINGS

DIVINE

Divinities and religion are often a major part of fantasy settings, particularly those in the *D&D* mold. The gods take an active role in the world, granting power to individuals to wield on their behalf, and sometimes taking a more personal hand, either through miracles or through direct manifestation. Demons, devils, and other enemies of the gods are often featured as well.

In traditional *D&D*, the cleric class is most involved with the gods. However, we've created several other divinely-powered classes for

players to choose from. In this chapter, we present some notes of designing deities for your game world, with particular emphasis on how they'll influence their clerics and other followers, and a section going over the different divine classes we feature and how they differ. At the end of this chapter, we've also included a brief discussion of religious organizations, and how the various divine classes might fit into them.

Designing Deities

As described in the Gods and Demigods sidebar in the core *M&M* book (p 17), clerics in *M&M* have patron deities. A deity has particular temple weapons, beliefs, and attitudes associated with it, which factor into the traits of their clerics. Further, they have spheres of activity, and may have temple traits which their clerics can acquire as advancements. Lastly, a deity may grant a power to their clerics in place of the standard *turn undead/command undead*.

If you are using improvised magic (p 150), then a cleric's deity also determines what sorts of things a cleric worshipping them may do with clerical magic. Even if you are not using improvised magic, several clerical spells introduced in this book have effects dependent upon your deity. These are normally drawn from the deity's spheres of activity.

Therefore, to prevent clerics from being one-trick-wonders, a deity should have a variety of spheres of activity—usually four to six is a good number. See the example deities below for some possible sets of spheres.

Beyond those basics as introduced in *M&M*, deities may have other attributes. For example, a deity might make certain advancements available to all of its worshippers, not just to clerics. Deities may also empower different sorts of followers in addition to or instead of standard clerics: druids, monks, paladins, religious scholars, chosen, cultists, witch hunters, and shamans are common possibilities. An empowered follower of a deity is generically referred to here as an 'acolyte'.

For non-clerics, the beliefs and attitudes of the deity do not automatically apply as traits to the character; however, the character may take them as advancements. Similarly, the temple traits of a deity may be taken as advancements by any divine class that is following the deity in question.

A Note on Worshippers and Alignment

The 'worshippers' alignment' entry for a deity indicates the normal alignment(s) of those who dedicate themselves to that deity as their primary deity. Clerics of that deity must be of one of those alignments. Other classes (druids, monks, etc. as noted above) who wish to be dedicated to a particular deity must fulfill both their class alignment restrictions and be of one of the 'worshippers' alignments' for that deity.

This does not mean that anyone who is not of those alignments will never perform acts of worship to the deity in question. In polytheistic societies, it's normal to pay respect to a deity when one is about to undertake an important task within that deity's spheres of activity. Thus, in a society worshipping the Greek gods, even a Lawful Neutral person is likely to make a prayer or sacrifice to

Artemis before embarking on a hunt, or during or before childbirth. Sacrifices and prayers may also be acts of propitiation rather than worship—thus, even Good people may sacrifice or pray to Hecate at times, not as an act of worship or a request for favour, but simply to ask the goddess to leave them alone.

Pantheons

Historically, different civilizations have worshipped different groups of deities. Such groups are often called *pantheons*—the Greek pantheon, the Egyptian pantheon, and so forth.

Some GMs like to create a single pantheon for their game world, often using a combination of historical deities from different pantheons, which may be supplemented by deities created specifically for the GM's campaign. Others prefer to avoid historical deities entirely, creating a pantheon from scratch.

Nonetheless, there are some GMs who prefer to follow a more historical model, with their game worlds featuring multiple pantheons that are actively worshipped. These may be divided along national/regional lines, racial lines (e.g., an Elven pantheon, a Dwarven pantheon, and so forth), different eras, or some combination of these. Some historical pantheons are quite large, with dozens or hundreds of deities; in such instances, it was normal for priests to deal with a great range of deities. A GM wishing to emulate this might come up with beliefs and attitudes, weapons, and so forth that apply to the entire pantheon. In such a case, spheres of activity are generally not necessary—whatever a cleric might wish to do, some deity of the pantheon will likely be in charge of.

Even in this case, however, the GM might wish to indicate favoured spheres of activity, or a power or temple trait(s) that applies to acolytes of the pantheon as a whole. For example, the Greek pantheon as a whole often punishes mortals by changing their shapes or otherwise transforming them, while the Norse pantheon as a whole respects warriors and hates giants and trolls.

Here, we have chosen to draw on historical deities for examples, and indicate the pantheons from which they are drawn. GMs should feel free to use or ignore this information as they see fit.

Artemis—Greek Goddess of the Hunt, Virginity, & Childbirth

Alignment: Chaotic Good

Worshippers' Alignment: any Good, True Neutral, Chaotic Neutral (but see also Hecate below)

Beliefs and Attitudes: virginity must be protected, the safety of women is more important than that of men, the hunt must be fair

Temple Weapons: bow, spear

Spheres of Activity: balance (law), healing (childbirth, animals), life, nature (animals & hunting), protection (especially children & girls)

Temple Traits: hunting lore (including tracking), midwifery, see under moonlight

Power: may use *true strike* once a day when using a temple weapon

Artemis' acolytes are almost exclusively female. They often have a poor impression of adult men, viewing them as driven primarily by their sex drive. Her acolytes must remain chaste, but the goddess does not count rape against them—only willing participation. Those who would seek to despoil her clerics will quickly be hunted down by a host of angry followers.

While Artemis is a virgin goddess, her myths state that she was born before her brother Apollo, and even as a newborn infant, helped their mother to deliver her brother. Thus, she is the goddess of childbirth, and midwives and pregnant women regularly worship her. She rides the chariot of the moon across the sky, as her brother does the chariot of the sun. Artemis is an aspect of a triune goddess, being Artemis as goddess of the hunt, Selene as goddess of the moon, and Hecate as goddess of darkness and black magic (as her role as moon goddess overlaps into being the goddess of the darkness that comes with the new moon).

The One Who Is Many: Multi-part Deities

It's common in myth for trios of gods or goddesses (especially goddesses) to be seen as multiple aspects of one thing: Greek myth has Artemis, Hecate, and Selene; Celtic has the Morrigan, Macha, and Anand; Norse has the three Norns.

Sometimes, all three are slightly different variations on a single theme, as with the Morrigna and the Norns. Other times, the three are distinctly different, as with Artemis, Hecate, and Selene. In the first case, nothing really needs to be done—a cleric can be a cleric of all three, and since they are extremely similar, there's no real need to make distinctions. In the second case, however, things get more complicated.

An acolyte of a multi-part deity with distinct aspects should normally choose one aspect to be their primary deity. They must be of proper alignment for that deity, and gain their temple weapons and power from that deity. They may choose to substitute one belief of that deity with one from another of the deity's aspects, and to exchange one sphere of activity of their primary deity for that of another aspect. Temple traits of the other aspects may be taken, but the first temple trait taken must be from the primary deity, and they may never have more temple traits from another aspect than they do from the primary.

An acolyte of any aspect may lead worship or propitiation devoted to any aspect of their deity.

Hecate—Greek Goddess of the Crossroads, Black Magic, & Darkness

Alignment: Chaotic Neutral with Evil tendencies

Worshippers' Alignment: any Evil or non-Good Neutral

Beliefs and Attitudes: dogs are the tools of our mistress, our dealings must be kept secret, there are many paths that lead to our goals

Temple Weapons: n/a (has no clerics); often associated with daggers and poison

Spheres of Activity: balance (chaos), deception, destruction, dogs*, elemental (aether), necromancy, night

Temple Traits: dog companion (this is a sidekick that may be taken before achieving heroic scale), magic lore, lore of ghosts and the undead, see in darkness

Power: *command undead* (even if of non-Evil alignment)

Hecate is not normally worshipped, and therefore does not normally have clerics. There are cults dedicated to Hecate, whose leaders would be of the Cultist class. Magic users, particularly those dealing with necromancy and/or demons, often worship her in secret. Often, those who have chosen to follow Hecate have taken a dog for a companion.

Artemis and Hecate are often believed to be two different aspects of the same goddess. Thus, while Hecate is not normally worshipped, temples to Artemis may feature a side altar to Hecate, where rites of propitiation may be undertaken, with the clerics of Artemis leading them.



Freyr—Norse God of Virility, Prosperity, Sunshine, & Pleasure

Alignment: Lawful Good

Worshippers' Alignment: any non-Evil

Beliefs and Attitudes: peace through preparedness for war, the good should prosper, virility is a sign of the god's favour

Temple Weapons: two-handed sword

Spheres of Activity: balance (law), communication, emotion, life, sun, weather (good weather)

Temple Traits: friends above all else, a good roll in the hay, children are blessings, money comes my way

Power: *blessings of Freyr* (bless and similar spells from Freyr's priests grant a +1 not only to combat, but also to dealing with other people in a friendly fashion)

A god of kings and lords, Freyr is associated with peace and prosperity, making him somewhat unique among the male deities of the Norse pantheon. He was often worshipped alongside Odin and Thor, and at least one story indicates that idols to Freyr were carried from village to village in a wagon, accompanied by a priest and priestess. Both blood and money sacrifices were made to Freyr; the former to ensure prosperity of fields and herds, the latter to ensure monetary prosperity.

Followers of Freyr are quite popular with most races, as good fortune and harvests follow them—and those are universally agreed to be good things.



Thor—Norse God of Thunder, Strength, and Protection of Mortals

Alignment: Neutral Good

Worshippers' Alignment: any non-Evil

Beliefs and Attitudes: giants and trolls are enemies, friend to the common folk, sufficient force solves most problems

Temple Weapon(s): warhammer

Spheres of Activity: balance (law), healing, life, protection, war, weather (thunder and lightning)

Temple Traits: giant-baiting, protector of the weak, resistance to lightning

Power: *thundering blow* (once per day, the cleric may strike with their hammer, gaining an additional 3d6 damage dice. If the hammer is thrown to make this blow, it will automatically return to the cleric afterwards)

Thor, the Thunderer, is known far and wide for his hatred of giants, love of mortals, and his vast strength and power. He is widely worshipped, especially in areas where dangerous monsters are common. Those who follow him are never found far from the battlefield—for the followers of Thor would gladly die in battle so they could dine with him in Valhalla.

Since acts of valor are respected by the Thunderer, his clerics are often prone to brash actions just like their god. The power of Thor is strong, but not all problems can be solved with brute force—thus, followers of Thor who have taken the belief “sufficient force solves most problems” may earn hero points when attempts to follow this belief cause them major complications.



Anubis—Egyptian God of Death, Truth, & Embalming

Alignment: Lawful Neutral

Worshippers' Alignment: any

Beliefs and Attitudes: the dead must be protected, all souls must go to their reward or punishment

Temple Weapons: flail

Spheres of Activity: balance (law), knowledge, life, natural death, protection (of the dead and from undead/necromancy)

Temple Traits: take the measure of a heart, sense the presence of undead, embalming lore, lore of the afterlife

Power: *turn undead* (as per standard cleric)

Depicted as either a black Egyptian jackal, a man with the head of a jackal, or a man carrying a flail, Anubis was the guardian of the dead, the god of embalming, the guide of souls, and the god who determined the destination of souls. In the latter aspect, he weighed the hearts of the dead against the feather of truth. Those whose hearts were as light as the feather or lighter he guided to a heavenly afterlife, while those whose hearts were too heavy were devoured by the demon Ammit.

Acolytes of Anubis take charge of funerary rites, guarding tombs and graveyards, laying to rest ghosts, and destroying undead. They particularly hate ghouls and necromancers and fight against them. While they are reluctant to do so, acolytes of Anubis can also speak with the dead, and consider themselves the only mortals with authority to do so.



Apep/Apophis—Egyptian God of Evil, Chaos, & Entropy

Alignment: Chaotic Evil

Worshippers' Alignment: any Evil or Chaotic Neutral

Beliefs and Attitudes: this world must be destroyed, the light of the sun is a curse, darkness will devour all

Temple Weapons: n/a (has no clerics)

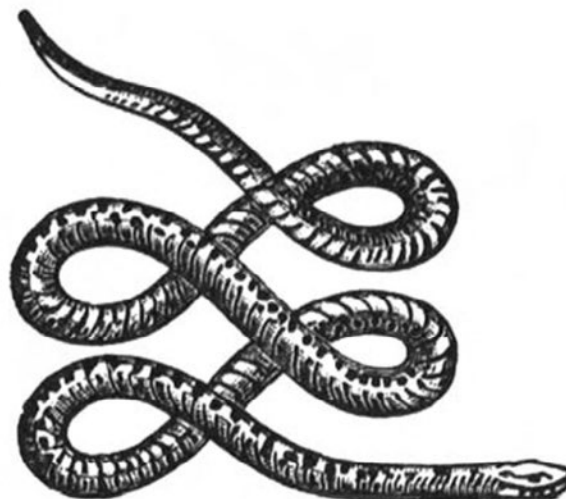
Spheres of Activity: balance (chaos), balance (evil), destruction, necromancy, night, serpents*

Temple Traits: see in darkness, friend to serpents, resistance to life drains

Power: *primordial darkness* (as *blindness*, p 186, once per day, but with area effect covering all enemies within Reach range of the caster)

Apep is envisioned as a huge serpent—he is sometimes referred to as “the encircler of the world”. According to myth, Apep seeks to destroy the world, often doing so by attempting to devour the sun; indeed, some myths say that he attempts to do so every night, while the sun is passing through the underworld. More rarely, he makes attempts during the day, causing eclipses.

As a god of evil, Apep is rarely worshipped, and has no regular clerics. Cultists might be devoted to him, and clerics of the sun god Ra often perform ceremonies and sacrifices *against* Apep, seeking to weaken him and strengthen Ra.



Black God—Navajo God of Night, Fire, & the Stars

Alignment: True Neutral

Worshippers' Alignment: any

Beliefs and Attitudes: fire is a powerful gift, there is beauty in patterns, patience is important

Temple Weapons: none; seen as physically weak

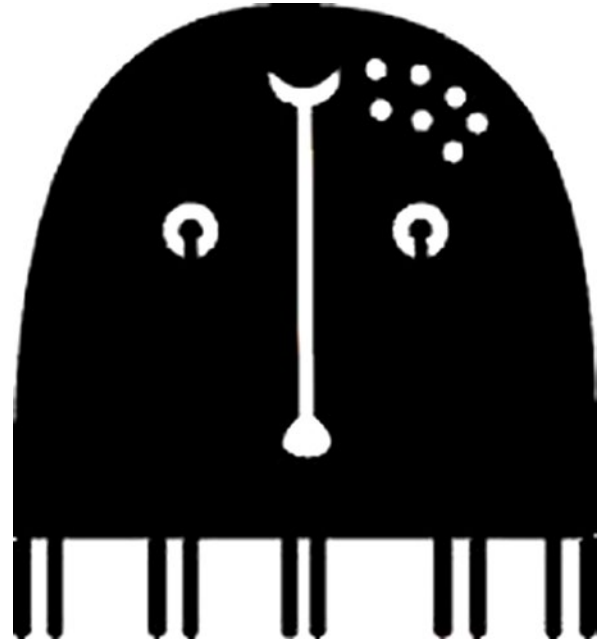
Spheres of Activity: destruction, elemental (fire), healing, life, natural death, night

Temple Traits: knowledge of the ways of flame, know and name the stars, the fires of life

Power: produce the sacred flame (when casting flame spells, may choose to have them do holy damage rather than fire damage)

One of the oldest of the gods, the Black God has no name that is known to mortals. He is depicted as old and physically weak, but still as one of the most powerful and wise of the gods. His fires can burn, but they can also kindle life, and give light and warmth to people. He asks for no grand ceremonies, but is exacting in his requirements, and thus his priests have little patience for foolishness like that of Coyote's followers.

In ceremony, he is depicted as being black as the night sky, with the full moon as his mouth, the crescent moon on his forehead, and a group of stars on his temple. He carries a fire-drill, and sometimes is shown as having flame-red hair.



Coyote—Navajo (and other Native American mythologies) Trickster God

Alignment: Chaotic Good with Chaotic Neutral tendencies

Worshippers' Alignment: any

Beliefs and Attitudes: the proud must be humbled, all should be equal, the wise know when to fight and when to run

Temple Weapons: spear, dagger, bows

Spheres of Activity: balance (chaos), deception (illusions, pranks), knowledge, nature (animals), travel (pursuit and escaping pursuit)

Temple Traits: captivating storyteller, quick and graceful, a nose for trouble

Power: spirit perception (as the Shaman trait, p 12)

Coyote is a god of contrasts—a keeper of knowledge who delights in secrets, a petty trickster who at times can be deeply serious, wise in the ways of man and nature but prone to foolish mistakes. His priests and followers find this to be comforting: Coyote is not a grand god who is far above mortal concerns, but someone more like them, who makes mistakes and has to find some way out of them. He always wins in the end, and his followers seek to emulate him—both in making mistakes and fixing them!

Followers of Freyr are favoured targets of followers of Coyote, given their general arrogance. Thus, any associated with Freyr often find themselves beset with irritating, inconvenient, and always embarrassing pranks perpetrated by the followers of Coyote. Kitsune and Tanuki are usually the most fervent worshippers of Coyote.



Macha—Irish Goddess of War, Horses, & Sovereignty

Alignment: Lawful Neutral

Worshippers' Alignment: any non-Chaotic

Beliefs and Attitudes: our land must be defended, fate cannot be escaped, death in battle is the only good death

Temple Weapons: spear, axe, javelin, sling

Spheres of Activity: balance (law), communication, horses*, kings*, life (fertility), natural death, war

Temple Traits: wise in the ways of fate, of noble mien, good with horses, speaker to ravens

Power: *choose the slain* (once per day, place a major consequence of *ill-fated in battle* on someone. May be used on targets of the cleric's scale or less)

Often considered a triple goddess along with Badb and Morrigan, Macha and her sisters fall into the category of similar triune goddesses. She is a goddess of the land—of its defense, its fertility, and sovereignty over it. She is associated with the colour red, either in her clothes or her hair, and sometimes with banshees—like them, she is supposed to sometimes appear to those who are soon to die in battle as a woman washing bloody clothes at a river.

Worship of Macha is especially popular amongst the nobility, as they see themselves as her rightful servants, despite Macha often favouring the quality over petty mortal titles. In addition, centaurs are particularly fond of this goddess. Thus, worshippers of Macha often find the religion full of differing factions—those who see centaurs as the true heirs of her power, and those who declare that her favour lies with mortal nobility.



Trí Déa Dána—Irish Gods of Crafting

Alignment: True Neutral

Worshippers' Alignment: any

Beliefs and Attitudes: what is worth making is worth making well, hard work will be rewarded, hospitality must not be breached

Temple Weapons: hammer

Spheres of Activity: balance, crafting and brewing*, elemental, healing, travel (feasting), war

Temple Traits: my weapons do not break, enemy of humanoids and giants, find weak spots

Power: *quick creation* (can craft an item at one scale faster than normal)

Consisting of Credne the artificer, Goibniu the smith, and Luchtaine the carpenter, these three brother-gods together are worshipped by crafters of all sorts, and are very popular among dwarves and gnomes. Worshippers of the Trí Déa Dána are often hired to build weapons and fortifications, and due to their fondness for impartiality, sometimes end up doing so for opposing factions in the same conflict. Even with their neutrality, however, they remain firmly sided with humans and demi-humans against the humanoid races and giants—the latter making them popular with followers of Thor.

Acolytes of the Trí Déa Dána are eligible to multi-class as Enchanters when they reach heroic scale, without needing to take levels in Magic User or any of its other sub-classes.



Arel—Tathirian Goddess of Love, Joy, & Laughter

Alignment: Chaotic Good

Worshippers' Alignment: any

Beliefs and Attitudes: love should be nurtured; laughter heals many ills; love cannot be earned, but it can be thrown away

Temple Weapons: net, bow & arrow

Spheres of Activity: communication, emotion (love), healing, knowledge, natural death, protection (children & the innocent)

Temple Traits: to love life is to wish to defend it, there is no real love without knowledge, find wonder in the smallest of things

Power: *empathy* (make a spellcasting check to discern someone's true emotional state; may use this to create effects for dealing with them)

One of the youngest of the Gods, Arel always appears as a beautifully-formed member of whatever species she chooses to manifest as. Her favoured colours are white and red, and her clerics almost always dress in these colours. They spread her love through laughter, jokes, and caring for others, and not a few religious scholars are among the ranks of her followers.

She loves excitement and derring-do, and beyond her more religious followers, quite a few bards, minstrels, duelists, and knights-errant claim to follow Arel or be inspired by her. Arel is friend to all, and understands all in-jokes and references that friends make between each other. Legend says that while Arel prefers not to fight, when she must, she fights with skill and grace, wielding the sword *Surcease*, which kills without inflicting pain.



Gohm—Tathirian God of the Cursed, Afflicted, & Downtrodden

Alignment: Neutral Good

Worshippers' Alignment: any

Beliefs and Attitudes: even the weak shall persevere, patience will be rewarded, those who believe shall survive

Temple Weapons: staff and improvised weapons (see the *Everything is a Weapon* advancement, p 20)

Spheres of Activity: deception (hiding), emotion (patience, perseverance), healing (repressing curses and sickness), life (survival), protection

Temple Traits: teach patience and kindness, protect the weak, give when you have enough and take when you have need

Power: *speak to the lesser brethren* (once per day, may speak with animals to rats, skunks, mice, vultures, or other 'vermin' or 'scavengers')

Accounted by many as the least of the Gods, Gohm is worshipped by those who have abandoned hope in other deities, or have

found themselves with no other deity to turn to. He promises his worshippers little except sympathy and hope, but for many, that is enough. Gohm has no true clergy, his worshippers lacking the wealth and organization to form a real church. Instead, he is served by wandering self-proclaimed 'priests'.

Appearances by Gohm are often spoken of, but maddeningly uncertain. When he does appear, his face is always hidden, leading to many tales that he is the ugliest of the gods, or that he is scarred or deformed. A few of his own worshippers say that Gohm hides his face not for these reasons, but because he cannot bear to look directly upon the suffering of the world, for he feels others' pain as his own.

Gohm cannot grant spells of physical healing or regeneration, nor the spell *remove curse*. In compensation, his followers gain one of the following at first level: *Hide and Sneak*, *Climb*, *Swim*, *Open Locks*, *Woodcraft*, *Citycraft*, *Everything Is a Weapon* (p XX), *Seacraft* or *Pick Pockets*. They are eligible to gain the remaining traits as advancements.

Divine Classes: Clerics vs. Paladins vs. Chosen vs. Cultists...

So, there are multiple classes that related in some way to being a follower of a deity. What distinguishes them?

Chosen have been somehow 'picked out' by fate/destiny/wyrd/tao/whatever you want to call the machinations of the universe. Because of this, one or more deities (or beings of similar powers) have an interest in the individual Chosen. Their powers arise from their nature, rather than from any deity they choose to serve.

Mechanically speaking, they are shaped by the changing nature of their relationship with their deity or deities. The different sub-types of Chosen have quite different powers, which means this character can vary considerably in their focus over time—much more than other classes can. Chosen can be of any alignment, and their power sets as Champions and Adversaries make them good as either a

deity's 'special troubleshooter' or as a crusader against a particular deity, demon lord, or other entity.

Clerics are the representatives of deities, designated to lead and aid worshippers. This designation normally takes place through a mixture of divine guidance and mortal action (that is, through existing clergy). Clerics normally excel at affecting others spiritually, compared to the other divine classes. Within the game mechanics, they use spells backed by their deities and various weapons sacred to said deities. The standard cleric is strong at healing and can turn undead. Their deity's portfolio will guide them, making clerics highly variable in their roles so far as roleplaying goes.

Cultists are, at best, fringe groups of worshippers. Often they take religious texts or ideals and subverted their meanings to serve their leaders' own ideology. Those that do worship an actual deity typically worship one that most people fear or view as completely evil. Some groups worship more 'normal' deities, but have very different interpretations of what the deity wants from worshippers than the mainstream. Vastly different from all of the classes presented here, their power is directly proportional to the size of their following, and their ability to control it. They are Charisma-based rather than Wisdom, and lack 'magical' abilities to start with, although they can gain them later on. Cultists may not be of a Good alignment—at best they will be serving their own interests; at worst, they will be seeking to destroy the world.

Druids are preservers of the natural order. They sometimes follow deities of nature, but sometimes simply worship Nature as a whole. When they do serve deities, they often serve a pantheon or a portion of a pantheon rather than a single deity. Their powers are not dependent on any individual deity. In game terms, druids are spellcasters, with a range of spells that are oriented toward animals, plants, the elements, and nature. They can heal well, but are not quite as good as a standard cleric. Druids must be True Neutral, as their allegiance is to Nature rather than to any mortal standard, or even the standard of any individual deity. This can complicate things when other members of the party are of extreme alignments.

Monks seek spiritual development from within, channeling it toward physical and spiritual ends. Most do not devote themselves to individual deities, and their powers are not dependent on any such devotion. All of their abilities stem from a physically rigorous lifestyle, a great deal of spiritual discovery, and extreme amounts of discipline. Unlike most of the classes in this section, they do not have spells or other 'magical' means of directly affecting the world around them. They are reasonably strong fighters, and can double into many

of the areas that thieves traditionally handle. Monks can also gain an array of resistances that can make them serve well as fighters against magical threats. Monks must be of a Lawful alignment; thus, even itinerant monks will see themselves largely in how they relate to others—either inspiring them to Good, helping them to achieve their potential for Neutral monks, or seeking to corrupt and control them for Evil ones.

Paladins are agents of divine protection. Their primary task is to defend the innocent against monstrous agents of evil and chaos—those who would destroy or dominate the world (or at least, those parts of it significant to their deity). Compared to other divine classes, paladins are the best at physical combat, and the 'holy' nature of their powers tends to make them strong against undead and demons. They can gain access to clerical spells at higher levels, which can make them good backup healers. Paladins must be Lawful Good, which severely limits their roles; normally, they will be very much the Hero-with-a-capital-H.

Religious scholars seek to serve their deities by perfecting their mental and spiritual abilities. Some devote themselves to individual deities, generally ones of knowledge, history, wisdom, or similar things. Others serve a pantheon, and seek to do services that further their deities' goals in the mortal world. Mechanically speaking, they overlap a good bit with the Wandering Sage class, but can gain supernatural powers of inspiration, including methods of healing mental damage that are somewhat Bard-like. Religious scholars may not be of an Evil alignment, and are required to take three vows in line with their order; this combination of requirements gives them a somewhat saint-like quality, which their powers reinforce.

Shamans walk the fine line between the physical and spiritual worlds. Unlike most classes that are tied to divine powers, shamans seek to be the balance between all demons and deities, as they must always remain Neutral (in one of their alignment axes) if they wish for spirits to stay in communication with them. Such communications may help them locate information, or objects of interest, that might have been forgotten by the world with the passing of time. In addition, some shamans have learned to bind and harness the power of some spirits, making them formidable in their own right.

As noted in the previous section, members of all divine classes can take the temple traits of their deity as advancements. Those who are not clerics can also take the deity's beliefs and attitudes as advancements. At the GM's option, it may or may not be possible for other classes besides cleric to take the deity's power.

Churches and Other Religious Organizations

Fantasy religions are often modelled, consciously or unconsciously, on the organization of modern churches—in particular, Christian churches, and even more specifically, the Catholic Church. This sort of organization often has local priests subordinate to a regional authority (for example, a bishop), who in turn is subject to higher authorities. The ultimate authority of the organization may be a council, and individual, or some combination thereof (for a real life example, the Pope and College of Cardinals in the Catholic Church).

Ancient pagan religions were generally not actually organized in such a fashion. Individual temples operated as entities of their own, subject to no higher authority (or, at least, no higher mortal authority, they would have maintained!). Such temples would often have a high priest or priestess and several subordinates. Outside of the temples, in smaller towns, villages, and the countryside, there were individual priests, who sometimes devoted themselves to a single deity, but more often served as generalists, leading the seasonal rites and assisting the local populace when they felt a need to ask for the intercession of an individual god or goddess.

In some areas, itinerant priests were more common, travelling from village to village to lead the rites. There were also cults that devoted themselves to the celebration of particular aspects of individual deities—for example, the Maenads in ancient Greece. Such cults were recognized as being outside the norm of established religion, and often were accused of having rites that were violent, sexual in nature, or otherwise transgressed the normal order of society.

Of course, even with more hierarchical religions, there are always groups that splinter off, typically due to opposing views on doctrine. Some of these splintered factions go on to establish their own hierarchies, while others adopt a more decentralized approach, and still others form cults. Historically, many religions start in a cult or cult-like form, then develop into another form, and this in turn means that groups attempting to return to the 'roots' of the religion often turn to such a form of organization.

In a game world, any or all of these forms could exist. The nature of the god being worshipped may make a certain form seem most natural—Lawful deities tend toward very organized churches, Chaotic

ones toward decentralized or cultic churches, and deities who for whatever reason are worshipped in secret, are often worshipped in cults or in cult-like 'cells' formed by secret organizations.

A deity with multiple aspects lends itself to multiple organizations, each preferring a different aspect of the deity. In our examples above, Macha has been oriented that way—it's easy to see the nobles who worship her doing so in a very organized fashion, while the centaurs would likely have a more decentralized church, or even form cults.

The various divine classes have certain natural 'fits' when it comes to religious organizations. The Cultist fits with a cult, of course, being designed to be leader of such an organization. Cults might form around a Chosen as a charismatic leader as well, since they are well-suited to having an idiosyncratic way of following the deity who they are working for—or, a cult might form around the Chosen personally! Clerics and Druids are less likely to be leading cults, but it's still possible for either one—especially if the being being worshipped is a nature deity. Monks, Paladins, and Religious Scholars, however, are unlikely to fit well into cults.

These latter three fit best into more organized religions, which have the numbers and scope to have specialized members who have been ordained to perform duties other than leading the populace in rites and mediating their relationship with the deities. Clerics fit such an organization well, as the priestly arm of it, and normally the higher positions will be filled with Clerics. Historically, the Druids

seem to have been well-organized, and classic *D&D* showed them that way as well, with a single organization with a single head. However, the Druids as portrayed in the myths and legends that have survived seem more like wandering holy men, and the class could also fit that mold very well.

Chosen and Cultists tend to have somewhat fractious relations at best with hierarchical organizations. They *might* be found within such in rare instances, but when they are, it's very likely that the organization or parts of it will see them as agitators or political problems—for example, Joan of Arc with the Catholic Church.

The wandering holy man role fits well with Monks, Paladins, Religious Scholars, Chosen, and Druids—which is somewhat odd, given that the first three also fit well with hierarchical religions! Part of this is, as mentioned with the Druids, the difference between historical reality and popular culture. Clerics can work in this situation as well, following the model of a pagan priest, or even of itinerant Christian priests.

Of course, players have a tendency to chafe at any sort of restrictions on their characters' freedom, so the 'wandering holy man' model tends to make a good fit for any PC of a divine class. Few players want their characters to be tied down to being a village priest or temple priest—if one is, then the campaign will likely need to be shaped around that limiting fact.



CHAPTER 7: MAGIC: THE BASIS OF FANTASY

Magic is what really makes a fantasy game *fantastic*. It can be argued that you don't need magic for fantasy, but if you take magic to mean "things that violate the physics of the real world", then fantasy without magic is really just a form of science fiction—you're talking about theoretical possibilities, things that *could* actually exist and happen. But magic moves the boundaries, letting you include things that aren't possible in the real world.

Historically, *D&D* has been combat-centric, with the result that the main forms of magic detailed are combat magic and healing magic. "Magic users are artillery" is one of the oldest *D&D* tropes, with "clerics only heal" right behind it. By providing the underlying structure to easily support other activities in detail, however, *MONSTERS & MAGIC* makes it easy to expand magic out into other areas.

Types of Magic

D&D traditionally divides magic into two types: arcane and divine. Arcane magic is what magic users use, while divine magic is the realm of clerics. The two differ in power source—magic users gain their power from an understanding of certain fundamental secrets about how the universe works, while clerics are granted their power by a divine (or infernal!) being. Clerics and magic users also differ in what they do—*D&D* magic users don't normally have any sort of healing magic, and when they do, it's markedly inferior to what clerics can do. Clerics, on the other hand, don't normally have the same sort of mass-attack spells that magic users do, with their combat capabilities tending to focus more on defence and effects that enhance allies.

We've played with this a bit, with several spells that all three spell lists share. We've also made some spells easier for one type of caster than another—for example, druids are a bit worse with healing spells than standard clerics, but clerics are better at animating the dead than magic users while druids can't do that at all.

You can play with this in your campaigns, if you wish—for example, perhaps magic users can heal, but are simply very bad at it, resulting in the same healing spell being two or three levels higher for a magic user than for a cleric. Maybe druids have spells for healing non-intelligent animals that are as low in level or lower than

The effect system makes 'boosting' spells extremely easy to handle—and builds in limits for them, in the limitations on the number of effects a character can have on them. It also makes it simpler to adjudicate spells with highly variable effects, such as illusion spells, which in classic *D&D* were largely up to GM whim for their effects. Beyond that, the effect system also allows simple handling of non-combat effects.

We've taken advantage of all of this in our spells chapter, although we've kept the focus on spells useful for adventurers. There are spells in our lists that have utility outside of adventuring, such as *blessing of the field* (p 186), but many of these are also useful to adventurers. We wanted to cover the most useful of the 'traditional' *D&D* spells, which left us limited space and time to delve into new areas.

the cleric's healing spells, but are still worse when it comes to healing intelligent creatures—or can't do that at all!

Some systems and settings play with the categories of magic as well—for example, magic users could also gain their power from divine sources, if there is a god or goddess of magic who is the literal source of magic, rather than simply being interested in magic. Perhaps there are no spellcasting clerics, but there is "white magic" and "black magic", with the white magic being focused on healing and helping others, and black magic on harming others. You could follow some modern occultists by having a whole rainbow of different magical types—for example, "green magic" that influences plants, "red magic" that relates to blood and animal bodies, "blue magic" that deals in emotions, and so forth. Or you could carve it up a different way, with "red magic" being offensive battle magic, "blue magic" defensive, and so forth.

These colours could be assigned lists of specific spells they include, or they could be used as specialties for improvised magic, as discussed below.

Ultimately, it's your and your players' game, feel free to change things as you wish!

Magic Theory & Consistency—Establishing Meta-Rules

Beyond messing around with the types of magic as just discussed, you can also establish overall 'laws of magic'. For example, the core *M&M* book establishes a set of common materials that can block detection spells (p 93). You might decide that the same rules bind teleportation spells, thereby making it simple to block off certain areas from teleportation magic. We introduce a similar sort of meta-rule in this book, by creating rules about how spells can be targeted (p 177).

Classically, *D&D* left many questions about how magic worked unanswered, which led to either excessive legalism in some cases ("but it doesn't say I *can't* do it!") or to GMs building their own sets of house rules about how magic worked. One common point of argument was whether or not a caster could end their own spells early, choosing to cut them off before the duration elapsed. Another was whether spells were powered through the caster or not—if the caster were killed before the spell duration ended, would that end the spell? If you could "cut off" a spell early, did it end immediately, or

keep going for the rest of the round (or turn, or hour...)? Could you end it at will as a free action, or would it take an action to do it?

In our case, for some spells, we've specified in our writeups that they can be ended early, but not in others. You could choose to establish a meta-rule that guides cases that aren't specifically mentioned in spells, or even one that overrides the spell descriptions as written, 'house ruling' those spells.

Of course, creating restrictions of these kinds can create the need for ways to get around them—thus, there might be spells that a caster can use to end their own spells (and only their own spells), or ones that "separate" a spell from the caster, so that it will not end with the caster's death. The latter, though, might have the side effect that the caster can no longer end the spell as easily!

Another common point of contention was whether areas of effect could be reduced, especially for spells such as *fireball* that covered large areas. The reshaping of areas of effect came up at times as well.

With the Effect Engine, some of this could be answered by creating general effects—for example, it might be possible to reduce the area of effect of any area spell through effects. Maybe a minor effect lets you halve the area, a major quarter it, and an extreme reduce it as far as you wish. Of course, that leaves the caster with fewer effect points to do other things, but that's the price you pay. Further on in this chapter, you'll find our own suggestion—a list of metamagic traits that casters can take as advancements (p 153), which allow them to spend effect points to change various aspects of their spells on the fly. You can use those or not, as you wish, or invent other ways to work things, all according to how you think magic should work in your world. And, with multiple types of magic, they don't necessarily all have to behave the same way!

Laws of Magic

A particular kind of meta-rule is a Law of Magic. The two best-known such laws, used in many fantasy worlds, are those originally formulated by Sir James George Frazer in *The Golden Bough*: the Laws of Similarity and Contagion. Various others have been added by modern occultists, such as Isaac Bonewits in his book *Real Magic* (and *Authentic Thaumaturgy*, an application of Bonewits' ideas about magic to creating game systems, currently available from Steve Jackson Games), and by fiction writers.

Here are a few such laws that may be of use in your game worlds:

Similarity: “like affects like” or “effects resemble causes”. Thus, one sprinkles water in the course of a rain-making ceremony, or pushes needles into a doll made to resemble a person in order to cause pain and injury to that person. This extends further to the medieval “Doctrine of Signatures”, which held that the uses of plants, animal body parts, and other things were shown by their appearances. For example, the flower Eyebright was held to resemble an eye, and therefore to be useful for treating eye injuries and diseases.

Contagion: “two things once in contact continue to influence each other after the contact is broken”. From this come such things as using a piece of your target's clothing to cast a spell to find them, or to make the doll mentioned in Similarity.

Relevance: used by Randall Garrett in his Lord Darcy stories, this law modifies the law of contagion, stating that the power of contagion is determined by the relevance of the contact—that is, how much it affected the object or creature's current state. Thus, for example, the dagger that was used to stab someone has very high relevance to their wound, and one could use this to cast a spell to tell whether a particular dagger caused that wound. On the other side, however, the hand that was wielding the dagger has very little relevance to either the wound itself, or to the dagger—the tiny bit of wear and tear it inflicted on the dagger's handle is essentially insignificant. Thus, while a spell can identify the dagger that caused the wound, you can't cast a spell to determine who was holding the dagger at the time!

Relevance can also build over time. While a single wearing of a pair of shoes isn't very relevant to it, if only one person has ever worn them, and they've worn them regularly for many years, then that person is very relevant to the current state of the shoes, and could be linked to them. However, as with the dagger, if someone else wore the shoes last, you're most likely not going to be able to use those shoes to determine that.

Additionally, a change to something's state may render past contacts irrelevant. If, for example, the shoes mentioned above were burned to ashes, then past wear and tear before they were burnt is no longer relevant to their new state!

Thus, the law of relevance provides an out for GMs, preventing the existence of magic from making mystery scenarios boil down

to “okay, let's cast a spell to identify the killer” without requiring the killer to have some sort of magic to muddle things.

Synecdoche: “the part and the whole are linked”. This is sometimes considered a sub-part of contagion, and works in similar ways. Someone's shed hair or fingernail clippings provide a link to them, and threads torn from a shirt are linked to that shirt. As with contagion, this could be modified by a law of relevance—if that hair or those fingernail clippings are burnt after they've been shed, the ashes are no longer linked to the person with any significant strength.

Names: “the name of a thing is the thing”. This underlies beliefs about True Names and the use of them to create a link to a person, creature, or thing. True Names are also often associated with summoning—knowing the name of a demon, angel, spirit, etc. allows one to summon and control it. This can be generalized out to concepts as well—for example, a magician might ‘know the name of Fire’, giving them power to control fire in various ways.

Many fantasy settings add what could be termed a Law of **Belief**: “things have power because they are believed to have power”—which is often used to explain why deities, demons, and so forth need people to believe in them. Even in the real world, occultists have used this idea to explain the ‘magical’ powers of sacred sites and objects—especially when such objects have been proven to be forgeries!

You can find many more such laws of magic in Bonewits' books which were mentioned above, or on tvtropes.org (search for “Laws of Magic”).

Having established such laws, you can use them to guide how spells work. For example, *D&D* traditionally has many spells require material components. We've chosen to omit those here, but if you like the idea, the Law of Similarity and its subordinate Doctrine of Signatures should provide plenty of ideas. We've worked the Laws of Contagion, Synecdoche, and Names into our rules for targeting magic (p 177) to provide a consistent system for that—and then gone farther, to create the *manikin* spell (p 219), which seeks to work through those laws to throw off spell targeting.

Changing Which Attributes Are Used

By the standard rules, clerics use WIS, magic users INT, and bards CHA to do magic. This feeds into stereotypes—clerics are supposed to be good at advising people (Wisdom), magic users are supposed to be very knowledgeable (Intelligence), and bards are supposed to be very likeable (Charisma). These attributes can also be used in imagining the ways they work their magic: clerics through appeals to their deity and personal insight; magic users through research, study, and analysis; and bards through the appeal and emotional impact of their songs.

If you're messing about with the types of magic available, however, you might want to change this as well. Perhaps different schools of magic use different attributes—since illusionists are traditionally required to have high DEX, perhaps *all* illusion magic uses DEX for casting! Charm-type spells might rely on CHA; maybe necromantic spells rely on WIS.

Different traits might also be used for different aspects of spellcasting—for example, one could decide that illusionists still use INT to determine how many bonus spell memorization slots they get, but use DEX for their spellcasting checks. Other examples of possible variants are given further in this chapter.

Spell Traits

In the spells chapter, we've given some of the spells traits. These are traits that apply to the spell itself, and modify how it works in some way—for example, if a particular spell is easier for clerics than for

magic users, that's a trait. GMs might want to add additional, more specific traits to spells they create—for example, *Can Only Be Cast at the Full Moon* or things like that. These sorts of traits can be open to 'reality manipulation' with hero points—either paying a hero

point to a player because they can't use their cool spell right now, or requiring a player to pay a hero point in order to use it. ("Maybe it's the full moon and maybe it isn't... how badly do you want it to be?")

Clerics & the Spell Lists

The cleric is really the most varied spellcasting class of all. Post-hoc justifications such as "the gods have a treaty to let all clerics have access to the same powers" aside, it doesn't make much sense that a cleric of the thunder-god Thor should have the same spell list as a cleric of sea-god Neptune, or nature and healing-goddess Mielikki.

Third edition *AD&D* (and its descendent, *Pathfinder*) have each cleric choose two "domains" from a list of those associated with their god. They get extra powers and access to bonus spells dependent on those domains, but still have access to all the "normal" clerical spells. Second edition *AD&D* went a more restrictive route—each deity had a list of "spheres of influence" that they granted either major or minor access to. With major access, their clerics could cast any level of spell in that sphere; with minor access, they could only cast spells of 4th level or below... and they couldn't cast spells from other spheres at all, except the "all" sphere, which all clerics had major access to (and which only had about a dozen spells).

There are a number of ways this could be handled in *MONSTERS & MAGIC*, if a GM wants to restrict spell access for clerics of specific deities, or give them a bonus. *M&M* already specifies that a deity has a set of beliefs that their clerics get, and spheres of activity associated with them (*M&M* p 17; discussed more fully the chapter *Clerics, Religions, and Other Things Divine*). These can all be counted as traits for the cleric, automatically boosting their spellcasting ability when they are casting spells for reasons in line with their deity's beliefs, and/or that relate to things in the deity's spheres of influence.

The GM might choose to make things a bit more restrictive—perhaps clerics don't automatically get a trait bonus with all clerical spells, but only with those related to their deity's spheres of influence. Those who choose to worship a pantheon might have to choose a few spheres to specialize in, or might get a half-level bonus with all clerical spells, so they're not bad at anything, but also not very good at anything.

Clerics might also be able to take additional spheres from other deities of their pantheon as advancements, so long as those deities

are allies of their primary deity. So, a cleric of Thor might pick up the fertility sphere from Freyr... but would not be able to pick up the fire sphere, since that would belong either to Loki or to Surt.

Even more restrictively, clerics could be barred from some domains—deities could have lists of barred domains, or pantheons could (or subgroups within pantheons, following the idea of alliances in the pantheon as above), or, at the most extreme, clerics might not be able to use any spells except those that match with a sphere of their deity or one they've added as an advancement. You could also mix up ideas—for example, maybe you get your full trait bonus with spells of spheres that belong to your primary deity, a half trait bonus with spells of spheres you've taken as advancements from allied deities, and are not able to cast other spells outside of those spheres at all.

In our spell list, we've indicated some potential spheres in the "Types" for each spell—but there's no reason why you can't add on more. We've also indicated a few clerical spells to be of "universal" type, meaning that we think all clerics should have access to them. Many of these are spells that are written generically, with the admonition that specific effects should depend on the spheres of influence of the cleric's deity. You'll also find tables in the back of the book listing spells by spheres and schools, including the spells from the core *M&M* book.

Did you say Third Edition AD&D?

Yes. Yes, I did. The third edition of *D&D* was published in 1980. What Wizards of the Coast chose to market as "*D&D* third edition" or "*D&D* 3e" was actually the third edition of *AD&D*. Which isn't really important at all, except to those of us who'd like to be able to refer to the third edition of *D&D* without such workarounds as "the pink box set" or "the magenta box set".

Determining Spell Difficulty

Part of our philosophy here in *APERITA ARCANA* is teaching you to fish, rather than just giving you fish. Thus, while we've provided over 200 spells for you to use, we've also shown with each spell how we determined what its level (and rank, which will be discussed below) are. Here, we present the basic guidelines for this process:

First, we have a concept of a *standard spell*. This spell affects one non-scaled target, has Short range (unless it is a healing spell, in which case it has Touch range), takes a full round to cast, and has a duration that depends on its type of effect: instantaneous for spells that do damage, one round per level for spells that impose a condition on a foe, and one turn per level for those that impose a condition on the caster or an ally. It creates a single Effect, and/or acts like an attack or defence.

Second, we have the concept of a *spell sentence*. This is a sentence that describes what the spell does. Simple ones look like:

- create a fireball (*fireball*)
- paralyze or slow a creature (*hold monster*)

- cause weapon to run with flame (*flaming blade*)

More complicated ones can be things like:

- place a mark visible only to those of the faith (*spiritual mark*)
- imbue self with a specified spell which triggers when the caster is touched by any creature without conscious approval (*personal ward*)

Difficulty is determined by the complexity of the spell sentence, and by how much more (or less!) powerful the spell is than the standard spell. For the spell sentence, it's divided up into significant phrases. These will normally be verb phrases, nouns, and adjective phrases. A couple of things to remember:

The basic spell has a target—therefore, the mentioning of the target is never an additional phrase.

Each additional component or object in the spell will be a phrase.

So, let's chop up the most complicated of these:

imbue self with a specified spell which triggers when the caster is touched by any creature without conscious approval

First off, we have the main verb: *imbue*. We don't consider "self" to be a phrase for our purposes, because it's the target of the spell. The "specified spell", however, is another spell being added into here, which is another component of the spell. That gives us:

(imbue) self (with a specified spell) which (triggers)

The remainder of the sentence is "when the caster is touched by any creature without conscious approval".

Here, "the caster" is just another way of specifying the target of the spell, since it can only be cast on "self". This part as a whole is describing when the *personal ward* triggers, but there's two parts to that: first, when the caster is touched, but second, only if the caster doesn't approve of the touching. So we divide the whole thing up into:

(imbue) self (with a specified spell) which (triggers) (when the caster is touched by any creature) (without conscious approval)

That gives us five phrases. Our "baseline" for spell complexity is two phrases: the main verb and a single modifying phrase. So, the spell sentence adds one rank of complexity for each phrase beyond the first two—in this case, three ranks. With that determined, we look at how the spell's parameters vary from the standard spell.

Does it have a potentially heroic scale effect, like *fireball* (which can hit everyone in a small group)? Or perhaps an epic scale effect, like *teleport* (allowing extremely long-distance travel instantly)?

A spell that can do things at scale has increased rank: +5 for heroic, +10 for epic, +15 for legendary, or +20 for mythic. By default, a spell that does things at scale also has scaled casting time—so a heroic scaled spell should take a turn or an hour to cast, rather than a round or a turn. Additional parts of the spell can be increased in scale to the same scale or a lower one for just +1 rank—thus, for example, a spell that has creates a heroic scale effect could have heroic scale range (about a day's travel) for just +1 rank.

Note, however, that common sense should rule on spell ranges. If the spell normally affects a visible target, its range isn't likely to be higher than Long. GM judgement rules here.

Our standard spell has short range—giving it a longer range has a cost. Bumping to medium costs +1 rank, long is +2. Reducing the range can reduce the rank; -1 for reach, -2 for close, -3 for hand (or touch, which is effectively the same), or -4 for self only. Note that if a spell's effect is already scaled, you can increase its range more cheaply, as mentioned above.

If the spell always creates a certain minimum level of effect, that has a cost. The costs are as above for heroic and above effects, or +1 rank for a minor effect, +2 for a major, +3 for an extreme. Alternatively, you can get some ranks back by limiting the maximum effect the spell can have: -1 if it can't do extreme effects, or -2 if it can only do minor effects.

A spell that casts more quickly than normal is increased in rank. If it only takes one action to cast instead of a round, that's +1 rank. If it can be cast even more quickly (as an "instant" action), it's +2 ranks. If it would normally take heroic time to cast, but only takes normally scaled time, that's +1 rank.

Areas of effect are generally related to scale. A heroic area of effect is big enough to affect a small band of people—maybe 20 or so of them. Thus, *fireball*'s traditional 20 ft radius is considered a heroically scaled area of effect. An epic area of effect can affect a whole castle, a small army, or a town or city. A legendary area of effect could cover an entire small-to-medium kingdom, and a mythic area of effect could cover a continent or more. (Note that we've toned down 'mythic' from affecting entire worlds, as in the core *M&M* book. But if you want, you could certainly expand it back up to that!)

Some spells have an "additional effect"—for example, a spell might make the target both invisible *and* silent. That's usually worth an additional +1 rank, if it isn't separated out in the spell sentence. More additional possible effects cost more ranks—thus, an illusion spell that can affect all five senses is +4 in rank.

If the spell can be varied significantly by expending effect points, that's generally worth an additional rank.

Lastly, spells can have traits, which can make the spell easier (e.g., many illusion spells have the trait *easier for illusionists*), harder (some healing spells have the trait *harder for druids*), or be benefits or drawbacks of the spell (for example, *grants the temporary trait ... or tends to melt or burn treasure*). A trait adds or subtracts 2 ranks.

Spell Rank =

number of parenthesized sections in the spell sentence - 2

+ 5 for each increase in scale

+ 1 for each increase in a parameter (or increase in scale of a parameter, to a scale equal to or less than the highest scale of the spell)

+ 1 for a decrease in a parameter

+ 1 for an additional effect

+ 1 if the spell can be varied

+ 2 for each trait that makes the spell more effective or harder to cast

+ 2 for each trait that makes the spell less effective or easier to cast

Note that making casting time shorter is an *increase* in a parameter; making it longer is a *decrease*. Further, if the spell is scaled, the casting time by default increases to the appropriate time for that scale.

Spell Level = Rank / 2, rounded up.

So... you've got a rank. If you're using our suggestions below, you can use that directly—but if you're using the traditional system, you want a spell level. Spell level is half of rank, rounded up. Thus, a rank 1 or 2 spell is 1st level; a rank 3 or 4 spell is 2nd level; and so forth.

Every spell we present has had its rank and level determined by this system. In the case of traditional spells, we've generally been aiming to make them the same level as their traditional counterpart, but in some cases, we've wound up altering the level a bit—usually no more than one level up or down. We've "shown our work" for all the spells, though, so if you'd like to create variations of different levels, you should be able to see how to do it!

Effect Types and Scale

In *D&D*, certain types of effects were limited by making them be created by higher-level spells. For example, *teleport* is classically a 5th-level spell, meaning that players won't have access to it until 9th level. *Fly* is another example; it's 3rd-level traditionally, meaning that player don't get access to it until 5th level.

Keeping this in mind, we recommend limiting certain types of effects by requiring scale for them. For example, *flight* we label a heroic effect, so the caster must be at least 5th level to use it, and the

resulting spell is therefore at least rank 5. Similarly, we list elemental transformations as an epic effect, so flesh to stone spells and similar are at least rank 10.

Heroic effects: animating the dead as mindless undead, flight, changing one's own shape, granting full immunity to a relatively uncommon damage type (e.g., immunity to fire, immunity to cold), mind reading

Epic effects: raising the recently dead to full life, elemental transformations, domination of other minds, selective areas of effect (e.g., hit only my enemies within this area)

Legendary effects: raising the long dead to full life

Mythic effects: granting a wish, stopping time

Note that combining effects and changes to area of effect are fully cumulative; for example, casting a flight spell on an castle (an epic construct) would be a legendary effect. Raising a small group of long-dead people to full life at once would be mythic.

Alternatives to Traditional Spell Slots

M&M inherits from older versions of *D&D* a 'Vancian' or 'fire-and-forget' magic system: casters 'memorize' or 'prepare' a limited number of spells, and when they cast a spell, they then forget it.

The game introduces an optional system, where memorized spells are only lost due to consequences (*M&M* p 44). It's not clear there, however, exactly what this means. Let's take the case of Mortimer the Unsneezing (he's working his way up to Undying), a first-level magic user with a 14 INT. Mortimer gets one 1st level spell slot for his class and level, plus 4 bonus spell levels for his INT. Since he can only cast 1st level spells, that means he effectively has five 1st level spell slots.

By the traditional method, Mortimer would fill those with spells from his spellbook, and each time he cast one, he would mark it off:

(1).Percy Weasley's Spell of Being a Great Big Prat

If Mortimer wanted to be a supernaturally great prat more than once in a day, he'd need to memorize the spell multiple times, marking it off each time he used it.

However, with spell loss through consequences, he doesn't lose the spell when he casts it. Unfortunately, the sidebar in *M&M* doesn't actually make it clear if he loses anything. We choose to interpret it so that Mortimer is still limited in how many spells he can cast—thus, while he still has the spell memorized, he has used up the energy to cast a spell. If you're using this system, we recommend marking off the slot when a spell is cast, like so:

(1).Percy Weasley's Spell of Being a Great Big Prat

This shows that while the energy of the spell slot has been used, the spell itself is still memorized. Thus, Mortimer could memorize five different spells, and then could cast any of them up to five times. After that, he'd be out of "spell energy" for the day. If he suffered a minor consequence while trying to cast the spell, he might lose the memorization of the spell, or use up the spell energy of that slot; if he suffered a major consequence, he might lose the memorization and use up the spell energy. In the first case, it would be marked as above, or with a line through the spell name, but not the spell level; in the latter case, a line would be put through both.

Thus, Mortimer might fail to be a supernaturally great prat, and lose his ability to try again, while still retaining all five of his potential castings for the day.

Flexible Slots

When Mortimer advances to third level, and gains the ability to cast 2nd level spells, this raises a question: can Mortimer use a 2nd level spell slot's energy to power a 1st level spell? And can the reverse be done—can two 1st level spell slots' energies be combined to power a 2nd level spell? We suggest that the first should be possible, but not the second. You might choose to grant some sort of benefit for using a higher-level spell slot—for example, perhaps the power of spells

that vary according to level varies not by the caster's level, but by the level of the spell slot used. If that's the case, the casting difficulty should also depend on the level of the spell slot that was used, rather than the level of the spell itself.

You might also choose to rewrite the spell list a bit—perhaps instead of having *cure light wounds*, *cure serious wounds*, and *cure critical wounds* as separate spells, there's only *cure wounds*, and the amount of curing that's done depends on what level spell slot you used. There could be other variants as well, such as making the *mass* spells of various sorts simply be the same spells cast at higher levels.

Doing things this way makes spellcasters much more flexible, which effectively increases their power. Thus, we do not recommend combining this with other options that increase the flexibility and power of spellcasters, such as improvised magic or cantrip magic. Indeed, you may wish to combine it with the next option instead, in order to decrease both flexibility and bookkeeping.

Memorization by Intelligence

Extending the above idea that a single spell can actually take the place of multiple classic spells or spells from this volume, this option cuts down on how many spells can be memorized. With this option, the normal spell slots are used only to power spells—the number of spells that a caster can have memorized is calculated differently.

Intelligence is obviously related to memory, and thus, a natural choice for the attribute to use. This, however, quickly runs into the fact that magic users have primary INT, and thus, will get a lot more memorized spells if you use the INT bonus. You could vary which attribute is used for different spellcasting classes, or not double the INT bonus for magic users for this purpose.

Of course, flexibility should increase a bit with level, so adding the caster level would be a natural thing to do. This would restrict casters to a fairly small suite of spells... but with the added flexibility to "turn them into" different spells by casting them with higher level slots.

Example: Mortimer's GM is using the Memorization by Intelligence option. Mortimer is now 5th level, and has somehow upgraded to a 16 INT. Thus, he gets three 1st-level spell slots, two 2nd, and one 3rd. In addition, he has 6 spell levels worth of additional slots to allocate.

Using the "regular" INT bonus of +3 plus his level, Mortimer can memorize 8 spells. He allocates these as he wishes among spells of different levels—higher level spells aren't harder to memorize, just take more energy to power. (On the minus side, if Mortimer takes nothing but 3rd level spells, then he's just rendered his 1st and 2nd level spell slots useless!)

Looking through the spells in his spellbook, Mortimer chooses *burning hands*, *detect magic*, *dispel magic*, *door ward*, *everburning flame*, *levitate*, *mage's hand*, and *object glamour*. The GM has decided (and Mortimer's player knows) that

fireball can be cast by casting *burning hands* with a 3rd level spell slot, and *flight* can be cast by using a 3rd level spell slot with *levitate*. Similarly, *illusory object* is but a higher level version of *object glamour*, and *personal ward* a higher level version of *door ward*.

So, Mortimer has potential access to twelve 'different spells' as they're usually defined. This does, however, place his memorizations at a bit of a premium—if he loses *burning hands*, then he also can't cast *fireball*!

There's also the question of how to allocate his six bonus spell levels worth of slots. He could use them to give himself two additional 3rd level slots—after all, those would be the most flexible, since he can use them to cast any of his spells. On the other hand, if he allocates them to lower-level slots, he can get more castings. He chooses to divide them up into one of each level he can cast—he can't cast a 3rd level spell three times, that way, but he can do it twice... and he gets three additional castings total instead of two!

Especially for higher-level casters, this becomes more restrictive—for example, an eighth level caster using *M&M*'s standard system gets 12 spell slots, plus the bonus ones that they choose to create from their INT or WIS; with this system, they get 8 plus the normal INT bonus. Having fewer memorization slots helps to keep some importance on choosing which spells to take—an old-school problem which is easily lost with the more flexible spellcasting systems.

Improvised Magic

Taking this a step further, perhaps casters don't 'memorize' spells in the traditional way at all. Instead, they have a certain number of effect types they can perform. For clerics, the spheres of their deity obviously form the basis of their effect types; for magic users, one could use the traditional *D&D* schools of magic, elemental types, some combination, or even invent a new classification system entirely.

You can see this in action already with the *bladamage* class (p 54) - instead of having spells, they take effect types, and simply make spellcasting rolls to create effects appropriate to one of their effect types. Since these types are very broad, the *bladamage* receives one to start with, and new ones cost advancements.

Our recommendation for magic users is that they have spell knowledges, which consist of three parts: either two verbs and an object, or one verb and two objects. Optionally, a fanciful description can be added. For example:

Aquamancer—can create and control water

Conjurer of Tempests—can attack with and manipulate wind

Diviner—can find objects and people

Earth Shaker—can attack with and shape earth

Glamour-Maker—conceals and alters the appearances of objects

Keeper of the Word of Fire—can attack with and suppress fire

Master of Gates—can open and close planar gates

Mistress of Charms—delude people and animals into believing the caster is their friend

Necromancer—can create and control undead

Metamage—can destroy and enhance magical effects

Sorceress of the Blood—can attack with and affect blood

Warder—can create and destroy magical effect triggers

Wyrdkenner—can read the past and future in the web of Fate

We suggest that a magic user start with two knowledges. These might overlap, if they wish to specialize—for example, a character might take **Keeper of the Word of Fire** above as their first knowledge, then add **Master of the Guarding Flame** (create shields and walls of fire) as their second to create a character heavily specialized in fire magic. Of course, they could also take two knowledges that are completely separate—**Necromancer** and **Glamour-Maker** from above, for example. Further knowledges can be gained as advancements.

So, what do you do with those knowledges? Well, there's a couple of different ways to work with them. The first is to create spells on the fly, using the same system that we used to create the spells in this book—a player might create a number of these ahead of time, or could even use spells from this book or other sources, or could have their character create them as needed. The spell level/slot system can still be used, as described above—only instead of memorizing spells, the character now chooses spells at the time of casting, with the limitation that they have to fit within their spell knowledges.

This can be fun, but it's not always easy to decide whether a pre-created spell fits a certain set of knowledges or not, and it still requires lists of spells. However, the *Effect Engine* gives us another possibility—characters simply make spellcasting rolls, then spend effect points generated in ways that their spell knowledges will allow. This is the same system our *bladamage* use, only generalized to support other types of magic.

In this case, spell slots become unnecessary—there aren't any spells at all, properly speaking. In its simplest form, this severely limits the power of spellcasters compared to traditional *D&D*—you can't throw around anything like a 10d6 *fireball*! Granted, they can now cast spells as much as they want, but none of those spells will be particularly powerful. To get around this, we propose the idea of **spell dice**.

Spell Dice

A caster's spell dice are essentially a "mana pool"—they represent an amount of magical power that the spellcaster has at their disposal. When casting

a spell, the caster can choose to put one or more spell dice into the spell, and if the spell is cast successfully, the caster gets to roll the spell dice and add them in as additional effect points for the spell.

This isn't without risk, though. First off, adding spell dice increases the spell's difficulty by the number of spell dice added, if you're using the standard casting difficulties (they are not added in if the spell is being resisted by a target's defences or attributes). Second, if you fail, then half the spell dice you were trying to put into the spell (rounded

Spell Dice Summary:

- provide additional dice that can be added into spells
- replace spell levels and memorization
- daily Spell Dice = Casting Level + Casting Attribute Bonus
- base (unresisted) casting difficulty is increased by spell dice used; spell dice are added *after* determining success or failure
- on failure, half of spell dice used add to consequence points
- spell dice count as used whether spell fails or succeeds
- spells cast without using spell dice are cantrips
- to mix with existing spells, a spell costs its Rank in spell dice to use (and more can be added!)
- if you just have a spell level, Rank = (2 x Spell Level) - 1

down) are rolled and added to the consequence points of your failure! Thus, trying to channel large amounts of power can be hazardous!

There's also a limit—you can't put more spell dice than your level into any single spellcasting check., and spell dice count as used even on a failed casting with them.

We recommend that casters start with a number of spell dice equal to their casting level plus the bonus of their casting attribute; these spell dice refresh daily. For a multi-classed caster, levels that are the same type of caster add together; a character who can cast multiple types of spells has multiple spell dice pools.

With this recommendation, a spellcaster can toss around a few powerful spells each day, or a lot of moderately-powered ones. In compensation, they gain the ability to cast spells as much as they want, as long as they're not using spell dice. Such spells are considered **cantrips** (explained in more detail below).

Whether a spell succeeds or fails, the spell dice that were put into it are used up for the day.

If you wish to use pre-made spells along with spell dice, casting a pre-made spell should cost a number of spell dice equal to its rank. If you're using spells from other sources that don't give ranks, rank can be assumed to be twice the spell's level, minus one. (So level one spells are Rank 1, level two are Rank 3, level three are Rank 5, and so on. Note that the rank corresponds to the level where the caster would normally become able to cast the spell!)

Example: Maribelle has the **Glamour-Maker** and **Mistress of Charms** knowledges from above as her basic knowledges. As an advancement, her player has come up with **Real Seemings**, which allows her to “create invisible barriers and make illusions seem solid”.

She's fifth level, with an 18 INT, giving her 13 spell dice, of which she can use up to 5 at once. Going into combat, her player informs the GM that Maribelle is casting the *mage armour* spell (p 216). This is a rank 3 spell, so it costs 3 spell dice. It's not resisted, so the base spellcasting difficulty is used. Combat has begun, but Maribelle is not engaged, so the difficulty is 15 (because of combat) + 3 (spell dice used), for a total of 18. Maribelle gets to add her level, using **Real Seemings** as a trait, and get INT bonus, for a total of +13—she can only fail to cast the spell on a 3 or 4!

Unfortunately, this is truly not her day, and she rolls a 3. The spell has failed by 15 points... and, since 3 spell dice were used, she also rolls 1d6 and adds it to the consequence points. She rolls a 5, for a total of 20

consequence points! Whatever happens, it isn't going to be good....

Example: Horace the Flatulent is a **Conjurer of Tempests** as above, as well as a **Necromancer**, **Metamage**, and has the advancement **Master of the Poison Wind**, allowing him to “create and destroy noxious vapours”, which the GM has created just for him. He's a villain being controlled by the GM (and yes, the players gave him that nickname), and is currently in a fight with the PCs.

Horace is controlling six zombies in the current battle, and the GM wishes to have him cast a spell which will cause the zombies to emit a choking cloud. He's managed to keep the PCs away from him, so he's not directly engaged, so the difficulty will be 15 plus whatever spell dice Horace uses. The GM wants a pretty significant effect, and realizes that Horace will have to pay for an area of effect, and the remaining effect points will set the difficulty of the hazard the gas cloud will be (10 + effect points spent). He wants a explosive area of effect covering the area of the entire room the battle is taking place in. That's a heroic effect, and will cost 20 effect points. Horace also wants to exclude himself from the effect, which the GM decides is worth 5 points.

He decides to use six spell dice, on top of Horace's level of 7 and INT of 17. This gives Horace a +13, with a difficulty of 23. The GM rolls a 16 on the spellcasting check, for a total of 29! That's 6 effect points already, and the 6d6 spell dice add 24 effect points, for a total of 30. After paying for the area of effect and excluding himself, that only leaves 5 effect points, for a 15 difficulty hazard. That may not seem like much, but it's a CON hazard, and not many PCs are going to have a trait to help them against noxious fumes....

This system can severely limit casters, however, making them too specialized—if you're using existing modules, they often assume that the party will have someone who can cast common spells, such as *detect magic*, *read magic*, and *dispel magic*. These could be placed into a “universal” school of magic, as we've done with some of the clerical spells. Alternatively, magic users might be able to learn and memorize particular spells that lay outside their talent spheres, but only be able to improvise within their talent spheres. Thus, any magic user who finds a scroll of *shocking grasp*, say, could use that to learn that particular spell—but they would not be able to improvise other spells involving electricity.

Cantrip Magic

Traditionally, one of the major problems of playing low-level spellcasters in **D&D** is the limited number of spells available per day. **MONSTERS & MAGIC** alleviates this by allowing clerics and magic users bonus spells based on their spellcasting attribute, so a typical 1st level character of either class will have anywhere from 5 to 9 spells available. This helps, but still doesn't allow spellcasters to act like those in much of fantasy, who casually use their powers for minor activities such as lighting candles, getting a book from across the room, turn pages, stir drinks, and so forth.

And, of course, the special abilities of many other classes never run out: a fighter can keep attacking with his longsword as long as the player wishes, getting 1d8 weapon dice and using their high STR round after round, while a magic user can quickly run out of spells, leaving them to use a 1d4 or 1d6 weapon and their generally rather low STR. This leads to the classic **D&D** trope of the “15-minute workday”, where the party simply stops to sleep at every available opportunity so the spellcasters can refresh their spells.

To help with this, we offer *cantrips*—0th level spells. Now, older versions of **D&D** do have this concept. In them, there's a specific list of cantrips, just like there are of spells of other levels. Now, you can do this, and we've marked some 1st level spells as optionally usable as cantrips to help out if you'd like to. Of course, if you're using our improvised magic system above, cantrips are already built into it—any spell cast without spell dice is a cantrip.

But if you'd like, you can have a combination of memorized spells and improvised cantrips. Just as we suggested above that higher level spell slots could be used to cast enhanced versions of lower-level spells, you could allow characters to cast minor versions of spells they have memorized as cantrips... weaving only a small thread of magical power through them instead of casting them as strong spells, as it were. Thus, a magic user who has memorized *minor teleport* might be able to bring an item from one of their own pockets to their hand in a twinkling, or vice-versa. One who has memorized *fog cloud* might be able to produce puffs of mist, a druid with *sunlight*

memorized might create small lights, or a cleric with *divine strength* might grant someone a momentary small boost in strength.

Limited Use vs. Unlimited Use

Of course, while we're talking about these being used as much as desired, you might not want that. 1st edition *AD&D* allowed casters to "trade in" a 1st level spell slot for four cantrip slots—you could allow that, permitting characters to use cantrips frequently even at low levels, while preventing them from using them continuously for hours.

Another possibility would be to do as 2nd edition *AD&D* did, having the use of a spell slot empower the caster to use cantrips for a hour—or perhaps, in keeping with the more story-oriented nature of *M&M*, a scene.

Either of those options could be used with spell dice, of course—either using fractional dice (or even rolling a d6 and getting that

many cantrips from it!) or expending a spell die to be able to use cantrips for some period of time.

Limiting Value

In any case, however, cantrips should be fairly weak, in order to prevent spellcasters from becoming "do anything" characters. In general, a cantrip should not provide more than a minor effect (+/-2), and effects created by it should be very short-lived, on the order of a few minutes or less. A cantrip can never inflict more than 1 PHP or MHP of damage (which makes it possible to take out zero-level creatures with a single cantrip, but not much else).

In addition, cantrips may also be allowed to substitute for common equipment—a fire-lighting cantrip for flint and steel, a writing cantrip for pen and ink, and so forth. They should not be able to be substituted for expensive or rare equipment.

Ceremonial and Ritual Magic

The *M&M* rules allow clerics to perform *Ceremonies* (*M&M* p 16), which allow several casters to work together in order to cast a more powerful spell than they could do alone. Magic users may do the same with *Rituals*. Druids do *not* get this ability by default, but we recommend that they be allowed to take an advancement for it. Classes which can acquire the ability to cast spells via an advancement, such as paladins, rangers, and cultists, might also be able to gain advancements to perform ceremonies or rituals, if they've taken the ability to cast spells.

This section expands on the topic of ceremonial/ritual magic; we will refer to both as "rituals", largely because it's shorter to type. (And we like magic users more than clerics. There, we said it.)

We suggest that any use of followers or sidekicks to assist with spellcasting should also require that the spell be performed as a ceremony or ritual. In the case of followers, this would only give a +1 bonus, unless the caster has taken a stance advancement that would allow them to contribute more. A sidekick would need to have a trait that permits them to participate. This could be either a base trait for their class—e.g., a magic user's apprentice sidekick who is also a magic user would have Ritual Casting, since that's a base trait for magic users, or an advancement. For example, the *Magical Assistant* advancement for familiars in *COLLECTANEA CREATURAE* (p 146).

If you are using spell dice, a caster assisting in a ritual may contribute a spell die, but no more than one. This is rolled and added into their effect points for helping.

The GM might allow non-casters to be able to participate in a ritual as well. In this case, their assistance could be treated as generating an effect—thus, rather than adding their generated effect points directly, they would create a minor, major, or higher effect to help the primary caster (or, if they fail badly, generate a consequence).

Ritual-Only Spells

Some spells, especially higher-level spells, might only be able to be cast as rituals. This is a good way to limit what PCs can do quickly—and also provides PCs with the opportunity to stop a group of NPCs attempting an important spell! We've provided an example of such a spell with the druid's *Starfall* (p 240).

Higher-Level Magic via Rituals

Extending this idea, the GM might decide that *all* high-level magic is accomplished by rituals. This might be based on scale—for example, spells that have legendary or mythic effects might be required to be performed as rituals. Alternately, since our spell creation rules make it possible to create spells that hypothetically should be above 9th level (i.e., rank 20 or above), perhaps those spells can only be cast as rituals.

I Will Die Within My Magic

Some of you may recognize this section title as a quote from the *Dragonlance* books. In spite of those being based on *D&D*, the early books at least had magic taking a physical toll on the spellcaster, draining energy from them. If you'd like to recreate that in your games, here are two options:

Boosting Power: PHP and/or MHP can be spent to grant casting bonuses. This uses them to create an effect, so that spending 5 PHP or MHP grants a minor (+2) effect to help with casting spells, spending 10 grants a major effect, and so forth. At the GM's option, this might be possible with *someone else's* PHP or MHP, either through necromantic ritual, or simply as an innate part of magic (like Defiling magic in the *Dark Sun* setting). If the GM is feeling a bit kinder, it might be possible to inflict consequences

on oneself instead of damage to gain this effect. Either way, it might also require an advancement to do so.

Spell Dice via Draining: this works in the same way, except that each 5 PHP or MHP spent (or points of consequences taken, if you're allowing that) grants a spell die. This might be the only means of getting spell dice in a particular world, instead of casters getting "free" spell dice, or it might be a supplementary means, allowing casters to get more of them.

Of course, the Blood Mage class already does something along these lines, so the GM could simply have casters who wish to do these multi-class into it, or, if this is meant to be a 'feature' of magic in this world, simply open up some of the Blood Mage traits and advancements as advancements that other caster classes can get.

Death Curses

Some fantasy settings feature death curses, which allow some types of casters or some races of beings to place a curse on their killer(s). If you'd like this as part of your games, one way to do it would be to allow a caster who is being killed to 'burn up' their remaining

PHP and/or MHP as above in order to cast a final spell. This is most commonly a curse on their killers, but could actually be any sort of spell that creates effects rather than doing direct damage. Thus, a dying caster could bless their allies; convert themselves to a ghost, lich, or other undead; possess one of their killers; or do any other sort of surprise the GM might think of!

Magical Advancements

Gathering Power stance (only if campaign is using *Flexible Slots*, or some other suitable spellcasting rule): you may use lower level spell slots to power higher-level spells. To do so, declare that you are gathering power. Each round, you expend a spell slot, until you have 'built up' the desired number of spell levels; you may then cast a spell of that level. During this entire period, you are considered to be casting a spell.

Subtle Magic: you may use effect points from spellcasting rolls to create effects that make it harder to detect your spells. You may also make spellcasting rolls to create false auras, making it appear that something has had a spell cast on it when it has not.

True Names: you understand the magical use of True Names, and can gain effect bonuses against creatures of appropriate types by researching their True Names.

Solo Ritualist (heroic scale): you may perform a ritual (or ceremony, if you're a cleric) by yourself. This doesn't require as much time as a multi-person ritual, but also limits how much help you can get. Time required is one hour per level of the spell being cast. You roll twice, treating your first roll as a helping action for your second roll. If you get a natural 3 on *either* roll, the ritual is automatically unsuccessful.

Metamagic Advancements

Area of Effect: as described on *Me&M* p 59, this allows you to cast the designated spell as an area of effect spell, splitting your effect points among multiple targets within range (and increasing range to *short* if it was *touch*). This may also be taken for a group of related spells, as shown in the core book.

Extended Range: minor effect to increase a spell's range by one rank; can use multiple effects to extend range out to Long. Extending range above Long requires casting with scale, as normal.

Focused Spell: you may focus a spell that would normally affect an area to affect one target. You must successfully cast the spell normally, but this is effectively a negative major effect, granting you ten additional effect points if you successfully cast the spell. You may also exceed the spell's normal damage limit by up to ten PHP or MHP. If you have sufficient scale, you may focus a spell that covers a higher scaled area or affects higher scaled targets onto a single scaled target.

Lasting Spell: as a minor effect, you may extend the duration of a spell that normally has a duration that is not instantaneous. This increases the duration to use the next higher units: rounds, turns, hours, days, weeks, months, years, decades, centuries (no further improvement possible). The maximum you can extend a spell's duration depends on your tier: 1 unit higher at adventurer, 2 units at heroic, and so forth.

Quick Caster: minor effect to decrease the casting time of the spell one rank on the following scale: action, round, turn, hour, day, week. Alternatively, take this for a specific spell, and *always* have its casting time reduced a rank for you.

Slow Spell: you may cast a spell with a slot a level lower than usual; if you do so, the spell's casting time increases by a time category, using the same categories as in *Quick Caster*. You must, however, still be able to cast spells of the spell's normal level.

Chained Spells (heroic scale): pick two spells you know, designating one as primary and the other as secondary. When casting the primary spell, you may spend effect points generated from it as if you had also cast the second spell, but must expend a minor effect to do so. Further, the secondary spell must be of a level lower than the primary spell, and have an equal or shorter casting time. You may take this advancement more than once, specifying a different spell pair each time. If you choose the same primary spell more than once, you may expend effect points on more than one of the secondary spells, but must pay the minor effect for each secondary spell you are combining in.

Exception: if the secondary spell chosen has a casting time of *instant*, and the primary spell does not, then the spellcaster does not have to expend a minor effect to put points into the secondary spell.

Delay Spell (heroic scale): when casting a spell, you may expend a minor effect in order to have the spell go off on your initiative the next round after you finish casting, giving it a one-round delay.

Spell Riposte (epic scale, requires *Quick Caster*): choose a spell that normally has a casting time of 1 action; you may cast this spell as a riposte. If you choose to do so, however, the casting difficulty of the spell is calculated as if you were engaged in combat.

Part-Time Spellcasters

Cultists, Paladins, Rangers, and Thieves

These classes are able to take the ability to cast spells through advancements—in the case of thieves, through the *Decipher Magical Writings* advancement, which permits them to use spell scrolls. The rules as written in *MONSTERS & MAGIC* don't give full details of how this happens.

In the case of characters acquiring clerical or druidical magic, it should work as for a cleric or druid, in regards to spell choices. For those that cast magic user spells, they would need a spell book, and would acquire spells the same way that magic users do.

A GM who is using some of the variant rules above might wish to handle part-time casters differently. For example, maybe clerics and magic users are allowed to vary their spells, using a higher-level spell slot with a lower-level spell to get the effect of a higher-level spell,

but these classes are not—essentially, they can only perform spells ‘by rote’ and can’t alter them on the fly.

Multi-Classed Casters

What happens if, say, a paladin who already has the ability to cast clerical spells multi-classes as a cleric? Or a ranger who can cast druidic spells multi-classes as a druid? We suggest that they be allowed to add together their spellcasting levels to determine the total number of spell slots or spell dice that they get, if those spellcasting levels are of the same type.

Example: Serena Greensward, a 13th level ranger, took the *Druidic Magic* advancement at 10th level, and thus, currently functions as a 2nd-level druid for spellcasting. If she chose to multi-class as a druid for her 14th level, she would now function as a 3rd-level druid. If she took her next two levels in druid as well, at that point, she would function as a 5th-level druid for spellcasting purposes.

If, however, she chose to multi-class into magic user instead, at 14th level she would function as a 2nd-level druid and a 1st-level magic user, gaining separate spell slots (or dice) for each of those types of magic.

Historically, older versions of *D&D* did not allow characters to multi-class into two sub-classes of the same class. Thus, cleric/druids or fighter/paladins would not have been possible. We recommend loosening this rule—for example, our enchanter is a sub-class of magic user, but is meant to be a class that magic users multi-class into at higher levels. Similarly, the summoner class makes sense for magic users to multi-class into.

The illusionist class is somewhat of a special case. If using our suggestion that illusionists should have a different spell list than magic users, then their illusionist spell slots need to be kept separate.

Spellcasters Without Spells

Bards have learned how to express their magical power through music. Instruments used to channel their power through may be natural—like a nymph’s voice or a tanuki’s belly drum, or they could be created—like harps and lutes. We recommend that a bard start off knowing how to use a particular class of instruments for their magic (e.g., woodwinds, strings, keyed instruments, percussion, etc.). For an advancement, they can become able to make song magic with any instrument that comes to hand.

The *Bardic Songs* ability (*M&M* p 24) already functions essentially like our improvised magic. Bards start with five things they can do with their magic (*M&M* p 23, *Use Magical Songs To*), and can learn others as advancements. What bards do not get is spell dice. The GM might choose to fold bards fully into the improvised magic rules, so that they add new specialties per the rules above, instead of by selecting a spell. The GM might also choose to add the concepts of varying casting difficulties and spell dice to bards as well—if you do, we suggest adding both together. If you don’t choose to add these, then we recommend that bards should only be able to create magical effects that have been decided to be scaled when they reach appropriate scale (thus, a 3rd-level bard could not learn to fly through song magic, if flight is being treated as a heroic effect as we suggest).

Blademages channel their arcane might through a bonded weapon. They are combat-oriented, and fill the space of the ‘swordmage’, ‘gish’, or ‘battle mage’ in a way that fighter/magic users often tried to, but were usually poor at actually doing in classic *D&D*. They do not use spells as such, and thus, the spellcasting rules do not normally apply to them. However, the GM may wish to use the

Alternatively, perhaps a magic user/illusionist might only be able to cast a spell using the illusionist spell level for it if their illusionist level would be high enough to cast that spell.

Spells as Personal Advancements

In the list of what a player can take as an advancement (*M&M* p 56) one of the things mentioned is “a spell”. The explanatory text (*M&M* p 59) says that’s for magic users to learn or create a new spell. However, an advancement seems like a high cost to learn a single spell. We recommend that a spell only be required to be taken as an advancement when creating a new spell. Alternately, if a magic user (or cleric!) wants to, they could be allowed to specialize in a particular spell with an advancement, granting them an additional half-level bonus when using that spell. Which, if you’re using some of the options mentioned above, could mean that a cleric could take a new sphere from another deity as an advancement, getting only half their normal trait bonus with that sphere, then specialize in a particular spell from that sphere to get it at “full power”.

Another possibility is to allow this for characters who are not already spellcasters—they can gain access to a single spell by taking it as an advancement. We recommend that if you allow this, it should require GM approval of the spell, and the level of the spell should be limited by the character’s tier—adventurer characters could potentially take 1st level spells this way, heroic characters 2nd level, epic 3rd level, and so forth. They would be able to cast the corresponding spell once per day, using the standard attribute for casting that spell (according to the class it normally belongs to).

As game mechanics go, this is similar to taking a signature item that can cast the spell, and a kind GM might allow improving the ability with treasure points, allowing the character to gain an additional check bonus when casting the spell, or gain more uses of it per day.

spellcasting rules to determine how their magic functions when not being used in combat. For example, a blademage who has chosen fire as an effect might wish to use their sword magic to light a fire, or one who has taken ice might wish to create a pathway of ice across a body of water. In general, such creativity should be allowed.

Blood Mages draw out the inherent magical power of blood when performing their magic. As a Constitution-based class, they tend to have far higher PHP than other magic user types, and their blood manipulation abilities can be very useful in combat. They also have proficiency in “blood-letting weapons”, which extends to one-handed swords. Between this and their high PHP, they can also fill the ‘battlemage’ archetype.

Elementalists specialize in the manipulation of the elements, choosing a particular element as their specialty. They can gain elemental combat abilities that make them somewhat like a monk or martial practitioner, and can gain limited abilities to summon elementals. At higher levels, they can expand into an additional element.

Enchanters have learned how to imbue objects with magical power, and how to use said objects in the most effective manner. We anticipate that this class will most commonly be multi-classed into by magic users who wish to create enchanted items; however, we’ve also provided optional rules for it to be used as a base class. As a base class, enchanters do not gain spell dice, and so are more limited in the power of the effects they can create, but are very flexible.

Summoners summon and control creatures—usually extraplanar creatures such as demons or elementals, but possibly normal animals or other more physical creatures. Since we have this class, we’ve

avoided providing much in the way of spells that summon creatures, anticipating that those who want to do magic and summon will multi-class into the summoner. This could be true for clerics and druids as well, summoning elementals, animals, or servants of their deity. Beyond the ability to summon and control creatures, summoners can perform exorcisms, create magic circles to hold in or out creatures, and inscribe commands into those circles as magical booby-traps.

Our Crazy Cousins: Mind Mages

The mind mage class, or psionicist, performs 'magic' through mental abilities. In a particular GM's world, this might be another way of accessing magical energies, a different mode of working that uses only the character's own energies, or might not exist at all. Our psionicists are flexible, being able to take powers in several different spheres, and enjoying unlimited use of their more minor powers, but do not have spell dice, and thus, are more limited in the power of the effects they create. They also have many powers that require scale and/or have prerequisites, making it necessary to specialize in order to access the highest powers.

Magic Items and Improvised Magic

Casting 'Weapons'

A magical item can be a 'weapon' for spellcasting purposes. As with magic items that are social 'weapons', we recommend that the treasure point value be determined by what the cost of a check bonus close to the average value of the 'weapon dice' would be. Thus, a *Wand of Fire* +1d6 to casting fire spells would be worth the same as if it were +3–6 treasure points.

We recommend that wands be limited to a +1d4 or +1d6, and staves be used instead for higher bonuses—+1d8 or +1d10. Of course, casting weapons can take other forms, such as books, amulets, rings, etc.

Spell Dice in Items

An item might also hold spell dice that can only be used for a particular purpose—for example, that *Wand of Fire* might have 5d6 spell dice, only for fire spells. In such a case, a spellcaster would use these as if they were their own spell dice, but within the limitations provided. Spell dice in an item normally refresh each day. Each spell die costs 1 TP.

Casting Traits in Items

Lastly, an item might grant a casting trait—the equivalent of a specialty. Such a trait costs 1 TP, as with any other trait granted by a

Our Really Crazy Cousins: Alchemists

Our alchemist class creates potions, powders, and so forth—but does not believe they are using magic. They see what they are doing as *science*, and the hand-waving and speaking mumbo-jumbo of magic as unreliable and difficult to properly replicate. Whether they're *right* about this or not is up to the GM, of course! In any event, however, they can create similar effects to magic using classes, but carry a limited, switchable set of such effects (the 'potions' they are currently carrying).

Not Invited to the Reunion: Witch Hunters

Our witch hunter has several magical abilities that can be taken, including the ability to sense magic, tracking magic, countermagic, and so forth. They do not see their abilities as being magic, however, and may or may not be right about this, as the GM wishes.

magic item. Going back to our *Wand of Fire*, the full-powered version might look like this:

Wand of Fire (12 treasure points)

This wand grants a +1d6 weapon bonus to cast fire-related spells. In addition, it holds 5d6 spell dice which may only be used for fire spells, and grants the knowledge *Creating and Moving Fire*, which allows a user capable of using magic user spells to create fire at the wand's tip and move it elsewhere, generating fireballs, firebolts, a light at the end of the wand, and so forth.

+1d6 weapon (6) + 5 spell dice (5) + one trait (1) = 12

Note that none of the above properties would allow the user to cast spells of greater power than they normally can—thus, a 1st-level magic user with this wand would only be able to place one spell die into a spell with it (or cast 1st level fire spells, if fixed spells are being used). Such an item could be created with a particular spell or effect in it, however—for example:

Wand of Fireballs (9 treasure points)

This wand allows a wielder who can use magic user spells to cast *fireball*. In addition, it is a +1d6 weapon for casting fire-related spells.

3rd level spell: fireball (3) + 1d6 weapon (6) = 9

Note that this is not a charged item, and has no spell dice, so its utility is limited.

CHAPTER 8: MAGIC ITEMS

MONSTERS & MAGIC gives a robust system for creating magic items (*M&M* p 86-87), but what it lacks is much in the way of examples. We hope to remedy that here, presenting several different magic items that can stand both as examples, and as useful items for campaigns.

We also present a few new twists to add to the magic item rules, to cover areas that the core *M&M* rules didn't address.

Drawbacks

One such area that *M&M* does not address is that of drawbacks—instances where magic items may have undesirable side effects. *D&D* traditionally has had many of these, ranging from outright cursed items (which will be discussed below), to the drawbacks of certain artifacts (compulsions, physical changes to the wielder, and so forth), to items which are potentially hazardous if misused or poorly used (such as a *decanter of endless water*, which can wreak havoc if the stopper is lost, or the decanter dropped into an area that's difficult to access).

In *M&M*, one simple way to handle this is with traits. Just as we introduced traits for spells, we here introduce traits for magic items. In general, a single drawback trait will reduce the worth of a magic item by one treasure point: greater reductions might be possible if the GM feels that a trait is an overwhelming drawback. Traits cannot reduce the worth of an item below 1 TP.

Another possibility is negative modifiers. These give the same discount in treasure points as their cost would be if they were positive modifiers: hence, a sword that is +3 to attack and damage, but reduces the wielder's Charisma by 2 would be worth only six treasure points (a +3 to a check costs 6 TP, so two of them cost 12. A +2 to an attribute costs 6 TP, so the -2 reduces the cost by 6 TP).

Extending this principle, an item with a special effect that harms or hinders the wielder or their allies could have a discount determined from the costs for special effects. Thus, if the wielder is sickened by using the item for a minor effect, it's worth 3 TP less. One could also extend the static resistances table downwards:

Static Resistance Value	Treasure Point Discount
12	-2
10	-4
8	-6
6	-8
4	-10

Of course, for these values to be included as a discount, they must replace the wielder's normal resistance completely, effectively lowering the wielder's resistance to the included effects. So, a *Ring of Vulnerability to Fire* might lower resistance to all fire attacks to 10.

Cursed Items

With negative modifiers comes the possibility of an item whose total net worth is negative. This would be considered to be a cursed item—it hinders overall, rather than helping. Cursed items in *D&D* traditionally appear to be positive items of some sort until they are actually used, at which point the curse takes effect. Further, most *D&D* cursed items are 'sticky'—they will not let the wielder stop using

We've broken down our example items into categories, offering several different examples of each. In the weapon and armour sections, we've written some not as individual items, but as examples of properties that items could have. Several items have 'cursed' variants, which may have different treasure point costs than the normal version.

them. Once you've actually used the cursed sword in combat, you can't put it down; once you've used the cursed armour in combat, you can't take it off.

For game logic, these sorts of items work—their obvious purpose is to make players a little leery of magic items, and to generate side quests by requiring things to be done in order to remove them. From an internal world-logic standpoint, however, they're trickier. Who's going to go to the time and effort to make such an item, and why? *D&D* provides relatively easy removal of cursed items through the *remove curse* spell, so leaving a cursed item as a 'trap' for someone isn't really very effective.

There are those who simply enjoy spreading havoc, of course—the same mindset that drives people in the real world to write computer viruses and worms could be at work among certain enchanters. Should a PC decide to create such a 'trapped item', the negative treasure point values of the 'undesirable' features should be added into the cost as positive numbers (or, to put it another way, the absolute values of the treasure point costs of all the 'features' are used in determining cost).

A more probable means of their creation, however, is misenchantment. A failed enchantment roll might create a magic item that either doesn't work as intended, or that mostly works as intended, but has unforeseen side effects. PCs might create such items if you're using the *Success with Consequences* optional rule (p 118). If the item was to involve a spell of *ownership* (p 223), a mistake with it could explain the traditional 'you can't get rid of it' part of cursed items, and the need for *remove curse* to divest oneself of them.

Intelligent Items

There are several examples throughout fiction, and often in rpgs, of particular items (usually weapons) having sentience. It is not uncommon for such items to be a simple hindrance, or an outright malevolent force working against their wielder and/or seeking to gain control over them. According to the item trait rules on *M&M* p 87, items should usually only have one trait. We suggest that intelligent items ignore this rule and have at least two traits—one defining the intelligence (*The Demon Arz'rabal, Spirit of Archmagus Geimrha*, etc.), and one defining said intelligence's goal(s) (*My True Form Will Walk This Plane Once More, The King of Istylfere Must Be Protected at Any Cost*, etc.).

It should be noted that there are multiple ways one could represent this intelligence, be it via a possession (see *COLLECTANEA CREATURAE* p 65-68 for idea on ghosts and spirits), a binding (could be a spirit, but it's more likely to be an extraplanar entity like a demon), or an imprint of a previous wielder.

These traits could count as drawbacks, if they're significantly more likely to cause problems for the PCs than to help them. If the GM feels that they're equally likely to help or hinder, then they would count neither for nor against the item's worth (although they would still count for creation costs).

An intelligent item should be given mental characteristics (INT, WIS, and CHA), Hit Dice, and Mental Defence commensurate with the power of the item. Thus, a +1 item should have one to four hit dice; a +2 item five to nine; +3 ten to fourteen; and so on. The GM should also define how the item communicates—does it speak? Telepathically communicate with its wielder? Can it 'tug' itself in the wielder's hand, indicating a desire? Does it leave messages written in blood on the wall while the wielder sleeps? This will guide what mental attacks it can make, if any.

For a guideline, we suggest keeping the item's characteristics around the same range as those of the PCs—it shouldn't be easy for the PCs to either overwhelm the item or be overwhelmed by it. If the characteristics are going to mostly be used as an aid to the PCs or an opposition to them, the GM may want to assign them treasure point costs as if they were static resistances (and, of course, if a PC is deliberately creating such an item, it should *definitely* add to the treasure point cost!) Since such items don't normally have physical characteristics, a reasonable guideline is to give them 40 attribute points split among the three mental attributes.

Alternately, it may make more sense simply to consider a cooperative intelligent item as an appendage of the user. In this case, it isn't given its own mental attributes, but instead simply provides check bonuses, traits, and so forth to the user... just with a bit more personality than a normal magical item.

In rare cases, an item might have two or more intelligences within it, each with conflicting goals. This could be the result of a magical mishap, or a side effect of an item that steals or imprisons souls or suchlike.

Focus Items

As noted in the magic item creation rules (*M&M* p 87) items that provide access to a spell are normally only usable by a character of the correct class to cast such a spell. A *focus item* contains a spell, but has no charges, and does not cast the spell on its own—it's simply a device to allow someone who has magical ability to cast the spell it contains as if they had memorized it.

When using a focus item, the character powers it with their own spell slots or spell dice (or others they have access to—see *Power Batteries* below). For example, the *crystal ball* given below is a focus item that contains the *scrying* spell. This is a third-level spell, so to use it, a character would need to be able to cast third-level spells, and would have to use up one of their own third-level spell slots (or use three spell dice).

We recommend that *all* enchanted items of this type that do not have charges are focus items. If this is the option the GM is using, then the treasure point cost of a focus item is as in the rules—one treasure point for each spell level of the spell(s) the item is a focus for. If the GM wishes instead to have some items that are simply focuses, and others that can cast the spell themselves without having charges, then ones that can be self-powered should cost extra. We suggest a cost of one TP for each daily use of the item (thus, a *crystal ball* that can be used once / day without the magician having to

Treasure Values

The treasure point values of magic items, jewelry, and other non-coinage treasure is the amount for which they will normally sell to a dealer, merchant, or other middleman who buys such. Thus, they are the amounts which PCs will get if they decide to sell the items, and wish to do so quickly and easily.

This means that PCs will *not* normally be able to buy magic items for this amount. They can make them for this amount (that is, if they buy all the ingredients. If they're willing to go adventuring to get components for magic items, by all means let that lower the price to make them!), but if they buy them on the open market, they'll pay at least 50% more, more often twice as much or more.

The reasoning behind this is that (1) it's preferable for PCs to be adventuring for magic items or making them, rather than buying them. (2) If PCs *couldn't* sell items for these prices, then a find of jewelry, gems, or other items would wind up 'cheating' them—they'd be getting less actual value than if they'd simply found the equivalent coins. (3) The potential for higher prices if the PCs are willing to go to the trouble of finding a buyer themselves can encourage role-playing and the taking of non-adventuring skills. (4) Making it cheaper to make magic items—especially if the PCs are willing to adventure to get components—provides another source of reasons for PCs to adventure.

Thus, we prefer the idea that the treasure point values of non-monetary treasure are essentially 'wholesale prices', and are treating them in that way here.

power it would cost 4 TP—3 for the spell level, then one more for the one free use per day). If the item cannot be powered by spell levels/dice, but only by its own uses, it is discounted 1 TP (essentially, the first use per day is then free).

Power Batteries

Speaking of uses and charges, some items exist purely to provide additional power to a spellcaster. The traditional *ring of wizardry* in *D&D* is an example of such an item. Such items contain a certain number of spell slots or spell levels (or dice), and are worth an amount of treasure points equal to total number of spell levels / dice they can store. By default, they recharge each day. Some variants may not recharge on their own, but instead have to absorb spell energy to be recharged. This has the same cost, since while it doesn't recharge on its own, it can be recharged quickly in some situations.

An item which can temporarily store a spell, then be used to cast it (like the traditional *ring of spell storing*) is priced the same way, but receives a discount of one point for the trait **Spells Must Be Pre-Chosen**. This cannot reduce the worth of the item below 1 TP.

Items of this sort should usually be typed—for example, a *wand of fire* might have spell levels in it which can only be used to cast fire spells, while a *ring of wizardry* can only be used to cast magic user spells (and thus is of no help to a cleric or druid), the *wand of fire* could be of limited use to any class that can cast fire spells.

Potions

Concoction of Sweetest Death (1 TP)

Developed by an alchemist with a sweet tooth, this mixture was originally used as a food additive, as only one drop was required to sweeten whole batches of sweetmeats and candy. This made it extremely popular, as it was easier to produce than it was to locate an equivalent amount of honey, berries, and other natural sweeteners bakers tended to favor. It was also cheap enough that common folk could purchase it a drop at a time, and mix it with several gallons of water to form a 'syrup' that would keep over long periods.

However, this mixture turned out to be **Extremely Addictive**, with those who failed to eat it often enough becoming sick and fevered. Even worse, those who continued to eat it began to lose their minds and health, as the main ingredient of the *concoction* was lead. It was not until the alchemist's demise that others found her notes and saw that she had been experimenting with lead as a sweetener for some time before developing the *concoction*. These notes were destroyed, but a few vials remained and found their ways into the hands of poisoners, who learned how to brew it for more sinister purposes.

Thus, this highly toxic mixture is usually only found in the hands of assassins. Someone eating the *concoction* faces a difficulty 12 CON hazard; poison resistances apply. On a failure, however, if fewer than 5 consequence points were incurred, the points are noted, and future doses of the *concoction* will add to these points, until a total of 5 or more is reached, at which point an appropriate consequence will be placed on the person eating the *concoction*. Future failures add to the already-existing consequence level, until an extreme consequence is reached, which will result in the loss of a point of CON, DEX, WIS, or INT (roll 1d4). The accumulated consequence points then reset, and the process begins anew.

It is recommended that the GM make the test and note it immediately, but not reveal any consequences or attribute loss until later, to keep the players guessing about the source of the losses.

Sweeter Than Honey trait (1) - one drawback trait (1) - cumulative hazard (treated as effective static resistance of 16) (2) = -2, set to minimum of 1

Thanks to Dani Marie Greisl for suggesting the *Concoction*!

Distillation of Draconic Exhalation (2 TP)

Usually found in stoppered metal tubes, the user drinks this and then exhales (well, more burps really) forth a blast of dragon breath! This is a CON-based attack with a cone-shaped area of effect (as per *M&M* p 92-93) and Short range, with a 2d6 weapon rating. The tube contains one dose, which is used up on a minor consequence.

Type (1d6):

- 1 fire
- 2 cold
- 3 lightning
- 4 acid
- 5 sleep gas
- 6 poison gas

equivalent to a second-level spell (2) = 2

Draught of Restful Dozing (1 TP)

Upon drinking this, the imbiber immediately falls into a deep, restful sleep. This sleep can be broken normally, although if it has lasted less than six hours, the imbiber will suffer a minor consequence of **Groggy** in the ensuing scene. While the sleep lasts, the imbiber is protected against spells and effects that create nightmares, restless sleep, and so forth with an extreme (+6) effect.

equivalent to a first-level spell (1) = 1

Elixir of Life (11 TP, cursed 5 TP)

The fabled *elixir of life* is a golden or white liquid, usually found only in very small quantities. This, however, is due to its potency—a single drop of the *elixir* is all that is needed to grant its effects. It is often diluted with water to make it easier to drink. Drunk or applied to the tongue of an unconscious person, it has the following effects:

1. It restores health, removing any and all effects and consequences indicating disease, wounds, and the like. It does not, however, cause regeneration—lost limbs, toes, eyes, or other such damage remains.
2. As a part of the above, it restores the subject's PHP to their full value.
3. Taken by someone who has no current injuries or damage, the *elixir* will remove effects of aging, restoring the character to youth (the equivalent of about 25 years old for a human).

In addition to these effects, it is said that the *elixir* can be used to grant life to non-living subjects, effectively serving as an *animate object* spell. We recommend that this use require multiple drops of the *elixir*, and only be possible for an alchemist or enchanter, who will understand the processes necessary to properly infuse the *elixir* into a non-living object.

Unfortunately, while it holds the promise of eternal life, the *elixir* itself is not eternal. 5% of finds will be of the *elixir's* breakdown product, the **Elixir of Corrupted Life**. When drunk, this *elixir* performs as above—however, it also has one of the following side effects:

1. Physical effects and damage are cured, but the drinker takes an equivalent number of effect points in mental effects and damage. This cannot reduce MHP below zero, however.
2. The drinker grows a new, additional limb. The limb is weak and deformed, not being useful; it does, however, count as an extreme effect causing horror and fear reactions.
3. The *elixir* apparently works properly, but its effects are temporary. The GM should record the effects and damage that were removed. Each day, 1d20–5 effect points come back, until either all the effects that were eliminated have returned, or four days have passed, whichever comes first (on negative results, effects that came back may vanish again if they are still present—the unstable *elixir* is still at work in the character's body).

If the character drinking the *elixir* was not damaged, they are restored to a younger age as above, but will then age the equivalent of 1d6 years of human age each week for the next five weeks. This may result in their new effective age being higher than the original!

The effects of an *elixir of corrupted life* may be halted by *remove curse* or a more powerful spell of such sort. This does not remove any effects it has already created, but prevents it from continuing to work unstably (thus, stopping progress in case 3 or if it was used to remove age).

effects equivalent to a ninth-level spell (9) + two additional possible such effects (2) = 11

cursed version: no good way to calculate, given varied effects. Arbitrarily halving value to 5.

Imbibement of Loquacious Eloquence (1 TP)

This potion gives the drinker the traits *Eloquently Persuasive* and *Won't Stop Talking* for the rest of the scene, along with a +2 to Charisma checks to persuade people.

equivalent to a first-level spell (1) = 1

Inkpot of Secret Writing (3 TP)

Anything written with the ink from this inkpot disappears 1d4+4 rounds later, becoming invisible. This is a major effect, as per the *invisibility* spell (*M&M* p 100), and the writing (or drawing, or whatever) remains invisible until a command word is spoken (which is usually on the label of the inkpot). The inkpot is used up on a minor consequence.

See also the *Quill of Secret Writing*, which is a much more sought-after (but also much more expensive) item of similar ability!

equivalent to a second-level spell (invisibility) (2) + trait (Lasts Until Command Word is Spoken) (1) = 3

Philtre of Ardent Yearning (1 TP)

This potion exists in two versions: the first, which must be custom-made, only requires that the target drink it, as it has already been infused with some essence from the one they are to fall in love with. The second variety comes in two parts: both parties drink, each drinking one part, and they are both compelled to fall in love with each other. Either variety functions as a mental attack:

Ardent Yearning +12 (+3d6 +love)

Properly made philtres create feelings of love—the affected party or parties will wish for the happiness of the target of their affection, placing them first. However, 10% of these are improperly enchanted and are in fact **Philtres of Fatal Attraction**, causing:

Fatal Attraction +12 (+3d6 +obsessive desire +controlling jealousy)

equivalent to a first level spell: charm person (1) = 1

Salve of Mending (3 TP)

Applied to a wound, this salve generates 3d8 + 6 effect points worth of healing, which may be used to remove PHP damage and minor or major wound-based effects.

equivalent to a third level spell: cure serious wounds (3) = 3

Tobacco of Smoke Tricks (1 TP)

The smoke from this tobacco can be ordered to do tricks—forming smoke rings and other shapes, moving about as commanded by the smoker, and even changing colour. This grants the trait *My Smoke Rings Are Better*. It is, however, still just smoke, and can be wafted away simply by waving one's hand, rendering it useless for combat purposes.

Scrolls and Books

Adelaide's Amazing Magical Map (4 TP)

When unrolled, this parchment reveals a map of the area about the holder. The *map* is limited in power—while it attempts to detect what's around the holder, it is not perfect, and may fail to produce a good map, especially in areas where there is non-detection magic at work. It will map anything that the bearer can plainly see, but what it maps beyond that is variable.

The *map* has the traits *Magic Map*, *I Know Where Everyone Is*, *For Those Who Are Up To No Good*, and *Secret Passages Revealed*.

Flavouring Magical Items

Part of the fun factor with magic items is just how cool they are. A +2 sword that acts like any other sword isn't nearly so awe-inspiring as one that hums in your hand in battle, and absorbs the blood shed by your foes into its blade. Further, fantasy literature and games have a tradition of having magical items be made of special materials (Tolkien's mithril, Marvel's uru and adamantium, and orichalcum from real-world legend, for example).

How you describe magic items can play a big part in the flavour and feel of your campaign. Does a *flaming sword* run with licks of flame? Glow red as it works, with flames shooting from the edges as if escaping under pressure? Or does the blade literally transform into fire? All three of these swords may be equivalent in terms of game mechanics, but they certainly *feel* different.

This also runs into how magic items will be identified. Are certain colours or gemstones associated with certain effects? A *flaming sword* might have red gems inlaid to go with its fire, while a *frost brand* might have blue ones, or ones as clear as ice. Does that *frost brand* feel chill to the touch even when it's not in use? Are magic swords and armour etched with runes or sigils of power? Or perhaps only the most powerful of items bear such marks and signs, while 'lesser' magic items such as a +1 sword look like nothing more than a normal sword that's in good condition.

For our descriptions here, we've gone with the idea that more powerful items should look it, while lesser ones are more plain. Also, that iron is somewhat inimical to magic, and thus, aside from magical weapons and armour, most magic items avoid having it, in favour of other metals.

5% of finds have gone bad, becoming **Cursed Tobacco of Choking and Wheezing**. This tobacco works as above, but after 1d6 rounds of smoking, places a major consequence of **Choking and Wheezing** on the user.

one trait (1) = 1

Vial of Billowing Vapors (1 TP)

This vial creates the equivalent of a *fog cloud* spell. The 20 ft x 20 ft area of effect must include or end next to the point of release. The user may either have it remain in place, or move 10 ft per round in a specified direction. A major effect of *thick fog* is created, lasting until the end of the scene.

equivalent to a second level spell: fog cloud (2) - shortened range, limited control = 1

The holder can use these, gaining trait bonuses to know about corresponding things in the area.

four traits (4) = 4

Book of Dead and Forgotten Names (2 TP)

Much sought after by certain summoners, this tome contains the secrets of summoning and binding those from the spaces beyond—the tulpai. A thorough perusal of the *book* requires 2d4 weeks, and

permanently lowers the reader's MHP by 3d6. At the end of this process, however, a summoner reading the book gains the trait **Versatile Summoner: Tulpai**, may change out one of their existing major summons for a tulpai, and may use tulpai as a minor summons.

A magic user reading this book may gain the following spells from it, if they are capable of casting spells of the appropriate levels: *evil eye*, *animate corpse*, *hold person*, *animate dead*, and *malediction*. This requires the same time and sacrifice of MHP as above. If improvised magic is being used, the magic user gains the following specialties: *animate and control undead*, *paralyze and frighten people*, and *curse with ill luck and health*.

Losing the book causes loss of the new knowledge, unless the character has taken the opportunity to gain some or all of the traits / spells the book granted them as advancements of their own while possessing it.

grants three traits (3) - drawback (1) = 2

Book of Infinite Stories (11 TP)

This book is a magical trap. Anyone who begins to read the book will find that they cannot stop, unless they can make a successful Wisdom roll against a difficulty of 24. While the book appears to be only a slim volume, it magically continues, so that anyone reading it can never finish it. Once someone has started to read it, they receive their initial roll to attempt to overcome the book's enchantment when they realize that it is keeping them from stopping. After that, they receive a new roll once a day.

The book's enchantment can be broken by *remove curse* or more powerful spells of similar nature.

one trait (never runs out of stories) (1) + static resistance 24 (10) = 11

Medelyn's Book of Truths (10 TP, cursed 1 TP)

There are many variants of this book; the first ones were created by the wandering sage / enchanter Medelyn, who wished to have a way to discern true information from false. The pages of the book are enchanted so that anything written in it will disappear one round later if the writer does not believe it to be true. The book functions as a static difficulty of 24 to hide the truth when writing in it.

Note, however, that the book only knows if the person writing believes what they are writing; it has no means of discerning absolute truth. 10% of these books have a decayed version of the enchantment, and are **Books of False Discernment**. Such a book simply has a 20% chance of making any sentence written in it disappear, regardless of content.

static resistance 24 (10) = 10

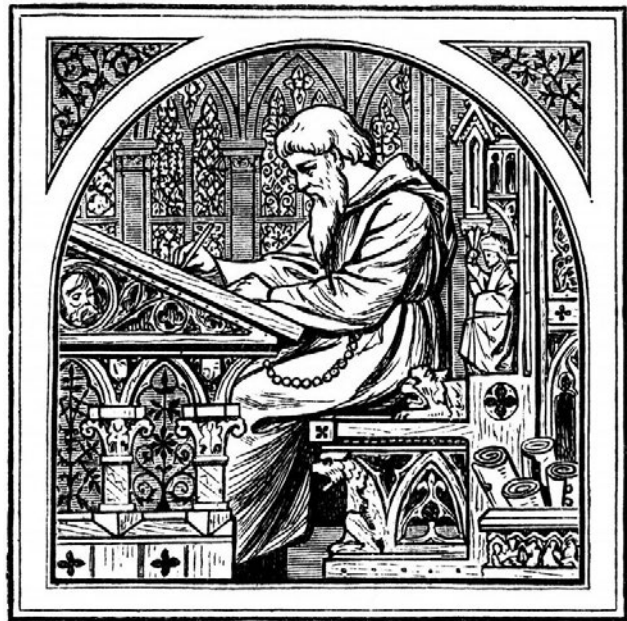
cursed: one trait (sometimes makes sentence disappear) = 1

Parchment of Image Capture (1 TP)

When a command word is spoken, this parchment records a realistic, colour image of an item, person, scene, or other thing which the bearer is currently viewing. A different command word causes it to become blank again. Both command words are normally written on the back of the parchment.

For purposes of identification, the bearer makes a WIS check with a trait bonus against the standard spellcasting difficulty (10 normally, 15 in combat, 20 if engaged in combat) to generate an effect which can be used to help others identify the subject of the parchment's image. The same check can also be used if an evaluation of the artistic merits of the image is needed.

one trait (painter) = 1



Protection Scrolls (3 TP)

There are many sorts of scrolls of protection. In general, these either grant temporary immunity to an effect to the reader and those in the immediate vicinity (within ten feet), or prevent creatures of a specific subtype (e.g., demons, tulpai, undead) from attacking or touching those in a similar area.

Protection scrolls must be read aloud to be effective, and the reader must continuously read them. They may not move nor undertake other actions while doing so. The maximum duration of protection granted is determined by making a spellcasting check, using the reading character's INT or WIS (whichever is better). The scroll provides protection for one round, plus an additional round for each five effect points generated. The reader may end the duration early by ceasing to read the scroll aloud.

double trait (resistance, then immunity) (2) + area effect (2) - drawback (1) = 3

Summoning Scrolls (variable TP—normally 2x creature's hit dice)

Scrolls of summoning can vary greatly in terms of their power; however, any creature summoned with such a scroll will always be of the extraplanar type—this includes demons, elementals, empyreals, and so forth. The summoned creature is placed under the command of the summoner—note, however, that this does not mean that the summoned creature is friendly!

If the summoned creature believes itself to be more powerful than the scroll's user (or simply does not wish to be summoned—GM's judgement), it will attempt to struggle against the control. The summoner is considered to have an extreme effect (granted by the summoning scroll) as they engage in a mental struggle with the summoned creature. This is handled per the rules for *Summoning Other Entities*, p 40.

Such scrolls will normally also include directions for establishing a summoning circle. The scroll's user may choose whether or not to do so: if they do attempt it, they must make a casting check, as described in *Magic Circles*, p 36, to determine the strength of the created circle.

Jewellery

Crown of Authority (7 TP)

This magical crown grants the wearer a +3 to attempts to persuade and intimidate others and the trait **Marked With Authority**.

+3 check bonus (6) + one trait (1) = 7

Crown of Leadership (12 TP)

Originally created for kings who were uncertain of the loyalty of their subjects, these crowns are enchanted to grant the wearer a +3 bonus to mental/social attacks that involve giving orders to others. In addition, the crown itself is valuable jewelry, worth at least 600 gp (6 TP) and granting a +1d4 weapon bonus to social attacks (see Equipment chapter).

jewelry (6) + +3 to mental/social attacks (6) = 12

Earring of Translation (9 TP)

The wearer of this valuable *earring* understands all human, demi-human, and humanoid languages as if they were a native speaker. This does not grant them the ability to *speak* those languages, however—only understanding of them. Hence, it is of most use for eavesdropping or spying. It also grants a +2 to listening checks.

+2 to listening checks (3) + language understanding (extreme effect) (6) = 9

Hair Chain of Intellect (7 TP, cursed 1 TP)

Appearing as a simple jewelled hair-chain (a thin chain for holding long hair back from the face), this item's centerpiece is an aquamarine of unusual quality and size. It grants a +2 bonus to INT, and the trait **Perceiving at a Deeper Level**, which may be used to assist with noticing subtle clues, especially about magic and spirits.

Some items of this type—about 5%—have acquired a flaw, and become **Cursed Hair Chains of Contrariness**. Although this item no longer grants a bonus, the wearer believes that they are more intelligent than others, that they should be responsible for planning, and that their plans are superior to those of others. They gain the traits **But My Plan is Better!**, **I Know How to Do That**, and **Seeing What I Want to Believe**.

+2 attribute bonus (6) + one trait (1) = 7

cursed: three drawback traits (-3) = -3, raised to bottom limit of 1.

Brooch of the Liar (7 TP, cursed 6 TP)

This ornate brooch grants the wearer a +3 to checks made to lie to others, and grants the trait **Someone Else Must Have Told You That**.

5% of such brooches have become **Brooches of Compulsive Lying**, gaining the additional trait **I Never Tell the Truth Unless I Have To**.

+3 check bonus (6) + one helpful trait (1) = 7

cursed: as above - one negative trait (1) = 6

Cold Silver Bracelets (7 to 13 TP)

These items are exceedingly rare, as most enchanters are reluctant to make an item that could be used against them and other magic users. They are made of iron enchanted with the powers of Void, and alloyed with silver to make it possible to enchant them to be present on multiple planes at once. Due to this enchantment, the *bracelets* cannot be escaped from with a *teleport escape* spell—the best possible result is that they will come with the teleporting magic user.

The *bracelets* increase the difficulty of spellcasting by their effect strength. Most commonly, these are of heroic strength, increasing casting difficulties by 8; the most powerful are mythic in strength,

increasing casting difficulties by 14. Further, the *bracelets* place the trait **Anti-Magic** on the person wearing them, negating their normal class trait for casting spells. The *bracelets* themselves have the traits **You Can't Escape That Easily** and **Using Magic While Wearing Me Hurts**. Due to the last, when someone bound by the *bracelets* attempts to cast a spell and fails, consequence points may be spent to do PHP and MHP damage, and to create effects involving pain.

While this version is cast as bracelets, to allow them to be worn by noble prisoners while retaining some degree of dignity, there are also versions that are created as shackles.

casting difficulty increase, treated as Static Difficulty (18 = +8 to difficulty, 20 = +10 to difficulty, etc) (4 to 10) + three traits (3) = 7 to 13

Thanks for Rhianna Casey for suggesting the *Cold Silver Bracelets!*

Pendant of Good Luck (1 TP)

Usually either a rabbit's-foot charm or a miniature horseshoe, the *pendant* allows the bearer to force a re-roll of a check that affects them once per day, with the result that is more favourable to them being kept.

one trait (1) = 1

Ring of Release (10 TP, cursed 1 TP)

Highly desired by thieves, the *ring of release* grants the wearer a +4 to all checks to escape bonds of any sort. This applies not only to being tied up with ropes or held with manacles, but also to attempts to grapple the wearer or to the wearer's attempts to pick locks that are keeping them *in* an area. These *rings* function only for thieves and those of thief sub-classes.

10% of these have been misenchanted or had the enchantment decay, creating cursed **Rings of Clumsiness**. These *rings* place the trait **I Meant to Do That** on the wearer, along with a -2 to all checks to avoid notice or escape bonds. The *ring* itself cannot be removed—however the bearer tries, their fingers will slip and they will be unable to budge the ring, until a *remove curse* or similar spell is used... or they decide to cut off the finger in question!

+4 check bonus (10) - class restriction (1) = 9

-cursed: 2 check penalty (-6) - one hindering trait (1) = -7, raised to minimum 1

Rings of Magnificent Impact (3 TP)

Always found in a set of three or four, these rings 'meld' together when the wearer balls their fist, forming what appears quite similar to a set of brass knuckles. The *rings* grant **Proficiency with the Fist**, enabling the user to take a trait bonus both to attack and to defence while using them. Further, once per day, the *rings* will add a +3d6 weapon bonus to an attack. If the wearer makes subsequent attacks on the same day, they count as a +1d4 weapon.

When not in use, the rings appear to be thin, purely decorative rings, giving no hint of their true purpose. For this reason, this is a favoured weapon for highborn ladies, some merchants, and others who need to defend themselves, but wish to appear unarmed... and can afford them!

one trait (1) + equivalent of a second-level spell once per day (2) = 3

Torc of Faerie (3 TP)

This piece of ornamental neckwear grants the wearer a +2 to checks to resist *charm* and *sleep* effects, *except* those of faerie origin. However, the wearer becomes prone to suddenly disappear at odd

times, only to reappear again later. The *torc* will bond itself to one of the wearer's companions, and when the wearer reappears, it will be in the close vicinity of that companion.

For the time the wearer is "gone", they will recall only hazy memories of being at a faerie revel, surrounded by beautiful fey dancing, drinking, eating, and generally being festive. Some report participating in the revel, while others recall being a servant at the revel, bearing drinks and sweetmeats for the fey. The wearer will

have no knowledge of what has taken place in the 'real world' in the meantime.

+2 check bonus (3) + one trait of mixed worth (0) = 3

Note: this is an example of an item meant for meta-game use—it's the perfect sort of thing to foist onto the character of a player who is frequently absent, providing an in-game explanation for both their absence, and their 'miraculous' rejoining with the party!

Wands, Staves, and Rods

Bar of Mighty Force (15 TP)

The rarely-seen *bar of mighty force* appears to be a crowbar about four feet long, made of a brassy metal, and with faintly-visible runes that seem to be located under the surface of the metal, yet are somehow visible through it.

The *bar* grants a +4 check bonus to Strength checks made to open doors, locked boxes, and so forth with it. Further, it carries the traits **Unbreakable** and **Slips Into the Smallest of Cracks**. Once per day, the *bar* can be used to project a *force ram* as the spell (p 204).

+4 check bonus (10) + two traits (2) + 3rd level spell once per day (3) = 15

Cane of Airmos (8 TP)

Famed for its ability to create an almost-invisible block of force, the *cane of airmos* is a fine addition to any adventurer's gear. This cane is made of bloodwood, giving it a distinctly red appearance. In addition, it has a shepherd's crook, allowing its wielder to hook and pull things to them. It grants the trait **Stay Here, You** and can create a cube of force. The cane may remove the cube it creates, but cannot dispel or remove effects created by other items (including other *canes of airmos*).

Only one cube may be created at a time. It must be cubical in shape, but can vary in size from as small as an inch to as large as eight feet across. The cube created by a *cane of airmos* has weight—approximately 400 lbs, regardless of the cube's size (resistance 22 to move—or to support, in the case of a weak table, floor, etc.). The cube is solid, and any attempt to create one in already-occupied space automatically fails without using up a use of the cane. A cube must be created in a stable position on a solid surface—it cannot be created where it will immediately fall off of something, but it *can* be created atop a solid surface that it will collapse (for example, a thatch roof!). This gives the drawback of *What Do You Mean I Can't Just Drop It On Him?*

A perception check result of 22 is needed to see the cube. Creating a new cube instantly destroys the existing cube, if there is one.

one trait (1) + static resistance of 22 (8) - one drawback trait (1) = 8

Ethoge's Ensorcelled Broom (9 TP)

This broom was created by the sorcerer, Ethoge of Kuffrant, who bound the soul of his last apprentice to a broom when he discovered the boy attempting to animate household objects to do his chores for him. As a result, the broom has become **Nigh Indestructible** and **Has a Mind of Its Own**. When the command word is spoken, it begins whirling and flying about as it cleans an area of debris, staying active for one turn per day. Due to its magical nature, it can sweep away objects that could not be normally moved in this manner (non-magical objects up to one pound in weight), and everything that it does sweep up mysteriously disappears in a cloud of dust.

The broom is known to attack those who command it 10% of the time for 1d6+2 rounds before going back to cleaning, using the following attack:

Beating With the Broom +9 (+1d6)

This attack cannot cause damage, but can cause effects. On an extreme effect, which it can accumulate effect points towards, the target gains the consequence **Swept Away**, and will suddenly find themselves in Ethoge's old castle, a veritable death trap that has also become the dumping grounds of everything the broom has ever swept. If the broom should be taken back to the castle and an attempt is made to use it, it will instead move through the castle to the former apprentice's bedroom, where it will go to a corner and 'go to sleep'.

A brave or foolish individual may attempt to ride the broom by uttering a separate command word while standing astride it. The flight can last up to one turn, and the broom has a flying speed of 14 (+2). This counts as this item's activation for the day. In addition, it has a 20% chance of attacking whomever commanded it. Instead of instantly attacking, however, it will fly normally for 1d6+1 rounds before suddenly attacking. Should it attack, the rider may attempt a difficulty 20 STR check to remain on the broom each round that it is attempting to attack; if they succeed, they may continue guiding the broom (and are urged to do so toward a landing!)

Treat this item as a quarterstaff for weapon purposes.

one trait (1) - one drawback trait (1) - sometimes attacks user (1) - attacks when riding very dangerous (2) + movement mode (flight) (1) + extreme special effect (10) + accumulates points toward effects (as stance) (1) = 9



ancient Egyptian wand, Cairo museum

Rod of Comfort (3 TP)

Appearing to be a simple beechwood rod about three feet long, bound with copper rings, a *rod of comfort* will be found, on closer inspection, to consist of several pieces of wood which have been carefully and cleverly bound together by no readily apparent means. They join almost seamlessly, forming a center section about a foot and a half long, and two end sections, each of which at the very end splits into three pieces.

If the rod is laid on the ground and a command word spoken (which traditionally is painted on the rod when it is new, but often wears off quickly), the *rod of comfort* transforms into a pavilion-style tent 18 ft long and 9 ft at the peak, large enough to comfortably sleep six man-sized creatures. The tent created is as weatherproof as a good quality, well-set-up tent—thus, it will keep out rain and wind, but has no magical source of heat, and will not keep out flood waters.

The *rod* has the traits **Weatherproofing** and **I've Always Got a Tent**. It also costs an additional treasure point, due to the large size of the tent.

two traits (2) + additional cost for size (1) = 3

Staff of the Archimagus (34 TP)

A rare and powerful item, the *staff of the archimagus* has the following properties in the hands of a magic user:

1. It acts as a *staff of spell absorption*. Spell levels/dice absorbed by it can be used to power its abilities as listed below, or the magic user may use their own spell levels/dice to do so, using it as a focus item.
2. It grants +3 to physical defence when wielded. It functions as a quarterstaff as well, granting +1d6 weapon die in physical combat; it also grants its weapon die when spellcasting.
3. The staff acts as an extension of the magic user's hand, allowing the use of 'touch' spells at Close range.
4. The staff's wielder may use the following spells as if they were memorized, using either their own spells levels/dice, or those stored in the staff: 1st level: *burning hands, detect magic, feather fall, shield, light*; 2nd level: *frost, silence*; 3rd level: *dispel magic*.

For anyone who is not a magic user, it functions merely as a quarterstaff which grants a +3 to physical defence.

Such a staff has the bronze shoeing and orb of a *staff of spell absorption*, making it easy to mistake for one. However, it will commonly also have runes carved it (which will generally include the activation words for the staff's 'spells'), and the orb atop it is normally of ruby, rather than the less valuable opal of the lesser staff.

staff of spell absorption (15; see below) + +3 physical defence (6) + increased reach special effect (1) + 12 levels of focus item spells (12) = 34

Staff of Mourning Wood (10 TP)

The fabled *staff of mourning wood* was cut from a tree grown over the grave of M'galon, the demigod/hero who saved the Empire of T'haloth from an invading orcish army at the cost of his own life. It grants the wielder +2 to attack and to physical defence, and grants the traits **Comforter of the Injured in Spirit** and **Early Riser**. The +2 to physical defence checks may be used when defending others as well, 'lending' them the +2 if they are within Close range of the wielder. Lastly, the wielder gains +1 to all Charisma checks.

The staff is sacred to followers of the goddess Arel, Lady of Love and Beauty (M'galon's mother), and they will expect great things from someone carrying it. This gives the wielder the drawback *You're Not As Big As I Was Expecting*. The *staff* is made of applewood, and has a fair and lovely fragrance. Approximately five feet long, it functions as

a quarterstaff, usable for both M and S-sized individuals. Unlike many other magical staves, it is perfectly straight, with no crooks, lumps, or other unevenness to it.

+2 to physical attack checks (3) + +2 to physical defence checks (3) + two traits (2) + stance effect (lending of +2 to defence to others) (1) +1 to all Charisma checks (2) - one drawback trait (1) = 10

Thanks go to Craig Barnes for backing for the *Staff of Mourning Wood!* (Blame him for the humour. Okay, you can blame us a little too. But we're not taking the rap alone!)

Staff of Spell Absorption (15 TP)

This enchanted staff of ash wood features a opal at its top, and is usually shod with bronze. The wielder gains the trait **Resistant to Spells** and, as a minor consequence when a spell fails to affect them, may absorb a spell level (or spell die) of energy, up to a limit of the levels or dice that were used in the spell.

The staff may store up to 15 spell levels or spell dice, which the wielder may use as their own. As a major effect, the staff may be overloaded, preventing it from absorbing more spell energy for the rest of the day. As a heroic effect, the stored spell energy in the staff may be released on an overload. If this happens, roll 1d8—that may spell levels or dice are released, causing that many d6 of physical and mental damage to all within 20 ft.

one trait (1) + stance-like effect (1) + 15 potential spell dice (15) - 2 drawback traits (2) = 15

Traveller's Staff (5 TP)

Appearing as an oaken walking staff, shod on each end with a bronze spike, the *traveller's staff* grants the holder the traits **Tireless** and **Direction Sense**. Further, on command, the *staff* will *purify food and drink* as the 1st level cleric spell three times per day.

These staves are popular with acolytes of Gohm (p 142); indeed, there are rumours that they are the true creators of all such staves, and some attribute their creation to the god himself.

two traits (2) + first level spell: *purify food and drink* (1) + usable two additional times per day (2) = 5

Wand of Lifting (5 TP, cursed 2 TP)

This wand of yew encircled with four copper bands will, upon command, cause an object that it is pointed at to rise into the air slowly, until either the wielder commands it to stop, or until it reaches a height of 30 feet (the range limit of the wand). The object will remain in place until either the wielder speaks another (different) command, or the wielder uses the wand to lift another item.

The wand has a Strength of 18, allowing it to lift as much as 180 lbs. If a check must be made for the wand to lift, treat it as having Strength 18.

5% of these wands are **Wands of Burdening**, with a broken enchantment. In a non-combat, non-stress situation, they will perform as above. However, in a combat or stress situation, the wand will fail to lift the desired object, and instead will immediately become as heavy as that object! At the same time, the wielder will be unable to release their hand from the wand. Once this has occurred, a *remove curse* or similar spell is required to release the wand.

Strength 18, as static resistance (4) + stance-like effect (long reach, 1) = 5

cursed: as above - three drawback traits (useless in stress situations, gains weight of object, can't be released) = 2

Miscellaneous Magic Items

Alicorn (10 TP)

Created from the horn of a unicorn (or a narwhal), an alicorn purifies all liquids by touch, eliminating poison and disease from them (treat as granting the user a static resistance of 24 against poison or disease). These are greatly prized by kings and others who fear people may seek to poison them.

static resistance of 24 (10) = 10

Apothecary's Alligator (9 TP)

As mentioned in the Alchemist description under the advancement of the same name (p 70), this appears to be a stuffed alligator, but is actually one that has been preserved in a living state through alchemy. The alchemist can release the alligator at any time by throwing an appropriate powder onto it (which any alchemist of 5th level or above who has such an alligator can make for their alligator), causing it to become a living alligator, attacking as if it were a sidekick. The alligator remains animated as long as it has opponents to fight, or until it is taken out in combat.

Apothecary's Alligator

Level 4, AC 22 (+10) in water, 16 (+7) on land, MD 16 (+6), PHP 26,

MHP 18, Move 18 (+4) swim, 9 (-1) on land

Init P +6, M 0

Bite +12 (+6 on land) (+1d8 +grapple), Roll +12 (+1d6 +drowning, only against opponents that are in the water)

Str 18 (+8), Dex 14 (+2), Con 15 (+2)

Int 2 (-4), Wis 10 (0), Cha 3 (-4)

Type animated

Surprising Attack (the alligator always wins initiative in the first round it is activated; on the second round, it rolls for its place in the initiative order)

Very Well-Preserved (an apothecary's alligator is immune to paralyzation, petrification, and death magic)

Strong Jaws (24 (+14) STR to hold onto prey)

24 static resistance (strong jaws) (10) + 18 strength (as static resistance) (4) + 4 hit dice (4) - difficult to carry around (arbitrarily 50%) = 9

Bag of Winds (6 TP)

This mythical bag can be used to create the equivalent of a *mage wind* from an 8th-level caster. Each time it is used, it will grant a good wind; this either triples a sailing ship's overall speed for a day of travel, or grants a major effect of *the wind is with us* for the remainder of a scene. A normal bag of this sort contains 3 charges; a charge is used on a minor consequence.

mage wind (4) + 2 additional charges (2) = 6

Bauble of Beauteous Butterflies (1 TP)

This minor magic item, most likely created for the amusement of some noble's children, constantly creates an illusion of butterflies. A given item of this type generally creates four to six such illusions, which behave as butterflies normally do, flying about slowly and resting on things. They will seem to 'land' on people's fingers, shoulders, etc., but they have no physical substance. The butterflies stay within short range of the *bauble*, and behave according to normal expectations—they do not appear to pass through walls and such.

one trait (Look at the Pretty Butterflies!) (1) = 1

Bracers of the Archer (2 TP)

These *bracers* help steady the character's aim, granting a +1 to hit when wielding any bow that is not a crossbow. Furthermore, it grants the trait **Bow Protection**, absorbing the first five consequence points on a miss with a non-crossbow bow.

+1 to hit (1) + one trait (1) = 2

Cho-Le's Amazing Boat (35 TP)

Looking more like a giant wooden turtle than any normal boat, the *amazing boat* is forty feet long, twenty feet thick in the middle, and forty feet wide. It has four paddle-feet, a tail-rudder, and a "head" with two portholes for the pilots to look out through.

Inside, the boat has room for up to eight people and their equipment, including the two pilots. It is operated by levers, but the setup is such that two people are required—that, or a being that can manipulate four levers at once, up to seven feet apart. The *boat* has the following statistics:

Cho-Le's Amazing Boat

Level 10, AC 24 (+16), MD na, PHP 80, Move 18 (+4) swim, 12 (+1) land

Init P +8, M n/a

Ramming Attack +24 (+1d8, against stationary or heroic or epic scale targets only)

Str 24 (+14), Dex 6 (-2), Con 14 (+2)

Type animated, construct

The boat manufactures its own fresh air from a magical sump.

Entrance and exit is through two hatches—one on top, normally used on land; the other on bottom, normally used underwater.

This one's a little fun to calculate, since it's so different from a standard magic item. A spell to create such a thing temporarily would be at least 5th level as we're calculating spells (since it's 'summoning' a 10 HD 'creature'), so that's a bare minimum, and it should probably be much higher, since this doesn't have a casting time or duration!

Str 24 as static resistance (10) + AC 24 same (10) + Move 18 same (4) + trait 'manufactures own air' (1) + HD 10 (10) + Con 14 as static resistance (free) = 35

Cloak of Black Flame (3 TP)

A *cloak of black flame* appears to be a black cloak, trimmed with blue flame designs on the edges. The *cloak* renders the wearer **Resistant to Cold** and **Resistant to Fire**. Further, the cloak can shed dark light on command once a day, creating an area of darkness 10' in radius around the wearer, while allowing the wearer to see as if by torchlight.

two traits (2) + 1st level spell equivalent (1) = 3

Cloak of Sheltering (1 TP)

This cloak expands on command to become a tent, providing shelter for up to six persons. Of course, it also removes itself from the wearer as it does this! Provides trait: **I've Always Got a Tent**.

one trait (1) = 1

Comb of Hair Styling (2 TP, cursed 1 TP)

This comb has two properties: first, upon speaking a command word, it causes hair to retain the shape it is combed into for the next four hours. Second, with a different command word and ten minutes of continuous combing, it causes hair to grow, becoming an inch longer

for each minute beyond ten minutes, to a limit of the character's maximum natural hair length.

Unfortunately, the enchantments used in these combs are quite unstable, so that 30% have the additional trait **Results May Vary**. Let your sense of humour guide you with this.

two traits (*Hold That Lasts All Day!*TM and *Invigorates Hair Follicles!*) (2) = 2
cursed version: as above - one drawback (1) = 1

Courageous Kitten Companion (6 TP)

This is a unique item, often found being carried by small children in the form of a stuffed animal kitten. However, upon a command word, it turns into a living kitten, granting its bearer the trait **Oh, You Have a Kitten!** If another, different command word is spoken, or if the bearer is a child and is attacked or physically threatened, it turns into a black panther with the following statistics:

Panther

Level 5, AC 22 (+8), MD 17 (+6), PHP 24, MHP 19, Move 18 (+4)

Init P +9, M +1

Claws +13 (+1d6) HC, Bite +13 (+1d8) H, Growl +13 (+fear) H-M

Str 18 (+8), Dex 16 (+3), Con 14 (+2)

Int 2 (-4), Wis 12 (+1), Cha 6 (-2)

Type animal

Fast and Powerful

Climber

Loyal to its Owner

If the panther is reduced to zero PHP or MHP, it reverts to being a stuffed animal, and cannot assume either other form for 1d6+3 days.

The command words for this item are normally stitched onto it in stuffed animal form, and worn on a collar in kitten form.

5 HD companion (5) + secondary forms (1) + regeneration while in toy form (1) - cannot change form while regenerating (1) = 6

Crystal Ball (3 TP, 1 for cursed version)

This is a focus item, containing the spell *Scrying* (p 233). The magic user using it must make a spellcasting check, at normal difficulties.

Equivalent versions exist for other classes—druids normally use reflecting pools (larger for easy viewing, but not as portable); clerical versions tend to vary according to the nature of their deity.

10% of these are malfunctioning **Crystal Balls of Apparent Scrying**. Such a crystal has a 50% chance to show the user a fake scene, drawn from the user's imagination, but appearing to show what was desired. The other 50% of the time, they work normally, except that any person(s) being scryed may roll WIS against a difficulty of 20 to realize that they are being watched. If this roll is made, and the target is of a class that can potentially cast the *scrying* spell, they may make a spellcasting check, resisted by a similar check by the person scrying. If the target's total exceeds that of the person scrying, the target may reverse the effect, allowing them to see the person who was just scrying them! When this happens, the reversal lasts for one round, and then the scrying effect ends.

spell focus item for third level spell: *scrying* (3) = 3

Crystal Ball of Apparent Scrying: *scrying* spell focus item (3) - drawback: deludes the user (1) - drawback: *scrying* is easily detected and can be reversed (1) = 1

Dust of Darkness (1 TP)

A pinch of this dust will spread in the air, blocking out light in a 10 ft radius. On a minor consequence, the dust is used up.

This works like a potion, allowing anyone to use it.

first level spell equivalent: darkness (1) = 1

Dust of Sorcerous Sleep (1 TP / dose)

The user makes an attack against the target's CON, using their own DEX, plus 3d6 damage dice (only added on a successful 'hit'). Effect points can be spent for effects including drowsiness, stumbling, and sleep. Alternatively, it may be sprinkled on an already-sleeping target to deepen their sleep, creating effects making it less likely that they will awaken.

This works like a potion, allowing anyone to use it.

first level spell equivalent (1) = 1

Fabulous Flying Carpet of Al-Nasir (12 TP, 2 for cursed version)

Made by the famous magic user and weaver Al-Nasir, the *carpet* seats up to six people in comfort. It has the trait **Flying Carpet**, and grants a movement rate of 24 (+7). One person, sitting near the front edge, controls the carpet by gentle tugs on its fringe.

Many of these carpets were made, but over time, the enchantment on some of them has become weakened or decayed, resulting in what are now called **Cursed Crashing Carpets**. 10% of flying carpet are actually one of these. Each time a crashing carpet is ridden, the GM should secretly roll 1d100. The result is the maximum number of minutes the carpet can be ridden before its enchantment will give out on this use. If this happens, it acquires the extreme effect *Uh-oh, Out of Juice*, which lasts an hour. Thus, a user who only ever makes short trips may go a long time without realizing that their carpet is one of these....

24 movement as static resistance (10) + one trait (1) + can carry additional people (1) = 12

cursed: as above, plus a negative extreme effect (-10) = 2

Figurine of Summoning (variable TP value, according to maximum HD of major summons)

Carved to represent a particular type of summonable creature (e.g., a water elemental, a demon, etc.), this item allows a summoner to summon creatures of that sort as if they had an advancement for that type. When such a figurine is acquired, the summoner may change out one of their major summons for a new one of the same level, and of the type represented by the figurine, if they wish. The level of this new summons must be equal to or less than the treasure point value of the figurine.

grants summoning trait (1) - limited users (1) + can swap out a major summons of X HD or less (X) =

Garb of Elven Foresters (8 TP)

This is a set of clothing consisting of a tunic cut to be longer on the right side, pants that lace tightly to the wearer, high leather boots stitched with designs of leaves, a green hooded mantle embroidered with golden-brown leaves, supple leather gloves that match the boots, and a wide brown belt with a bronzed buckle. These clothes are the uniform of the Elven Foresters.

The garb will magically resize itself to fit any wearer who is an elf or who has elven ancestry (half-elf, kheiro, or who has a trait indicating elven ancestry). If a non-elf attempts to put it on, the garb will wait until they have at least half of it on, and then become tightly constricting, becoming a difficulty 20 CON hazard with checks each turn. Consequences created should be of not being able to breathe well, limbs falling asleep, restricted range of movement, and so forth; the garb will not cause actual damage. A difficulty 16 STR check is required to remove the garb, and effects generated by the garb will be removed first. Once all effects have been removed, the garb can actually be removed with a simple success.



When worn by an elf, the garb counts as studded leather armour +2, with the traits **Blends With the Forest** and **Respected by Wood and High Elves**. It further grants the ability to ignore the first five consequence points when missing with a long or short bow.

If a non-elf wears the garb, it constricts as mentioned above, and places the trait **Why Are You Wearing Such Silly Clothes?** and **Take That Off, You're Not an Elf!** upon them. It does, however, still act as studded leather +2.

+2 defensive bonus (3) + three traits (counting consequence lessening as one) (3) + restricts itself from being worn by non-elves (1) + two traits placed on non-elf wearers (1, discount thanks to having more traits than that already for elf wearers) = 8

Garb of Unobtrusiveness (4 TP)

Sometimes referred to as *incognito regalia*, this clothing has been enchanted to make the wearer seem, well... boring. People will tend to overlook them, assuming them to be a servant, passerby, or someone else who is supposed to be there, but is unworthy of notice. This grants a +2 to all attempts to pass unrecognized or 'blend in' to an area and the trait **Beneath Notice** (which allows 'hiding in plain sight' in appropriate situations). This will *not* work in areas where there are no 'random people' who should be there—thus, if caught in the Queen's Bedchamber or the Royal Vaults, this will not help you!

+3 check bonus (3) + one trait (1) = 4

Garden of Serenity (20 TP)

This garden, when properly tended by a druid on a regular basis, creates a welcoming and relaxing environment for anyone who enters it. Indeed, the effect is outright magical: the *garden* functions as a hazard for mechanical purposes, requiring a WIS test each round a character remains within against a difficulty of 22. The garden can create minor and major effects of calmness and peace; however, before it can do so, it must first spend its effect points to remove any effects of anger, disturbedness, and so forth.

Once it has created a major effect on a target, the garden ceases to affect them for that visit. It will also cease to affect someone who

accumulates 10 effect points against the hazard, although it may try again once they have left and come back for another visit.

The tending druid is not attacked by the garden, and may use the garden to add +3 to any check made to cast spells the enforce calm or heal physical or mental damage while both they and their target are in the garden. This check bonus may also be used by wood elves when using their *Find Healing in Beauty* ability.

hazard value 22, as static resistance (8) + major special effect (6) + 3 check bonus (6) + tending druid is immune to hazard (as trait, 1) - requires regular tending by a druid (1) = 20

Hand of Glory (9 TP)

Made from corpse of an executed murderer, using the hand with which the deed was done for the base and the murderer's rendered fat for fuel, a *hand of glory* takes the appearance of a gruesome candle. The *hand* may only be used by a thief (including thief sub-classes and multi-classed thieves). Different legends indicate different effects for a *hand of glory*. Choose one of the following:

1. Renders the bearer invisible, and prevents anyone else from seeing the light shed by the candle. This grants the trait **You Can't See Me But I Can See You** and a +4 bonus to stealth checks. On a major consequence, the candle is used up and the *hand of glory* will no longer work.
2. Causes those who the light falls upon to freeze in place. (A *time stop* spell effect; see the spell, p 244. The candle will last for 10 rounds total; the user may snuff it so that it is not all used up at once.)
3. The ability to open any portal by lighting the candle and allowing its light to shine upon it. (Treat as a +4 bonus to checks to open locks, with the additional trait **Who Needs Picks? Not Me!**. On a major consequence, the candle is used up and the *hand of glory* will no longer work.)

Since these are only used by thieves, in most jurisdictions, possession of a *hand of glory* is considered to be evidence of both malicious intent and of practicing necromancy.

version 1: +4 check bonus (10) + one trait (1) - can give out (1) - requires particular class (-1) = 9

version 2: ninth level spell effect: time stop (9) + divisible into multiple uses (1) - requires particular class (-1) = 9

version 3: +4 check bonus (10) + one trait (1) - can give out (1) - requires particular class (-1) = 9

Handy Pouch of Multitudinous

Possessions (4 TP, cursed 1 TP)

The *handy pouch* can contain up to 100 pounds of items; any item inserted into it, however, must be able to fit through the opening of the pouch. Further, it has the property that it can bring any desired item within the pouch to hand, simply by the pouch's user sticking their hand into the pouch and envisioning the desired item.

5% of these pouches have a leak in the extradimensional space therein, resulting in a 10% chance that when a desired item is called for, it will not be there. These are sometimes referred to as **Cursed Misplacing Pouches**.

one trait (*extra carrying capacity*) (1) + major effect (*bring a desired item to hand*) (6) - major effect is limited to items in the pouch (half cost, 3) = 4

cursed: as above—extreme negative effect (*lost item*) that rarely occurs (3) = 1

Holy Relics of Agramien the Good (16 TP)

This small wooden box contains the fingerbones of Agramien the Good, a priest of Arel who laid down his life to protect the children of his village from marauding orcs. The box radiates a constant effect of *bless the children*, granting any child within short range +2 to all defences and all attempts to overcome hazards. In the hands of a cleric of Arel, the *relics* are a focus item allowing the casting of *cure critical wounds*, *cure disease*, or *neutralize poison*. If the *relics* are used to cast any of these spells upon a child, then the spell may be cast as if it were merely a first level spell, but at full effect, and the casting is at least a minimal success, regardless of the actual total rolled (yes, even on a natural 3!).

+2 to defensive checks (3) + area effect (1) + spell focus for 11 levels worth of spells (11) + special boosting effect (*arbitrarily valued at 4*) - most effects require a priest of Arel (1) - many effects only benefit when children are involved (2) = 16

Horn of Animal Calling (6 TP)

When used by a druid, ranger, beastmaster, or barbarian, this horn calls wild animals to their aid. Roll 1d6 on the below table:

1: black bear:

Level 4, AC 19 (+7), MD 16 (+5), PHP 28, MHP 22, Bite +12 (+1d8), Pin +12, Move 12 (+1), Init P +5, M 0

2: brown bear:

Level 6, AC 19 (+7), MD 22 (+11), PHP 39, MHP 39, Bite +16 (+1d10), Pin +16, Move 12 (+1), Init P +7, M +2

3: flock of eagles

Level 5, AC 22 (+12), MD 17 (+5), PHP 28, MHP 33, Bite +9 (+1d4), Intimidating Cry +9, Move 30 (+10) flying, Init P +9, M +1

4: pack of wolves

Level 6, AC 22 (+9), MD 18 (+7), PHP 39, MHP 33, Bite & Claw +10 (+2d6), Bloodcurdling Howl +8 (+2d6 +demoralise), Init P +10, M +2

5: stag

Level 4, AC 17 (+4), MD 18 (+7), PHP 26, MHP 22, Hooves +8 (+1d4), Antlers +8 (+1d6), Move 24 (+7), Init P +5, M 0

6: roll again: 1-5, use new roll. 6, calls a bonnacon, elephant, or sharptooth (GM's choice)

Bonnacon:

Level 10, AC 28 (+18), MD 24 (+13), PHP 55, MHP 55, Intimidating Display +15 (+1d6 +intimidate +move aside), Fiery Fewmets +20 (+3d6 +sticky +stinks so bad; cone area effect to short range), Move 24 (+7), Init P +20, M +7

Elephant:

Level 7, AC 15 (+6), MD 22 (+9), PHP 74, MHP 39, Tusk +17 (+2d6), Trunk +17 (+1d8 +grab +grapple), Init P +6 (+8 trunk), M +3

Sharptooth:

Level 9, AC 25 (+14), MD 23 (+12), PHP 59, MHP 50, Bite +21 (+2d6), Tail Smash +19 (+1d10), Move 15 (+2), Init P +11, M +5

For water-based campaigns, use the following table instead:

1: alligator/crocodile

Level 4, AC 22 (+10), MD 16 (+6), PHP 26, MHP 18, Bite +12 (+1d8), Move 18 (+4), Init P +7, M +0

2: pod of dolphins

Level 5, AC 21 (+11), MD 19 (+8), PHP 28, MHP 28, Ram +11 (+1d4 +stun +push), Bite +11 (+1d6), Move 18 (+4), Init P +9, M +5

3: flock of seagulls

Level 4, AC 21 (+11), MD 16 (+4), PHP 22, MHP 22, Bite +7 (+1d4), Harrying Cry +7, Move 24 (+7) flying, Init P +8 M +0

4: giant sea scorpion

Level 6, AC 24 (+12), MD 16 (+7), PHP 33, MHP 22, Sting +14 (+1d10 +venomous), Move 15 (+2), Init P +9, M +1, Venom (difficulty 21 CON hazard; PHP damage +numbness +paralysis. Turn length 3 rounds, lasts four turns or until cured)

5: piranha swarm (or barracuda in salt water)

Level 7, AC 19 (+9), MD 19 (+9), PHP 42, MHP 28, Swarming Bites +11 (+1d8), Move 15 (+2), Init P +11, M +3

6: roll again: 1-5, use new roll. 6, calls a giant shark, narwhal, or sea serpent (GM's choice)

Giant Shark:

Level 10, AC 28 (+15), MD 22 (+12), PHP 66, MHP 46, Bite +24 (+2d8), Threat Display +24, Move 18 (+4), Init P +13, M +6

Narwhal:

Level 7, AC 18 (+7), MD 21 (+9), PHP 39, MHP 39, Ram +19 (+1d10), Move 18 (+4), Init P +9, M +3

Sea Serpent:

Level 9, AC 25 (+13), MD 22 (+11), PHP 59, MHP 41, Wrap and Crush +25 (+3d6), Keen +11 (+deafen, +disorient), Move 15 (+2), Init P +11, M +5

Alternatively, if the user has one or more animal companions, the *horn* may be used to signal them from a great distance—anywhere within 20 miles or so. The *horn's* blast communicates a simple message to them (the player may specify a message of up to 10 words), and simultaneously informs them of the direction to the user.

The *horn* counts as a spellcasting item: its summoning ability can be used once / day without using the user's spell levels or spell dice. It may be used again as a focus item that casts a 4th level spell.

fourth level spell equivalent focus item (4) + one free use per day (1) + first level spell equivalent (message, only to one's animal companions, 1) = 6

Icon of the Serpent God (26 TP)

Said to be fashioned of Black Adamant, a metal so black that it seems to absorb all light, this idol has statuesque proportions—standing at 15 ft tall and weighing close to two tons. The origins of the icon are unknown, but some scholars believe that it was created by cultists of Apep (see p 139). This idol is said to have been linked to many tragedies throughout the ages, and that each location that has previously housed it is eternally cursed. In addition, it appears that it almost seems to choose when and where to manifest itself to maximize chaos, despite multiple confirmations of its destruction throughout history. Thus, the icon of the serpent god is an **Omen of Calamitous Doom** to those who are aware of its history.

It is rumoured to provide a cleric or magic user utilizing it with the ability to sacrifice others for additional energy for their spells. Legend also says that it defiles the area about it, causing holy water to spoil, increasing the difficulty of ‘good’ clerical magic, and making the turning, banishing, and exorcism of undead and demons more difficult.

The idol’s surface feels warm to the touch, like a living thing, and some say they can feel a slowly pulsing heartbeat when they touch it. Others have said that one touching it can hear the faint screams of the souls that have been devoured by the idol over the ages to power the unholy rites carried out with it.

In game terms, the icon has the above trait. It also adds +8 to the difficulty of spellcasting for ‘good’ clerics (i.e., those following gods that would be opposed to Apep, which is most of them, since few gods want to see the universe returned to chaos!) when they are within Medium range of it; +4 within Long range, and +2 out to a mile away. This area also gains the trait **Unsanctified**, causing holy water and similar minor ‘holy’ items be disenchanting after a day in the area. Lastly, it permits PHP damage and physical and mental consequences placed onto a designated sacrifice to be used as helping bonuses for spells, provided the spell in question aligns with Apep’s agenda. The maximum bonus obtainable from a single sacrifice is a +6; greater bonuses require mass sacrifice on an appropriate scale (for example, sacrificing hundreds of people to gain an epic (+10) bonus).

two traits (2) + increased spellcasting difficulty (cost determined as a Static Resistance of 18) (4) + extremely wide area of effect (heroic effect) (15) + ability to convert sacrifices to bonuses (1) + potential mythic scale when doing so (4) = 26

Instrument of Battle (1 TP; more with additional enchantments)

This item can be found in many forms, but what they all share in common is that they are musical instruments which have been magically strengthened to stand up to use in battle. The most commonly encountered kinds are club-maracas, staff-didgeridoos, and dagger-flutes. All instruments of these sorts have the trait **Magically Reinforced Instrument**. Some may be further enchanted, with combat bonuses, musical bonuses, or both.

magically reinforced instrument (1) = 1

Malach’s Fabulous Magical Bag (1 TP)

The mage Malach discovered a way to create a bag that ‘catches’ the leaks from other magical bags (see the **Cursed Misplacing Pouch**). For each day that passes since the last time this bag was used, there is a 20% chance that it will have ‘caught’ an item from somewhere. For the cost of a hero point, the user of the item may determine what they have found, producing a normal item weighing no more than 10 pounds and with a worth of 25 gp or less. The GM may offer the player a hero point to have choice of the item found. If neither the GM nor the player wishes to spend a hero point, roll on the following tables:

Type of Item (d6)

- 1-3: general equipment
- 4: food or drink
- 5: weapon
- 6: other

General Equipment (d10)

- 1: 50 ft of hemp rope
- 2: lantern, already lit
- 3: 10 ft wooden pole
- 4: flint & tender
- 5: 10 ft of iron chain
- 6: crowbar
- 7: small cage
- 8: 2-person tent
- 9: healer’s kit
- 10: small leather bag

Food & Drink (d6)

- 1: small bag of horse meal
- 2: sweetcake, piece of candy, or similar
- 3: mug of ale
- 4: loaf of bread
- 5: one shish-ke-bab skewer
- 6: one full waterskin

Weapon (d4)

- 1: dagger
- 2: quarterstaff
- 3: sword (roll d4): 1: short, 2: long, 3: two-handed, 4: scimitar
- 4: short bow, strung (but no arrows)

Other (d8)

- 1: cat, friendly
- 2: quiver of arrows (20 arrows)
- 3: fish, live
- 4: sand
- 5: love letter
- 6: skunk, very annoyed
- 7: handful of roaches (alive)
- 8: oilskin cloak

one trait (produces a random item) (1) = 1

Mantle of the Bat (12 TP)

This appears to be a circular cloak that hangs down about three to four feet, with the inside of black or dark brown leather, and the exterior being covered with short fur of similar colour. It is held together by a short chain between two ruby clasps, each of which is shaped like an eye.

The wearer gain the trait **Bat’s Wings** and a flying movement rate of 24. By removing the cloak and speaking a command word, the wearer can transform it into a giant bat which will follow the owner’s orders. Repeating the command word will transform the bat back into a mantle. If the bat is killed, the mantle is ruined.

Giant Bat

Level 3, AC 19 (+9), MD 11 (+2), PHP 14, MHP 11, Move 24 (+7), Init P +9, M -1

Claws +9 (+1d4)

Bite +9 (+1d6)

Intimidating Screech +4 (+1d6)

Str 12 (+1), Dex 16 (+6), Con 11 (+0)

Int 2 (-4), Wis 8 (-1), Cha 4 (-3)

See *COLLECTANEA CREATURAE* p 15 for full details.

one trait (1) + movement 24 (as static resistance) (10) + alternate power of equal or lesser value (1) = 12

Maribelle's Practically Impractical Travelling Dress (2 TP)

Created by a noblewoman who is also an enchantress, this dress is magically strengthened and enchanted to shed dirt, mud, water, and so forth, granting it the trait **No Washing Required, Virtually Indestructible, and Breathes Like Egyptian Cotton**. It also has the very useful trait **Cannot Be Removed Unless the Wearer Wants It to Be**.

two traits (2) = 2

Mirror of Many Faces (8 TP; cursed version 1 TP)

This item appears to be a small, simple hand mirror in a case, such as a lady might keep on her person. For someone who knows the secrets of its operation, however, it is much more. By speaking a command word while looking at someone's reflection in the mirror, the operator may capture their likeness. Once this has been done, the operator may look at themselves in the mirror and speak a different command word in order to cover themselves with an illusion of the captured person's image. This illusion lasts for one hour, or until the operator releases it, whichever comes first.

Operation of a *mirror of many faces* is restricted to magic users, bards, and thieves (and sub-classes of these). Each class uses their respective primary attribute when making their "spellcasting check" to use the item, and gains a +3 in addition). It may be used once per day, or as a focus item for a 1st level spell.

5% of these mirrors have a corrupted version of the enchantment, and are **Mirrors of Stolen Faces**. Such mirrors operate like the normal version when used on a willing target (which anyone willingly participating in a test of the item will be). When used on an unwilling target, however, the first command word operates normally. When the second is uttered, the subject receives a Wisdom defence check against the operator's spellcasting check; if the subject wins, the mirror fails to work. On a minor consequence, however, the operator is covered by an illusion that makes them appear to have no face! This causes the subject to have the trait **No Face!** and a -3 to social checks when their lack of a face is visible, and lasts for one hour.

If a *mirror of stolen faces* is operated successfully, then the operator appears to be the subject, as usual—but the subject is also made to appear to be the operator! In this case, the duration is as normal (one hour, or until the operator cancels it).

Note that for both the regular and cursed versions, a person being affected by the mirror's illusions sees their normal appearance if they look into a mirror—that is, they know they are themselves, so they automatically successfully disbelieve the illusion, without even trying. This can, of course, make it difficult to tell if the *mirror* has operated properly!

focus item for disguise self (1) + one free use per day (1) - must first 'catch' face (1) + trait (change attribute used) (1) + +3 check bonus (6) = 8

cursed version: as regular - drawback (face switching) (1) - drawback (no face) (6 for charisma effect, 1 for trait) = 0. Raised to minimum 1.



medieval European hand mirror case

Mirror of Vanity (1 TP)

This mirror is capable of creating subtle illusions to improve one's appearance. The illusion lasts up to eight hours, and grants the user the trait **Flawlessly Made-Up**.

one trait (1) = 1

Never-Empty Waterskin (1 TP)

Beloved by travellers, this waterskin magically refills itself each day, providing enough water for two people. (The 'never-empty' part of the name is poetic license, alas.)

grants trait 'Enough Water for Me... and You' (1) = 1

Obelisk of Deta (28 TP)

A reddish stone monument with flecks of gold and silver throughout, this *obelisk* is sacred to Deta, the Tathirian God of Hate and Pain. Anyone in the vicinity of the obelisk (within Long range) who is not a worshipper of Deta or his brother (Drether, God of Violence and Conquest) suffers a difficulty 22 WIS hazard each turn they remain in the area. Consequence points create effects of madness, rage, hatred against someone else within the area, and so forth. The *obelisk* will accumulate points toward consequences on each person in the area, inflicting first a minor, then a major, and finally an extreme consequence. The extreme consequence inflicted will be *Slave to Hate and Pain*, causing the victim to attack anyone they see until either the effect is removed, or they are dead.

Compounding this, the *obelisk* has the trait **A Powerful Lure**, which may be used to draw people toward it. The *obelisk* itself is protected by the influence of Deta and Drether—anyone attempting to attack it with intent to harm it is automatically struck by a heroic scale effect of **Writhing in Incredible Agony**.

static resistance of 22, used as difficulty (8) + extreme special effect (10) + accumulates points toward effects (as stance) (1) + one trait (1) + heroic scale effect (15, halved for defensive only use; 8) = 28

Ocarina of Storms (12 TP)

This wind instrument is said to be made of the bone of a wind elemental, although most learned folk will be quick to dismiss such fantastically absurd claims. It is grey in color, and when a bard begins playing it, the music has a marked effect on the weather. Only a few

Effect Costs When Making Magic Items

As written, the magic item creation rules only specify how to make things that grant you a new possible effect; they don't say anything about making things that simply **give** you or someone else an effect. For us, the 10 treasure point cost to get a new possible kind of extreme effect felt a little high—after all, you could get a +4 check bonus for that (making it a lot easier to get an extreme effect!), or, hypothetically, add *ten* traits to an item!

Speaking of traits, one sort of personal trait described in the core book is a *special effect* (*M&M* p 59), which lets you create a new kind of effect... the same way the special effects for magical items do, but only costing a single trait.

So, we've decided that in order to cost that 10 points, a magic item special effect either has to grant the ability to perform a lasting instant take-out effect (such as turning to stone, transforming someone into a frog, teleporting them to another plane of existence, or the like) or it just flat-out applies a 'normal' extreme effect.

of these instruments remain, but stories say that there are others that could help with healing, dispelling illusions, or even controlling time itself! Additionally, Large creatures may find it difficult to play such a small instrument.

As a musical instrument, the *ocarina* is of very fine quality and produces an excellent sound, acting as a +1d6 weapon for musical performances. In the hands of a bard or another character who is capable of *song magic*, it grants them the ability to *calm* or *call the storm*, as if the character in question had taken that spell as an advancement.

+1d6 'weapon' for music (treated as being +3, cost of 12) + one trait (1) - requires particular class or trait (-1) = 12

Oiled Footwraps of Throgg Waterwalker (8 TP)

Believed to have been worn by Throgg Waterwalker, the mythical half-orc ranger who personally slew the Sea Serpent of Niada Bay, these *footwraps* grant the wearer the ability to walk on water. In addition, they provide the wearer +2 to sneaking checks and +1 to sprinting checks.

+2 to *sneak* (3) + +1 to movement checks (1) + third level spell equivalent: *water walker* (3) + constant access to spell (equivalent to raising spell level to 4 for a duration of a day) (1) = 8

Parchment of Honeyed Words (10 TP; cursed version 1 TP)

Subtle enchantments have been placed upon this parchment to influence the minds of readers, causing them to attribute the most favourable interpretation to anything they read from it. This gives a +4 check bonus to attempts to persuade a person by means of a letter written on the parchment. Such parchments are normally found in a set; the set is exhausted on a minor consequence.

Of these parchments, 10% have been misenchanted, resulting in **Parchments of Malicious Meandering**. These reverse the effect, placing a -4 on attempts to persuade people via letters written on the parchment!

+4 check bonus (10) = 10

cursed version: -4 check bonus (-10) = -10; minimum value is 1 TP

Philosophers' Stone (15 TP)

As noted in the Alchemist class description under *Transmutation* (p 70), a *philosophers' stone* is needed in order to perform transmutations. In the hands of any class capable of transmutation, the *stone* counts as a trait to do so, and grants a half-level bonus when used as a secondary trait for this purpose. Possession of a *philosophers' stone* upon one's person also renders the carrier resistant to transmutation magic (including petrification), aging magic (although not to the normal effects of time), and *polymorph* spells and similar effects.

A *philosophers' stone* is also needed for an alchemist to produce the *elixir of life* (described in *Potions* above). Other uses of the *stone* are up to the GM. Purported ones in history include producing homunculi, creating ever-burning torches, flexible glass, reviving dead plants, and making clones.

trait (can perform transmutations) (1) + stance effect (grants half-level bonus as secondary trait) (1) + three traits (resistances) (3) + allows various effects (let's call it 10) = 15

Portable House (16 TP)

A *portable house* is normally a medium-sized home, with a downstairs that features a kitchen, dining room, and living area, and an upstairs that houses four bedrooms. Some versions include an attic as well. A command word will cause the house to shrink to a size and weight comfortably held in one hand—one pound for encumbrance purposes.

Non-living objects inside the *house* are shrunk with it, and remain secure inside no matter how the house is jostled while shrunk. Living and undead creatures inside are ejected if the house is shrunk, unharmed by the process.

The *house* grants the trait **Home is Where the House Is** and creates the special effect *safely shrunk* on itself and its contents; this is considered a heroic scale effect.

one trait (1) + heroic scale effect (15) = 16

(Note that we've logically extended the Special Effects table (M&M p 87) here. Following this progression, an epic effect would cost 21, legendary 28, and mythic 36.)

Quill of Secret Writing (11 TP, cursed 1 TP)

At first glance, this quill appears to be normal. However, any writing done with this instrument will vanish from the page it was written upon after 1d4+4 rounds, leaving it blank. Most commonly, the user will then write another, perfectly innocent message upon the page, writing the lines of this message between the lines of the secret message.

The *quill* has the trait **You Need to Read Between the Lines**; this allows a character to write secret messages, even if they do not normally have a trait that would allow them to do so. If they do have a trait that would allow this, it grants a half-level bonus as a secondary trait. It also makes possible an extreme effect of *Invisible Writing*, making it normally impossible for anyone who does not know the quill's command word to read the message (although it is possible to overcome this effect with *remove curse* or more powerful removal magic, or to read the writing with *detect invisibility*).

5% of such quills found are badly enchanted **Quills of Vanished Writing**. Such a quill appears to work as above, but the vanishing writing cannot be recovered—it is simply gone. Such quills are useful only for the novelty of the effect.

one trait (1) + stance-type trait (1) + makes an extreme 'take out effect' possible (10) - user must be literate (1) = 11

cursed version: one trait (Disappearing Writing!) (1) = 1

Quizzing Glass of the Dandy (2 TP)

This is a single glass lens rimmed with a thick band of gold fashioned to look like dragon scales. Some people believe this to be a sign of intellect, while others view it as a symbol of pomposity. Whatever the case may be, those who carry the *quizzing glass* openly gain the traits **Air of Intelligence** and **More Money Than Sense**.

two traits (2) = 2

Robe of the Druids (14 TP)

The *robe of the druids* appears when found to be a simple homespun robe of brown cloth. If worn by a druid, it transforms, becoming a dazzlingly white robe, edged with silver writing in Druidic. A druid wearing the robe may cause it to transform between the two appearances at will. Further, it has the following powers when worn by a druid:

1. The *robe* grants the wearer +3 to Physical Defence.
2. The wearer gains the traits **Unhindered by Plant Growth** and **Difficult to Track**.
3. The *robe* acts as a focus item for the following druid spells: *charm animal*, *entangle*; *call messenger*, and *everburning flame*.

+3 check bonus (6) + two traits (2) + 6 levels of focus spells (6) = 14

Ropes of Pacification (5 TP)

These ropes grant someone who has a trait indicating skill with tying knots or binding a secondary attack which may be used when tying someone up with them. They may make a WIS attack against the MD of the target, with the ropes functioning as a +1d6 mental weapon. Effect points may be spent to create effects that pacify the target or make them reluctant to struggle.

+1d6, cost as +3 check bonus (6) - requires particular trait (1) = 5

Sacred Bracers of Artemis (6 TP)

This is a simple pair of leather archery bracers, embossed with symbols of Artemis (for example, hunting dogs, arrows, a stag, or the crescent moon). When a worshipper of Artemis wears them, they grant +2 to hunting (including tracking) and archery checks, and absorb the first five consequence points of any failed attempt at archery.

+2 check bonus to two activities (3 each, 6 total) + stance-like effect (1) - usage requirement (must worship Artemis) (1) = 6

Shadowweave Cloak (6 TP)

Crafted in absolute darkness, these cloaks have the essence of darkness woven into them. They grant the **Hide in Shadows** trait to the wearer; if the wearer already has the trait, this counts as a half-level bonus instead of the normal +1.

In addition, the wearer can 'unravel' the cloak some to negate a *light* spell, *everburning flame*, or similar spells that create light. This takes one round, and acts as if casting *dispel magic* with a caster level of 6 and +6 INT. On a minor consequence, a charge is used. The cloak has four charges, and when all have been used up, it no longer functions in any way except as a normal cloak.

one trait (1) + limited dispel magic (treating as level 2 spell; 2) + 3 charges (3) = 6

Shining Gauntlets (35 TP)

Covered in gold and silver plating with a giant ruby on the back of the wearer's hands, these gauntlets are one-of-a-kind. Legend states that a hero found these in a tower of a great and terrible sorcerer. The hero discovered that these gauntlets would let him lift extremely heavy objects, including a pillar blocking the way to the sorcerer's inner sanctum. In the ensuing battle with the sorcerer, the hero found that these gauntlets also had the ability to reflect magical spells against the caster, allowing him to defeat the greatest evil of his time. Alas, the hero's name was lost to the ages, making these gauntlets the only link to this past act of courage.

The *shining gauntlets* grant +4 Strength to the wearer, the traits **Sure of Grip** and **Resistant to Visible Spells** (that is, those that visibly 'shoot forth' at their target), and the special effect *Spell Turning*. This last allows spells to be turned back on their caster with consequence points, causing PHP damage or MHP damage in a riposte, or creating effects appropriate to the spell on the caster.

They also bear the trait **Evil Will Seek Me Out**, which the GM may use to create significant trouble for the wearer!

+4 Strength (24) + two traits (2) + extreme special effect (10) - one drawback trait (1) = 35

Singing Sword of Accompaniment (2 TP; cursed versions worth 1)

Designed for use by bards, this sword acts as an instrument for a bard, freeing them to be able to fight and sing at the same time! It has the traits **Weaving a Song of Steel** and **I Make Singing and Fighting at the Same Time Seem Easy**. The *singing sword* comes in many different

variants, but since it is for use by bards, it's almost always a one-handed sword.

The above traits can also be added to a sword with other magical capabilities, increasing its value. A base *singing sword of accompaniment* does not count as a magical weapon for purposes of hitting creatures only struck by magical weapons, but versions that have other, more combat-oriented enchantments do.

Two cursed versions exist. The first, the **Singing Sword of Dancing**, when used in real combat forces the bard using it to dance. This is a major effect, placing a -4 on the bard's attacks and defences for the duration of the combat. Much more greatly feared is the **Lead-Singing Sword**, which instead of accompanying the bard in true combat, will instead sing a different song. It does not count as an instrument for the bard when doing this, preventing them from using song magic. Further, it cannot be put down once its true nature has been revealed, unless and until a *remove curse* or more powerful spell is used upon it. 10% of apparent *singing swords of accompaniment* will be one of these two versions.

two traits (2) = 2

singing sword of dancing; regular version (2) - inflicts major effect on user (6) = -4, changed to minimum of 1

lead-singing sword; no useful traits (0) - drawback (can't put it down) (1) = -1, changed to minimum of 1

Traveller's Towel (6 TP)

There are some who believe that this is the most important item an adventurer can carry. The mage, "Mad" Dola Gauss, is believed to have created the *traveller's towel*, a drying cloth carefully woven from the finest cotton in a pattern with 42-fold symmetry, granting it absorbency far beyond normal physical limitations.

Beyond this, the towel is nigh-indestructible, having the sort of resistance to damage most commonly seen with only one of a given pair of socks, coffee stains, and roaches. It has the traits: **Really Much More Absorbent than Makes Any Sort of Sense, Most Likely Thing to Survive Any Catastrophe**, and **Very High Thread Count**. Additionally, it grants to the person using it the traits: **I Always Know Where My Towel Is, Obviously I Came Prepared—I Have My Towel**, and **Improvisation is the Traveller's Best Friend**.

six traits (6) = 6

Totem of Gohm (3 TP)

This rare magic item is usable only by followers and clerics of Gohm, God of the accursed, afflicted, and downtrodden (see p 142). It appears to be a crudely-carved wooden idol representing Gohm, but when set up in a place frequently visited by followers of Gohm, the idol will seem to clean and repair itself over a period of a few weeks, slowly becoming more befitting an item of worship.

For full use, a character of a religious class who has dedicated themselves to Gohm or who respects Gohm and is willing to work with his followers is needed, plus a group of Gohm's followers. The followers may act as if they were clerics for the purpose of assisting with ceremonies, as described on *M&M* p 16 (although they may not lead ceremonies on their own).

With or without such a character, however, when the community that has formed around the idol works on a task in cooperation, they benefit from the traits **Survival Is Easier When You Do It Together** and the stance effect **We Will Not Let Each Other Fall**. This stance permits those who succeed in a check when cooperating to give effect points to others who failed in order to "pay off" any consequences they would otherwise suffer.

two traits (one regular, one stance) (2) + grants followers the ability to assist with ceremonies (1) = 3

Warding Cubes (8 TP)

This set of eight small cubes, each about an inch in size, is usually found in a small box sized to hold all eight together, often cubical itself. They are made of marble or a similar substance, often in contrasting colours.

To use them, the owner places them in a rough circle around the area to be protected, which may be as wide as 20 feet across. The created ward lasts up to eight hours. It deadens sound leaving the area and helps prevent scrying, adding 10 to the difficulty of either activity. This is one way—someone within the area can hear noises outside or scry outside it normally. It also grants the trait **Light Sleeper** to anyone sleeping within the ward, making it difficult to sneak in and ambush them.

Once the *warding cubes* have been used, they may not be used again for at least 12 hours; in any case, they can only be used once a day.

Armour and Shields

Magical armour and shields tend to be among the simpler items to imagine, since *D&D* and similar games have already amassed a considerable set of examples. Thus, rather than going for a large list of examples here, we simply give some ideas for useful properties outside of the ordinary, and a few examples.

... of Equality (4 TP property)

Makes the wearer the same size as their opponent when they engage in face-to-face melee. Against multiple opponents, it will make the wearer the size of the largest opponent they are engaged with.

rated as a variable minor effect (+2/-2), for 4 TP cost

Feather-Light (1 TP property)

Does not reduce movement speed.

valued as a trait, for 1 TP cost

Ghostly (10 TP property)

Defends against attacks from incorporeal creatures as well as those from more solid opponents.

valued as an extreme effect (removing a trait from someone else), for 10 TP cost

Icy (6 TP property)

Grants +4 defence against fire and heat-based attacks, but attacks the wearer as a difficulty 18 CON hazard each hour it is worn.

+4 to check (10) - 18 difficulty hazard (as static difficulty of 18) (-4), for 6 TP cost

... of Missile Repulsion (3 TP property)

Grants additional +2 defence against missile attacks, beyond any other enchantment the armour has.

+2 check bonus (3), for 3 TP cost

cursed: ... of Missile Attraction (-4 TP property)

Lowers defence against missile attacks by 2, and carries trait **Most Likely Target of Stray Missiles**.

-2 check bonus (-3) and one drawback trait (-1), lessening worth of armour by 4 TP

+10 to difficulties for listening in and scrying (as Static Resistance of 20) (6) + one trait (1) + long duration (1) = 8

Woad Tattoo (3 TP)

For those brave enough to wear it, *woad* grants a +1 CON bonus and allows the wearer to use their CON in place of DEX when determining physical defence scores. However, the *woad* is permanently emblazoned on the wearer's face, chest, and arms, making it difficult to conceal and marking them as a warrior. This grants the trait **Marked With Woad**. The GM may invoke this trait to create complications for the wearer, who gains a hero point when this happens.

+1 to an attribute (2) + trait effect (use CON instead of DEX for PD) (1) + mixed-value trait (0) = 3

Starlight (1 TP property)

Sheds light when in dark places, illuminating the area around the wearer. May be turned on and off with a command word.

one trait (Sheds Light) (1), for 1 TP cost

The following are a few examples of what someone might make in terms of magical armour.

Aegis of the Gorgon (36 TP)

Said to be the shield of Athena, the Aegis is a medium shield (+2—see the *Not All Shields Are Created Equal* sidebar, p 108) that bears the face of Medusa (the original one) upon it. Some myths say that Medusa's head is literally strapped to the front of the shield, but this seems ungainly, and we therefore opt that Athena transferred the appearance and properties of Medusa's face to the shield's face (with a quite difficult Enchanting roll, we're sure!).

This Aegis has the following supernatural properties: first, it is +5 to defence. Second, it has the special effect **Medusa's Gaze**, which allows the wielder to turn opponents to stone as an extreme effect. Third, it acts as a difficulty 24 hazard for anyone fighting Athena—they must make a WIS roll against this difficulty each round or accidentally look upon the shield. Lastly, effect points from looking at the face of Medusa upon the shield are cumulative.

Adding it all up, the Aegis has a value of 36 treasure points—surely a shield fit for a goddess!

+5 defence (15) + Medusa's gaze extreme effect (10) + difficulty 24 hazard (10) + cumulative effects from hazard (as stance trait, 1) = 36



Enchanted Robes of the Battle Mage (4 TP)

Magic users who often find themselves in the midst of combat have created robes to increase their likelihood of survival. These robes provide +2 to physical defence and allow the wearer to use INT instead of DEX to determine their physical defence. In addition, they provide the property **Battlefield Awareness**, making the wearer resistant to attempts to sneak up upon them, ambushes, etc.

However, the robes are sewn with runes and sigils all through them, which glow when the robe's abilities are active. This makes the wearer very apparent, granting the drawback trait **Look, It's a Battle-Mage!**

+2 to physical defence (3) + trait (use INT for PD) (1) + trait (battlefield awareness) (1) - drawback trait (1) = 4

Rogue's Leathers (8 TP)

Custom-crafted for a thief, this set of studded leather armour (+3 armour bonus) is +2 to defence and has the ... of **Missile Repulsion** property as above. In addition, it can change appearance to that of normal clothes, giving it the trait **Guy in Black Leather Armour? He Went That Way!**. It also has the non-magical trait **Many Little Hidden Pockets**.

+2 to physical defence (3) + ... of Missile Repulsion (3) + two traits (2) = 8

Sir Malcolm's Armour (7 or 13 TP)

This suit of plate mail (+7 armour bonus) is **Feather-Light** (see above), has a +3 bonus to physical defence, and has the trait **Recognized Throughout the Lands**.

Weapons

As with armour, classic *D&D* and other RPGs give copious examples of magical weapons. Here too, we present a few properties and how they might work in game terms, and a few specific examples.

Binding (2 TP property)

This weapon "sticks" to other weapons, making it easier to "bind" their weapon up with yours. This grants a +1 to both attack and defence, as it makes the opponent's parries more difficult, while also controlling their weapon to make counterattacks harder to launch.

+1 check bonus to two different checks (2), for 2 TP cost

Blood-drinker (1, 10, or 11 TP property)

Normally a property of bladed weapons, the weaker variety of this has the trait **Your Blood Heals Me**, which allows the wielder to use effect points from attacks on opponents to perform first aid on themselves, regaining 1 PHP for a minor effect, and/or removing wound-based effects (as per First Aid, *M&M* p 38).

The more powerful sort allows the wielder to benefit from blood-loss effects they describe their opponent taking, as their weapon magically absorbs the spilled blood and the life-force it carries. This counts as granting a new type of effect that the wielder can create, up to extreme.

lesser blood-drinker: one trait, for 1 TP cost

greater blood-drinker: adds new extreme effect possibility, for 10 TP cost.

(both versions together in the same weapon cost 11 TP, of course)

Wait... Magic User Armour?

According to the *M&M* rules, and historically-speaking, most RPGs ever, magic users are unable to use armour without multi-classing or taking a feat or advancement allowing them to equip it and use it effectively in conjunction with their magic. While we've listed the Enchanted Robes of the Battle Mage in the armour section to fit with their purpose and the fact that they are worn like armour, they are not armour, strictly speaking—they are an enchanted item which assists on defence, no different than a ring of protection or similar item would be, for purposes of whether a magic user can wear them.

The GM might discount it by the 6 TP if a player already has plate mail, costing it as an 'upgrade'.

+3 to physical defence (6) + Feather-Light (1) + one neutral trait (no cost) + normal cost of plate mail (6) = 13

Uniform of the Lord's Watch (5 TP)

This is a hauberk of scale mail armour (+4 armour bonus) that has the **Starlight** (see above) trait, and grants its wearer a static resistance of 18 against fear effe. It also grants the trait **Wearing the Uniform of the Lord's Watch**.

Normal scale mail is worth only 50 gp, so we consider its cost to not add to the treasure point value.

Starlight (1) + static resistance 18 (4) + one neutral trait (no cost) = 5

-cutting (Ghostcutting, Stonecutting,) (10 TP property)

This is another property usually attributed to bladed weapons, and either allows it to penetrate some sort of defence (negating armour bonuses for appropriate creatures), or allows it to affect creatures who normally are not affected by physical weaponry at all. This counts as an extreme effect, effectively negating a trait or a piece of equipment.

extreme effect, costing 10 TP

Dancing (1+ TP property)

A dancing weapon can fight on its own. Most commonly, the weapon has to be wielded for a round, and then can be released to 'dance' for a certain number of rounds before it returns to the wielder and has to be used normally for a round again.

one trait (dancing) (1), plus an additional point for each extra round the weapon will 'dance', for a cost of 1 or more TP

Defender (1 TP property)

In traditional *D&D*, a defender weapon allowed its magical plus to be applied to attack or defence, or even be split between the two. Thus, for example, a *longsword, defender +4* could have a +4 to attack; a +2 to attack and +2 to defence; a +1 to attack and +3 to defence; or any other combination that added up to four (you know what we mean, leave negative numbers and fractions out of this!). This essentially adds a stance trait to the weapon which allows its check bonus to be split as desired between two things, potentially changing it each round.

one trait (1), for a cost of 1 TP over and above the cost of the weapon's "pluses"

Haunted/Possessed (2+ TP property)

Weapons of this type are likely cursed, and are required to have a trait listing what entity is haunting or possessing the weapon (i.e. *The Spirit of Henrich—Butcher of Glamond*, *The Demon Hraggthozz*, *My Grandfather's Ghost*, etc.). This trait may be used on checks when its bearer might seek information that the entity would have. In addition, this entity will likely attempt to take over its bearer, per the *Intelligent Items* section (p 156). Such a weapon may have other abilities that it may grant its bearer, ensuring that someone will be more likely to fall under its influence.

one trait (1), plus variable other check bonuses, traits, etc., for a value of 2 or more TP (may add or subtract from cost, or be neutral, depending on the nature of the spirit)

Homing (10 TP property)

Applied to a missile weapon, this makes it 'smart'. Once loosed at a target, the missile proceeds toward it, going around corners and other obstacles if necessary. In game terms, this negates concealment and cover effects. For full negation, give the homing weapon an extreme effect.

extreme effect (10), for a cost of 10 TP

... of Intimidation (2+ TP property)

Designed to look scary, or possibly with an 'aura of fear' to it, these weapons add to the user's ability to intimidate others. Most often, this is composed of a trait (so the wielder gets a level bonus to intimidation, even if not already skilled in it) and either a weapon die for purposes of intimidation, or a flat check bonus for it.

one trait (1), plus check bonuses, for a cost of 2 or more TP

... of Quickness (variable cost property)

Simple versions just add a bonus to initiative checks, with a cost like any other check bonus. More powerful versions may create a special effect of *blinding speed*, allowing the wielder to always go first in combat when wielding the weapon. This would be an extreme effect, and would only be countered by another extreme (or better) effect.

first version has cost as appropriate for check bonus.

second version has cost for an extreme "takeout" effect—you always win initiative, except against someone with a similar effect of equal or greater power, for a cost of 10 TP

Returning (1 or 2 TP property)

This thrown weapon returns to the wielder's hand after throwing. It has the trait **Returning**. This return happens quickly enough that the weapon may be thrown again the next round. Optionally, such a weapon may have the special effect **Second Chance**: once per day, if the weapon misses, the wielder may roll again. If this roll is successful, the weapon strikes the target on its return trip!

As a major consequence on a failed attack, the target of the attack may catch the weapon.

one trait, for a cost of 1 TP.

second version has two traits, for a cost of 2 TP.

... of Shattering (3 TP property)

Weapons enchanted to shatter other weapons (or shields!) should be granted a minor special effect. Since this is an effect that's already normally possible, instead of making the effect possible, this reduces the cost of creating such an effect. Thus, someone wielding a *sword of shattering* would only need a major effect instead of an extreme effect to break an opponent's weapon or shield.

minor special effect (3), for a cost of 3 TP

The following are a few examples of what one might make in terms of magical armament.

Mace of Damnation (7 TP)

It is said that long ago, this mace belonged to a powerful cleric of a Good god—but somehow, when this long-lost cleric defeated his greatest foe, a mighty demon, the demon was entrapped inside the mace, creating this item.

The mace of damnation is +2 to hit and damage, with an additional +2 to both when used against demons or empyreals. It has both the ... **of Shattering** and ... **of Intimidation** properties as discussed above, the latter granting a +1d8 weapon bonus for intimidation. It grants the lesser form of the Blood-drinker ability as well.

The **Demon of the Mace** refuses to give its name, and, indeed, claims to have forgotten it. It can communicate only with someone who is touching the *mace*, speaking to them telepathically, and both sending and sensing emotions.

The Demon of the Mace

Level 9, MD 27 (+14), MHP 97, Init M +17

Influence to Anger +17

Mind Shadows +17 (+seeing what isn't there +not seeing what is there)

Int 19 (+8), Wis 16 (+3), Cha 5 (-3)

I Know Who's Who in Hell

Your Darkest Secrets Will Be Mine

Subtle Insinuations

The Patience to Plot Slowly

+2 to hit (3) + +2 to damage (3) + additional +2 to each against demons or empyreals (6) + ... of Shattering (3) + ... of Intimidation as +4 check bonus (10) + Blood-drinker (1) = 26

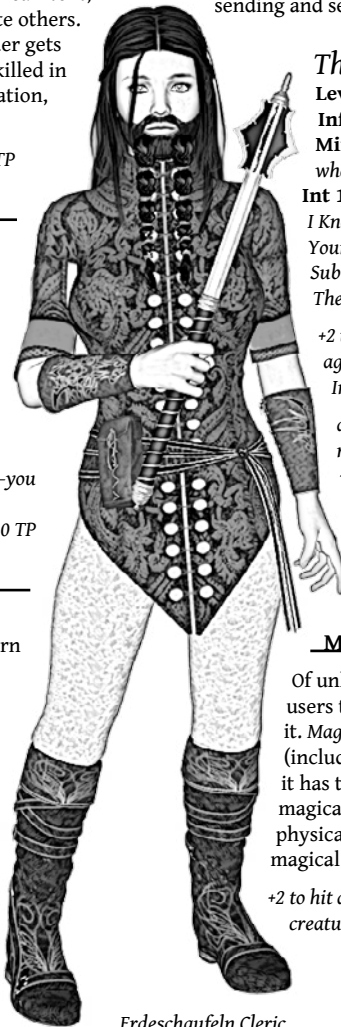
demon: two static resistances of 24 (Mental defence and mental attacks) (20) + +3 check bonus to mental influence (6) + four traits (4) + hit dice (9) = 39

Since the demon may be helpful sometimes, but will probably usually be a hindrance, we subtract half its value from the worth of the mace, making it a cursed item worth 7 TP

Mage's Bane (22 TP)

Of unknown origin, this dagger has caused many magic users to wish they could curse whoever might have created it. *Mage's bane* is a +2 dagger, +4 vs. magic-using creatures (including magic users, blademages, and so forth). Further, it has the property **Spellcutting**, which allows it to ignore magical effects of extreme or less that increase a target's physical defence (this includes the defence bonuses of magical armours, *rings of protection*, and the like).

+2 to hit and damage (6) + +2 to hit and damage vs magic-using creatures (6) + spellcutting (10) = 22



Erdeschaufeln Cleric

Poquil's Mighty Harpoon (5 TP)

Looking like a large, barbed spear with a thin rope attached to the end, the *harpoon* is +1, +2 vs sea-dwelling creatures, and has the property **Returning** as described above. Note that if the *harpoon* is used to create snaring consequences from being stuck in a foe, then it does not return!

+1 to attack and damage (2) + +1 to attack and damage vs sea creatures (2) + one trait (1) = 5

Tide Star (11 or 21 TP)

A shortsword with an aquamarine blade speckled with dark blue stars, *Tide Star* is sentient and sings in an unknown language; however, anyone hearing the sword directly understands it perfectly. Legend says that it holds the soul of a siren who sacrificed herself to be with the sailor she loved.

Tide Star is a shortsword +2 to hit and damage, +4 to damage vs. fire elementals and creatures vulnerable to water. It bears the traits **The Siren's Call**, allowing the character holding it to speak to water spirits and granting a trait bonus to such interactions, and **Underwater Breathing**.

+2 to attack (3) + +2 to damage (3) + +2 to damage vs. fire elementals and creatures vulnerable to water (3) + two traits (2) = 11

If the GM chooses to have *Tide Star* truly hold a soul, it has the following statistics:

Level 5, MD 19, MHP 30, Init M +6
Int 13 (+1), Wis 12 (+1), Cha 14 (+4)
A Siren's Soul
Help My Wielder Find True Love

Non-Magical Magic Items

With several of our items above, we've mentioned that certain properties are not truly magical, but are nonetheless adding traits, bonuses, or other game properties to the items in question as if they were. If magic is supposed to be rare in your game world, you may wish to expand this practice; indeed, one could have a game world entirely without magic, but which still has 'magic items' that are not truly magical at all.

You've already seen the first element of **MONSTERS & MAGIC** which can support this: that the magic item costs don't necessarily have to reflect magic. A sword can be exceptionally well-balanced, or hold an edge extremely well, gaining a bonus to attack or to damage as if it were magical. Armour 'pluses' can come from the use of exceptional materials (refer to the sidebar *A Material Advantage*, p 117), excellent design (the use of glancing surfaces, or reinforcing the armour where needed), methods of tempering, and so forth.

The same applies to other items. Musical instruments of exceptional quality could give 'magical' bonuses to their use. For bands, particular songs could have properties of their own, being treated like casting bonus items: a famous lullaby that acts like a scroll of *sleep*, or a work song that can give helping bonuses to construction, for example. Similarly, a fine set of thieves' tools could give bonuses to opening locks, well-padded boots of soft leather might aid with moving silently, and so on.

Indeed, some classical fantasy items are like this, according to many interpretations. Tolkien's 'elven cloaks' and 'elven boots' are not supposed to be enchanted *per se*, but rather made with techniques that shorter-lived races are unable to master.

Some items might be mechanical in nature. For a Steampunk-flavoured setting, a 'flaming sword' might use oil and have an

This may be assumed to be as much trouble as it is help, leaving the value at 11 TP. The level is chosen to be commensurate with the sword's bonuses, as described above, and the attributes sum to 39. None of them are exceptional, and the two traits are both going to be trouble as well as help.

If the GM wishes for the siren within *Tide Star* to be more helpful, it could grant a trait of **Knowledge of the Underwater World**, and/or its CHA bonus would be allowed to be a bonus to the wielder when attempting to handle delicate matters (+4 check bonus, for a cost of an additional 10 TP!)

A big thanks to Alex Corbett for backing *Tide Star*!

The Hood's Bow (9 TP)

Believed to be the bow of a famed highwayman, this simple yew longbow is fairly non-descript, the only clue to its identity being a small carving near the upper tip of the name "Marian" and a small heart.

The bow grants a +3 attack bonus; beyond that, however, it grants an additional +2 bonus when used to shoot in competition rather than combat, granting the wielder a total +5 bonus in such situations! The bow's reputation precedes it, however, and it has the trait **Living Up (Or Down) to Expectations is Never Easy** along with **Rob From Rich and Give to the Poor** (author's note: that started as a typo, but it grew on us. Feel free to hit your players with people named 'Rich' they have to rob from....).

+3 attack bonus (6) + additional +2 attack bonus when used to shoot in competition (3) + two neutral traits (no cost) = 9

electrical ignition! 'Wings of flying' or 'goggles of night vision' could also have technological rather than magical bases.

Skills, Spells, and Non-Magical 'Magic'

If you're using such items, then there are some things that should be borne in mind. The *detect magic* spell will not respond to them, nor can *dispel magic* temporarily or permanently remove their properties. In a world that features both true magical items and those of exceptional craftsmanship, this can actually be an advantage! However, appropriate magic of an opposite type might be of help: for example, a *frost* spell might be useful to temporarily take the a steampunk 'flaming sword' out of commission. For that matter, a steampunk robot might be slowed or paralyzed by such a spell, preventing its boiler from generating steam to power it!

Of course, characters will need some means to recognize such non-magic items and figure out their use. Skill-type traits can come into play here: *fighting lore* may let a fighter recognize exceptional weapons and armour, or *smithcraft* might. If you'd like your players to branch out into skills outside the normal run of adventuring, the use of such skills to recognize 'magic' can help. Indeed, you could also create higher-tier advancements that allow those with appropriate skills to craft such items as well!

Especially if taking one's game world in a Steampunk or similar direction, such additional traits may be of great use. A tinker in such a setting might be able to 'recharge' certain types of 'magic items', using treasure points to do so... and if magic exists as well, might work with a magic user for items that combine both.

Growing Items With the Characters

Traditionally in *D&D* and similar RPGs, characters have gained new magic items as they progressed upward in level. The fighter with a +1 magic sword finds a +2 sword, or perhaps a +1 sword with a special feature, such as a *flaming sword*. They then have two magical swords—but unless they're dual-wielding, they can't use both. So what happens to the old one? Usually, it's either kept as a backup weapon (especially in campaigns where encumbrance is routinely ignored!), or handed off to someone else—either another player character, or one of the PCs' henchmen.

With a reasonably-sized party, this often results in there being a lot of 'extra' magic items around after a while. Classically, *D&D* has presumed that characters would have magical armour and weapons commensurate with their level, so everyone would get periodic upgrades of those. By tenth level or thereabouts, a party of five adventurers might have anywhere from a dozen to a few dozen 'spare' magical armours and weapons, depending on how often the GM gave them upgrades.

This doesn't fit with legend, though. Magical items tend to be rare there, and heroes often keep the same item throughout their careers—Arthur didn't have more than two war swords (depending on whether the version in question has the Sword in the Stone and the one given by the Lady in the Lake being the same); Roland had only *Durendal*; Cú Chulainn had *Gae Bolg*; Sigurd had *Gram*; and so forth. Even in fantasy literature, heroes don't normally go through so many different weapons and armour as those in gaming. Gandalf finds *Glamdring* and continues to use it; Bilbo passes *Sting* on to Frodo, but not because he's gained a better sword; Elric doesn't replace *Stormbringer* (much as he might like to); nor does Corwin replace *Greyswandir*. We are told that Fafhrd's *Graywand* and *Heartseeker* and the Mouser's *Scalpel* and *Cat's Claw* are in fact many different weapons, which they always give the same names to; however, these are never described as being magical.

Part of this has to do with *D&D*'s model of magic item creation: to quote Ken Rolston, magic items in classical *D&D* seem to be "spontaneously produced deep in the earth by mysterious geological principles". There are no real rules for actually creating them, beyond a few hand-waving explanations, and they occur in the official modules in great numbers. This makes the replacement of items natural. In extreme cases, it results in characters with practical arsenals of their own. (Which, combined with *bags of holding* and the like can result in something like golfers picking their clubs: "Hmm, a fire drake... caddy, give me my +3 *frost blade*, *ring of fire resistance*, and the *javelins of lightning*, please.")

M&M's concept of treasure points provides a natural alternative, though: characters can be allowed to either "trade in" existing items for their treasure point values so they can get new, better items, or they can be allowed to use them to upgrade existing items.

In the first case, the characters are either selling the items in order to get money to pay an enchanter, or are having the items disassembled and/or disenchanting to use as the raw components to create something else (either creating their new items directly, or being traded to the enchanter as 'raw materials' to use later). This should take some time, and requires either going to a place where magicians capable of doing the work can be found, or having someone who can do it with you—or doing it yourself, as Harry Dresden does in upgrading his equipment through the course of *The Dresden Files* series.

In the second case, either the characters are having new enchantments placed onto their existing equipment (in a process much like the first one), or they are discovering new capabilities of their equipment, not unlike the *Sword of Shannara* or *Sword of Truth*, respectively. This could be worked into the story as discovering a command word; finding out about a new ability when using the item against a new type of foe; finding another item which is part

of a set, and which unlocks abilities of other members of the set; a gift from a divine patron, grateful magician, or some other source; or, as in *Earthdawn*, items becoming magical not through deliberate enchantment, but simply by being associated with a great hero for a considerable time.

Example: A young paladin, Thornele, starts out with a signature item: *my father's sword*. Initially, this is a sword with a +1 to attack. On her first adventure, she gains two treasure points, and her player (Travis) decides that she takes her sword afterwards to the high priest of the local temple and asks him to bless it. He does this, and one treasure point is spent to give it the trait **Blessed Weapon**.

A couple of adventures later, the player decides the sword needs another upgrade. This time, Travis asks the GM if he can add a +1 to damage to the sword; the GM says that's fine, and doesn't think it requires any additional explanation. This costs one treasure point.

A few levels pass, and Thornele spends a good bit of time fighting undead. The *blessed weapon* trait stands in good stead for this, but Travis thinks a bit more oomph against non-undead would be nice. Thornele has a few unused treasure points, so Travis decides to increase the attack and damage bonuses to +2 (costing 4 treasure points, as per the table on *M&M* p 86) and the stance trait *defender*, allowing the attack bonus to be used as a defence bonus instead when desired. The in-game justification is a blessing granted to the sword by Thornele's patron deity.

When Thornele reaches 10th level, Travis decides it's time for another major upgrade that would increase her sword's attack bonus to +3 (costing 3 treasure points), and add the special effect *frost blade*, allowing Thornele to create major effects related to frost with the sword (costing 6 treasure points). This time, the GM decides that something more is needed before these upgrades can be given, and Thornele is required to go on a quest to find a lost temple in the far north which must be reconsecrated. When she accomplishes this, her deity places a new blessing upon the sword, and tells Thornele that the sword's name is *Rimewall*.

At this point, *Rimewall* is now a sword +3 to attack, +2 to damage, with the traits *blessed weapon*, *defender*, and the special effect *frost blade*. Travis has invested one advancement (the signature item trait) and 16 treasure points into it.

CHAPTER 9: SPELLS, NEW & OLD

MONSTERS & MAGIC provides a small selection of spells—47 in all, of 1st and 2nd level. This is a good starting set of spells for low-level characters, but once PCs advance to fifth level and begin to gain 3rd level spell slots, it's no longer sufficient. Thus, we provide a wider array of spells here: over 200, ranging from 0-level 'cantrips' to 9th level spells of mythic power. We haven't, however, simply translated traditional *D&D* spells to *M&M*. While you'll find many spells here you may be familiar with from *D&D*, we've also created new spells, particularly for clerics.

Original *D&D* presented its clerics in the mold of the fighting-priests of medieval lore, and gave them a distinctly Judeo-Christian spell set, with many of the clerical spells echoing Biblical miracles or those attributed to various saints in medieval lore. However, many players chose to have their clerics be priests of pagan gods, which

stretched the *D&D* spell selection. We've chosen to create a core set of clerical spells that are adaptable to any sort of deity—rather than having fixed effects, their effects depend on the sphere(s) of the cleric's chosen deity.

With Illusionists, we've chosen to move closer to original *D&D* and 1st edition *AD&D*, giving them their own separate spell list from the magic user list. There is a good deal of overlap, but there are many magic user spells that are outside the range of what an illusionist can do, and some illusionist spells that normal magic users do not have access to. Further, as with clerics and druids, some spells that are shared by both classes are easier for one or the other. We feel that this gives more flavour to illusionists as a class. Future supplements from Ebon Gryphon Games will explore other magic user variants with unique spell lists.

General Spell Information

Scaling Spells

A caster who is capable of performing actions at scale can scale spells. To do so, use the rules for *High-Level Play* (*M&M* p 62-69) and *Spellcasting at Higher Levels* (*M&M* p 71). These are summarized in the table below.

Working at scale, a caster may 'upgrade' a single aspect of the spell to the appropriate scale for the effect point cost listed.

In order to cast spells at scale, the caster must have a suitable construct to work with—a lab, mage's tower, temple, sacred grove, or the like. They must also cast their spell using scaled time, with rounds or turns of casting time being increased in scale the same way as duration would be if duration were extended.

For example, a 10th-level caster could cast a *locate object* spell at epic scale, spending 25 effect points to boost the range of the spell to about 100 miles. To do so, the caster would need an epic scale construct (e.g., a wizard's tower), and would need to spend an hour casting the spell.

Some spells given in the spell list below are 'innately scaled'. For example, the *fireball* spell is a third-level spell, only castable by casters of 5th level or above. It is innately scaled for target types, allowing it to target either multiple adventurer scale targets, or a single scaled construct.

Targeting Spells

Each spell has an area of effect listed; often, that area will be "one object or creature". So, how does a spellcaster let the spell know which object or creature the spell should affect?

The simplest means is the most direct: **pointing**. This might not literally involve pointing one's finger, but it does require that the caster must be able to directly see the target. Thus, an invisible creature or one who has successfully hidden from the caster with an extreme effect or better cannot be pointed to. Dense fog, smoke, *blindness* spells, *mirror images*, or visual displacement effects may also interfere with targeting by this means.

The second means is **naming**, following the *Law of Names*, described in the *Laws of Magic* section (p 146). Ideally, the caster should know the subject's true name; however, it can be enough to know a common name, provided that it uniquely identifies the target within the range of the spell. Magicians of a paranoid nature often identify themselves by names that could describe a vast variety of things: "Grey Wolf", "Sparrow", or similar aliases are often used. Less paranoid magicians simply give an incomplete name, especially if their own name is a common one.

Third is **contagion**, which you may recognize as another of the *Laws of Magic*. This is the use of an item which has either had long-term close contact with the target, or which was once part of the target: for example, a piece of clothing that belonged to them, a lock of hair from them, fingernail trimmings, some of their blood, or

Table 19: Scaling Spells

Scale	Levels	Effect Points	Range	Area	round becomes	turn becomes
Heroic	5-9	20	~ 20 miles	village	turn	hour
Epic	10-14	25	~ 100 miles	city	hour	day
Legendary	15-19	30	~ 1000 miles	kingdom	week	month
Mythic	20	35	anywhere in the world	continent	year	decade

so forth. Obtaining such an item may be difficult. The more you have, and the fresher it is, the better the link; or, in the case of an item, the longer the contact has been and the more recently it ended, the better. If a character goes to lengths to get a particularly good item for contagion targeting, the GM might wish to give an effect that the caster can use based on it.

Contagion can also be applied in reverse, by placing an item which you have a link to (either a natural link via contagion as above, or an enchanted link) on the target. For example, a magic user/thief might place a ring they've been wearing for some time into the pocket of a mark, then later use a scrying spell to check out the area around the ring... or try to use a sleeping spell on whoever has the ring on their person!

Ideally, multiple means of targeting would be used—but reality is rarely ideal, and adventuring mages often need to target creatures they've never met or seen before. Thus, most spell descriptions are written with pointing in mind, but players and GMs should bear in mind the other possible methods of targeting. Note that these methods do not extend the normal ranges of spells in and of themselves—although using someone's true name or a strong contagion link might be helpful in getting enough effect points to extend the normal range of a spell!

Spell Traits

Some traditional *D&D* spells are more powerful than you would expect a spell of their level to be. Perhaps the classic example of this is *fireball*, which does massive damage with a large area of effect, while having a very long range and short casting time. By contrast, *lightning bolt*, which is the same level, affects a much smaller area, and the Druidic *call lightning* affects a smaller area and has a much longer casting time, plus a requirement that it already be stormy out—at the same spell level!

To help in reconciling this, we've introduced the idea of *spell traits*. Some spells just have drawbacks. *Fireball*, for example, is notorious for creating problems for those who try to use it in enclosed spaces, and also has a tendency to destroy any sort of fragile treasure that the targets may have had on them. We use these to give suggestions to GMs for how very powerful spells can be counterbalanced through drawbacks.

We also include in the spell trait area caster traits that may influence the spell—for example, druids are unusually good at animal-affecting spells, making such spells easier for them than they would be for magic users or most clerics.

Instant Cast Spells

MONSTERS & MAGIC lists *feather fall* and *magic missile* as having casting times of “instant”. What does that mean, though? Our interpretation is this:

First, an instant-cast spell can be cast as a reaction—for example, *feather fall* can be cast by a magic user who is knocked off a cliff without having to wait until their next action (which is quite needful, since one second is enough time to fall sixteen feet, and a one-minute round is enough to fall almost two miles!)

Second, casting an instant-cast spell does not use one's action for the round. Instead, we choose to interpret it so that instant-cast attacks work like ‘minor actions’ in *(A)D&D 4e* or ‘swift actions’ in *Pathfinder*—you can cast one on your turn, in addition to taking your normal action and moving. Instant-cast spells that are defensive or general purpose work like *4e* ‘reactions’ or *Pathfinder* ‘immediate actions’, allowing you to cast them on someone else's turn, but no more than one during someone else's turn.

Spells and Scaled Targets

By the core rules, affecting a scaled construct requires either using a proxy construct of appropriate scale (for example, a magic user or cleric using their wizard's tower/temple to cast at scale), or a character of sufficient level spending effect points to generate a scaled effect. However, some spells are innately scaled, having been designed to affect large areas or large groups.

A classic example of such a spell is *fireball*; this spell affects a considerable area (a 20-foot radius), which lets it affect heroic scale constructs. Note that *fireball* is a 3rd-level spell, and thus, normally can only be cast by magic users of 5th level and above—that is, ones who are high enough in level to create heroic scale effects. This is deliberate; scaled spells should be of a level such that those who can cast them will be high enough level to normally create effects of such scale. Essentially, the higher-level spell slot substitutes for paying the effect points to create a scaled effect.

However, this applies only when a spell is being used for its normal purpose. A *fireball* being used to intimidate a group of villagers, for example, does *not* automatically create a scaled effect. Instead, effect points from the *fireball* would need to be spent for a heroic effect (see the example in the core *M&M* book, p 62). Note, however, that the damage dice of the *fireball* are here used to help pay for the effect!

This extends to positive effects as well: for example, a magic user could cast a *fireball* to signal to his armies that he is still alive and fighting, using that to create a morale boost for them. This too would be a non-standard use, and would require spending the spell's effect points to create an appropriate effect. If the GM feels a use is dubious, but doesn't want to completely disallow it, they may wish to halve the effect points generated.

Reversible Spells

Players of original *D&D* and first-edition *AD&D* had debates over how reversible spells were supposed to work. Did spellcasters need to pick which version of the spell they were going to cast when they memorized the spell, or could they choose when the spell was cast?

For our spell creation system, we've decided to make room for both interpretations. The key is in how a spell's spell sentence is phrased. A spell phrased like this:

(heat/chill) (caffeinated beverages)

requires the caster to choose at memorization time. One that is phrased like so, however:

(heat) (or chill) (caffeinated beverages)

allows choosing when the spell is cast. By our spell creation rules, the latter version is very slightly more difficult to cast. A +1 to difficulty seems to us to be a fair trade for the flexibility of deciding which way the spell will work when you cast it.

Having introduced the idea of spell sentences giving options, it should be noted that these options don't necessarily have to be direct opposites, and there can possibly be more than two options. If you're using a memorized spell system, then the GM should take care to make sure that all the options on a spell are suitably related, so that it makes sense that one spell might describe how to do them all.

A typical use would be with *find* and *locate* spells. These could have *conceal*, *mask*, and *false* variants, all from one spell—the determining factor being whether the caster wishes to “suppress” or “alter” the “signal” the spell is looking for, or create a “fake” signal.

Cleric Spells

0

Bolster/Weaken Will
Exhaust/Fortify Body
Know the Faithful
Sanctification
Suppress Magic
Weather Prediction

1

Bless
Blessing of the Field / Curse the Field

Command

Create Water

Cure/Cause Light Wounds

Detect/Conceal Charm

Detect Evil/Good

Detect/Mask Life

Divine Strength

Evil Eye

Find Undead

Fog Cloud

Know Emotions

Light/Darkness

Protection From Evil/Good

Purify Food and Drink

Remove Fear

Sanctuary

2

Animate Corpse

Augury

Delay Poison

Detect Alignment/Mask

Alignment

Expiate / Scapegoat

Feed the Faithful
Heat/Chill Metal
Locate/Conceal Object
Rebuke
Remove Enchantment
Spiritual Influence
Spiritual Weapon
Succor the Faithful
Tongue of the Speaker

3

Animate Dead
Cure/Cause Disease
Cure/Cause Serious Wounds
Detect Class
Detect Teleport
Dispel Magic
Dreams of Guidance
Dust Devil
Glyph of Warding
Hold Person
Incite Fervour
Lesser Servant Call
Neutralize Poison / Poison
Remove Cursed Item
Rust/Restore Metal
Sacrificial Binding
Scrying / Veil
Spiritual Empowerment
Spiritual Mark
Water Walk

4

Blessings Upon the Land / Curse the Land
Call the Lightning

Calm/Call the Storm
Command the Faithful
Detect/Conceal Polymorph
Feed the Multitude
Gift of Tongues
Hold Monster
Life/Death Surge
Locate/Conceal Person
Mage Wind (as Call Wind)
Malediction
Manifestation of Power
Shockwave
Spiritual Influence of the Multitude
Stone Shaping
Walking the Road

5

Cure/Cause Critical Wounds
Detect Astral
Detect Ethereal
Geas
Greater Rebuke
Invocation of Wrath
Lesser Chariot of Clouds
Mass Heal/Harm
Metal Shaping
Part the Waters
Punishment
Remove Enchantment
Servant Call
Speak With the Dead
Sustain the Faithful

6

Animate Dead Army

Incite Fervour in the Multitude
Inform the Faithful
Invocation of Mighty Wrath
Mass Spiritual Empowerment
Moonlight / Sunlight
Part the Earth
Protection of the Multitude
Rain of Mana
Restoration/Destruction of the Body
Speak With Monsters
Spiritual Guidance

7

Chariot of Clouds
Dark Binding
Restoration/Destruction of the Spirit
True Sight
True Speech
Word of Recall

8

Consign the Soul
Elemental Form
Fortress of the Spirit
Greater Spirit Call
Holy/Unholy Army
True Resurrection/Destruction

9

Empowered Avatar
Penitence
Power Word: Death
Restore the Land
Trap the Soul

Druid Spells

0

Find Animals or Plants
Know the Faithful
Suppress Magic
Weather Prediction

1

Animal Growth/Reduction
Blessing of the Field / Curse the Field

Charm Animal

Detect/Conceal Charm

Detect Life

Detect Snares and Pits

Endure Elements

Entangle

Faerie Fire

Fog Cloud

Frost

Pass Without Trace

Purify/Contaminate Water

Shillelagh

Speak With Animals

Swiften Steed

2

Barkskin
Beast Rider
Call Messenger
Command Animals
Cure/Cause Light Wounds
Everburning Flame
Eyes of the Spider
Find/Conceal the Trail
Find Unnatural Things

Fog Cloud

Heat/Chill Metal

Influence Weather

Invisibility to Animals

Nature's Bounty

Rebuke

Rebuke Animal

Warp Wood

3

Blessings Upon the Land / Curse the Land
Commune With Nature
Dispel Magic (as Restore the Natural Order)

Hold Animal
Nature's Mark
Neutralize Poison / Poison
Plant Merge
Remove Cursed Item
Rust Metal
Scrying / Veil
Slow/Easy Travel
Speak With Plants
Wall of Wind (Roiling Wall)
Water Walk

4

Airy Water
Animate Rock
Binding of the True Form
Call the Lightning
Calm/Call the Storm
Castle of Thorns
Cure/Cause Serious Wounds
Detect/Conceal Polymorph
Hold Monster
Hold Plant
Life/Death Surge
Mage Wind (as Call Wind)

Malediction
Mass Barkskin
Mass Endure Elements
Mass Invisibility to Animals
Mass Pass Without Trace
Moistened Air
Nature's Plentiful Bounty
Plant Growth/Reduction
Shockwave
Summon Swarm
Stone Shaping
Turn to Tree
Wall of Fire
Wall of Thorns

5

Geas
Greater Animal Growth/Reduction
Greater Rebuke
Hallucinatory Dream
Know the Land
Remove Enchantment
Rock to Mud / Mud to Rock
Summon Lesser Wood Elemental

Transport Via Plants

6

Cure/Cause Critical Wounds
Mass Heal / Harm
Moonlight / Sunlight
Walk of the Elements

7

Chariot of the Elements
Command Nature
Earthquake
Reincarnation
Word of Recall

8

Army to Forest
Blot the Sun
Command the Seasons
Elemental Form
Nature's Army

9

Pestilence
Restore the Land
Starfall
Time Stop (as Halt the Sun and Moon)

Magic User Spells

0

Detect Speech
Erase
Mage's Hand
Message
Suppress Magic
Wizard's Mark

1

Analyze/Mask Magic
Burning Hands
Charm Person
Colour Spray
Comprehend/Confound Languages
Delay
Detect/Conceal Charm
Detect/Mask Life
Detect Magic
Disguise Self
Distract
Door Ward
Evil Eye
Feather Fall
Fog Cloud
Frost
Ghost Sound
Giant's Strength
Hold Portal
Identify
Illusory Object
Know Emotions
Light
Magic Missile
Object Glamour
Shield
Shocking Grasp
Silent Image
Sleep
Ventriloquism

2

Animate Corpse
Blur
Death Grasp
Death's Deception
Detect/Mask Thoughts
Find/Mask Undead
Flaming Blade
Heat/Chill Metal
Hypnotic Pattern
Invisibility
Levitate
Locate/Conceal Object
Mage Armour
Mirror Image
Personal Ward
Repair
Silence
Swiften Steed
Touch of Idiocy
Weapon Transmutation

3

Boiling/Freezing Blood
Detect/Mask Teleport
Dispel Magic
Dust Devil
Everburning Flame
Fireball
Flight
Force Ram
Glyph of Warding
Hold Person
Lightning Bolt
Mage's Mighty Hand
Mask Unnatural Things (see Find Unnatural Things)
Remove Cursed Item
Rust/Restore Metal
Scrying / Veil
Trigger Ward
Wall of Wind (Roiling Wall)
Water Walk

4

Airy Water (Moistened Air)
Detect/Conceal Polymorph
Full Illusion
Gift of Magic / Magic Drain
Hold Person
Locate/Conceal Person
Malediction
Minor Teleport (Dimension Door)
Polymorph Other
Polymorph Self
Reverse Missiles
Shockwave
Spellshield
Stone Shaping
Teleport Escape
Teleportation Circle
Wall of Fire
Wall of Ice

5

Catapult
Detect Astral (Detect Ethereal)
Dominate
False Teleport
Injunction
Metal Shaping
Ownership
Remove Enchantment
Rock to Mud / Mud to Rock
Sickness of Glass
Teleport
Wall of Iron
Wall of Stone

6

Flesh to Stone
Globe of Force
Invisible Stalker
Magic Jar
Manikin
Speak With the Dead
Stone to Flesh / Flesh to Stone
Wall of Force

7

Animate Dead Army
Dark Binding
True Sight
Wall of Darkness
Word of Recall

8

Death Servant
Encompassing Globe
Hallucinatory Dream
Mind Blank
Permanency

9

Disjunction of Magic
Power Word: Death
Time Stop
Trap the Soul
Wish

Illusionist Spells

0

Detect Speech
Distract
Erase
Mage's Hand
Mask Life (see Detect Life)
Message
Object Glamour
Suppress Magic
Wizard's Mark

1

Analyze/Mask Magic
Colour Spray
Conceal Charm (see Detect Charm)
Confound Languages (see Comprehend Languages)
Death's Deception
Deceptive Distance
Delay
Detect/Conceal Life
Disguise Self
Door Ward
Fog Cloud
Ghost Sound
Identify
Illusory Object
Light/Darkness
Reflective Gaze
Shield
Silent Image
Ventriloquism

2

Blindness (Deafness)
Blur
Deceptive Distance
Everburning Flame (as False Flame)
Hypnotic Pattern
Illusionary Feast
Invisibility
Locate/Conceal Object
Mage Armour
Mask Thoughts (see Detect Thoughts)
Mirror Image
Personal Ward
Silence
Veil (see Scrying)

3

Conceal Person (see Locate Person)
Confusion of Battle
Consign the Soul
Detect/Mask Teleport
Dispel Illusion
Dispel Magic
Full Illusion
Glyph of Warding
Hold Person
Mask Unnatural Things (see Detect Unnatural Things)
Phantom Steed
Scrying
Trigger Ward
Wracking Pains (see Boiling Blood)

4

Detect/Conceal Polymorph
Gift of Magic
Hold Monster
Locate Person
Phantasmal Hunter
Remove Cursed Item
Spellshield

5

Detect Astral (Detect Ethereal)
False Teleport
Injunction
Minor Teleport
Remove Enchantment (as Remove Greater Illusion)
Shadow Form
Shadow Magic
Shadow Monsters

6

Manikin
Programmed Illusion
True Sight

7

Bilocation
Mind Blank
Simulacrum
Wall of Darkness

8

Grand Illusion
Hallucinatory Dream
Permanency
Shape Reality

9

Illusion's End (see Disjunction of Magic)
Shadow Doorway

Varying Spells by Class or Specialty

Beyond the question of whether someone of a given class can or can't cast a spell, GMs might also vary *how* they can cast the spell. For example, a GM might decide that clerics of gods opposed to the undead can cast *find undead*, but not its reverse, *mask undead*. A magic user who has taken a specialization in necromancy, but not one in divination magic, might labour under the same restriction.

This can also extend to spells that involve elemental manifestations, or that are variable in some other way. Several of our clerical spells state that they can create effects "appropriate to the domains of the cleric's deity" for example; other spells could be treated the same way. Thus, a magic user who has taken a fire specialty might be able to create illusionary as well as real flame (it's just light, after all, or heatless flame), but not illusions of other things. A necromancer might be able to use *hold monster* against undead, but not against other types of monsters, or be able to use *detect ethereal* solely for the purpose of sensing the presence of ghosts.

In some cases, spells already have built-in restrictions, which might be able to be varied—you can see examples of how this might work in the spells *dreams of guidance* and *word of recall*.

There are also a few spells which are minor variations on each other, such as the druid's *hold plants* and the other *hold* spells, or *command the faithful* vs. *command animals*, or *rebuke* vs. *rebuke animals*.

Some of the classic *D&D* spells could easily be re-created with what we've provided by this means—for example, the druidic *anti-plant shell* and *anti-animal shell* are just selective versions of the *globe of force*. Druidic *animal summoning* spells can be created as minor variants of the clerical *servant call* spells provided here. The classical *feign death* is our *death's deception* minus the illusion component. For that matter, *haste* could be a variant on *swiften steed*, with a couple of secondary effects added!

By these means, GMs can easily enhance the versatility of casters, without having to get into the mechanics of spell creation, or write up minor variations on existing spells. If you do wish to make the more restricted versions a bit easier, a -1 to the spell rank is probably appropriate, or -2 if the limitation is greatly cutting down how useful it is. Adding a secondary effect to a spell is normally a +1 rank change.

Spells (Alphabetical by Name)

Airy Water

Level: Druid 4, Magic User 4

Rank: 8

Commonly Enchanted To: belts, scrolls, staves, wands

Types: elemental, life, protection; air, conjuration, transmutation, water

Range: none

Casting Time: 1 round

Duration: 1 turn/level

Resistance: as difficulty

Area of Effect: 20 ft sphere surrounding caster

Spell Sentence: (infuse) (the essence of air) into a body of water (without removing other properties) (and move with caster)

Rank 2 + heroic area (5) + quick casting (1 - reduced from heroic to adventurer) - limited use (only infuses into water) (1) = Rank 7

This spell infuses an area of water with elemental air, so that it simultaneously has properties of both water and air. *Airy water* can be swam in, can be breathed by both air- and water-breathing creatures, normal fire will burn within it, and it does not drag as much as water does. The area created moves with the caster.

Land-dwelling creatures can walk along the bottom in an *airy water* area at normal movement rate. Swimmers move at half normal speed, due to the lower viscosity of the *airy water*.

Sand, dust, or other particles in the water are not removed—thus, if cast in a muddy area, the ‘air’ will be equivalent to a dust storm (albeit without high wind).

Aquatic races have a variant, *moistened air*, which allows the use of gills in air, and prevents the skin of aquatic races from drying out on land. It does not, however, allow one to swim through air!

Analyze Magic (reversible to Mask Magic)

Level: Magic User 1

Rank: 1

Commonly Enchanted To: eyepieces, scrolls, wands

Types: divination, evocation, metamagic

Range: reach

Casting Time: varies

Duration: n/a—lasts while you continue casting

Resistance: as difficulty

Area of Effect: the spells/enchantments upon 1 object or creature

Spell Sentence: (detect) (the presence of magic) and (give) (information about it)

Rank 2 - reduced range (1 step, 1) - increased casting time (1 turn for full effect, 1) + variable effect with effect points (1) = Rank 1

The well-known *detect magic* spell will reveal the presence of magic, and, in some cases, give the caster an impression of the type of each source of magic present. To gain further details about a spell or enchantment, however, requires the use of *analyze magic*.

The simplest and quickest use of *analyze magic* is as a more targeted version of *detect magic*. When used thusly, it requires a full round. In this mode, a simple success indicates the presence of magic, a minor success the number of magical effects and strength of the strongest one, a major success the strength of each one and type of the strongest, and an extreme success the type of each one.

By spending a full turn in the casting/use of *analyze magic*, the magic user gains all of the above information with a mere simple success. Other pieces of information can be gained by spending effect points:

Detect Magic, Analyze Magic, and Other Detection Spells

Detect magic and *analyze magic* can theoretically substitute for certain other detection spells. Usually, specialized detection spells will have a lower difficulty for discovering what they are meant to discover: for example, while the casting difficulty of *detect magic* and *detect charm* is the same, it takes an extreme effect on *detect magic* to determine the type of a spell—thus, *detect charm* determines whether or not a *charm* spell specifically is on someone at a check total 15 points lower.

Since such spells are essentially specialized forms of *detect magic*, they can also be fooled by *mask magic*. The reverse also applies—*conceal charm* will make it more difficult to notice the *charm* spell with either *detect magic* or *analyze magic*.

The core book has a few detection spells: *detect magic*, *detect evil*, *detect alignment*, *detect thoughts*, *detect snares & pits*, and *identify*. All of these should be considered to have *conceal* variants, except for *detect alignment*, *detect thoughts*, and *identify*, which should have *mask* variants. As with *detect magic*, *identify* can be fooled by *mask magic*.

5 points:

- the general triggering mechanism of the spell/enchantment. For example, whether it’s a constant effect, requires a command word, triggers when the object is touched, does something when the object is carried out of the room, and so forth.
- the general purpose of the spell/enchantment. For example, whether it causes damage, protects from damage, alters the appearance of the object in some fashion, etc.
- identifies the ‘signature’ of a spellcaster. That is, if you have previously gained a ‘signature’ (see below), you can tell if the spell was cast by the same being or entity.

10 points:

- the general effects of the spell/enchantment. This goes beyond its purpose into more specific territory about how it accomplishes its purpose—e.g., whether it releases a blast of fire or lightning, or spouts acid, or turns the object as hard as steel, or makes it larger or smaller, and so forth.
- gain the ‘signature’ of the spellcaster, if it is one you do not already know.

15 points:

- the exact spell/enchantment, if it is one that the caster knows, and the power of the effect (i.e., the level of the spell’s caster, the difficulty to overcome it, or other such information as appropriate).

The reversed form of this spell, *mask magic*, allows the caster to place a ‘mask’ over a spell or enchantment, making it appear to be of a different sort. The cost of masking a particular element of a spell is the same as the cost to reveal that element, as above. The check total for the casting of *mask magic*, minus the points spent for effects, determines the difficulty to penetrate the masking with *analyze magic*. As an extreme effect, *mask magic* can make a spell or enchantment not register to either *analyze magic* or *detect magic* unless the masking difficulty is reached.

Animal Growth (reversible to Animal Reduction)

Level: Druid 1

Rank: 1

Commonly Enchanted To: dusts, staves

Types: animal

Range: short

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 animal

Spell Sentence: (grow/reduce) an animal

Rank 0 - limited targets (animals only, 1) + built-in minor effect (1) + secondary effect (change hit dice, 1) = Rank 1

The druid creates an effect of *increased size* or *decreased size* for the animal in question. A minimal success creates a minor (+/-2) effect. Effect points may be spent to increase the magnitude of the effect—thus, for five effect points, the spell creates a major effect instead. This effect may be used as a modifier to strength-related checks, including most attacks.

The target is also granted temporary hit points, as if their hit dice had been increased by half the magnitude of the effect (that is, one additional HD with a minor effect, two with a major effect, and so on).

In the case of reducing an animal, hit points are similarly reduced; however, this cannot reduce the animal below 0 HD and 1 PHP/MHP.

Animate Corpse

Level: Cleric 2, Magic User 2

Rank: 4

Also Called: Undead Servant

Commonly Enchanted To: scrolls, staves

Types: *balance (chaos)*, necromancy; **necromancy**

Range: touch

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: 1 corpse of size M or smaller

Spell Sentence: (infuse) (unlife) into a corpse and (make) it (obey simple orders) from the caster

Rank 2 + boosted duration (heroic scale, 5) - reduced range (touch, 3) = Rank 4

Upon a successful casting, the corpse in question is raised as a zombie or skeleton, as appropriate to its current state of preservation. A complete or nearly-complete corpse is required—at a minimum, the head, spine, and complete torso must be present. The limbs are not needed, but their lack will limit the usefulness of the resulting zombie or skeleton.

The animated corpse will obey simple orders issued by the caster. It can recognize the caster, but cannot recognize nor be taught to recognize other individuals. It can, however, be taught to recognize a symbol or item—thus, commands such as “attack anyone entering the room who does not bear this symbol” are possible.

With a major effect, the caster may animate a corpse of a size L creature. Such a zombie will be size L, with appropriate adjustments, and have 3 Hit Dice. At the GM’s option, extremely large creatures may require stronger effects and create zombies with more Hit Dice.

A zombie or skeleton with additional capabilities may be created, if appropriate. For example, a zombie dire wolf may have the *scent prey* action, or even the *bloodcurdling howl* monstrous effect. Generally, each such capability requires a minor effect to add to the base zombie. The GM may require higher effects for some capabilities, or rule that some simply cannot be given to zombies or skeletons.

The spell may be cast repeatedly on the same corpse, renewing its animation. It does not, however, prevent or slow decay.

Animate Dead

Level: Cleric 3, Magic User 4

Rank: Cleric 6, Magic User 8

Commonly Enchanted To: scrolls

Types: *balance (chaos)*, necromancy; **necromancy**

Range: n/a (centered on caster)

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: humanoid corpses of size M or smaller within Short range

Spell Sentence: (infuse) (unlife) into corpses and (make) them (obey simple orders) from the caster

Rank 2 + heroic scale effect (5) + boosted duration (heroic scale, 1 with existing heroic scale effect) = Rank 8

Trait:

Clerics do this via divine permission.

Rank 8 - one helping trait = Rank 6 for Clerics

This spell raises many zombies or skeletons; it is a large-area version of *Animate Corpse* (above). As with that spell, whether zombies or skeletons are created is dependent on the state of preservation of the corpses, and at least the head, spine, and complete torso must be present. The spell will preferentially select more complete corpses or skeletons. In the case of skeletons, it will “piece together” ones as needed, provided parts are in a fairly small area (about the size of a typical grave). Thus, a pile of mixed bones from several skeletons will result in working, animated undead.

The number of bodies animated is dependant on both the quality of the casting and the number available. The GM determines how many are available—note that in a typical cemetery layout, the area of effect would encompass around 100 graves.

A minimal success raises 15 HD worth of zombies and skeletons, or a single 5 HD construct, as follows:

Undead Throng

Level 5, AC 15 (+5), MD 15 (+5), PHP 25, MHP 25, Move 6 (-2), Init P +5 M +0

Many Clawing Hands +9 (+1d8) C

Fear of the Dead +13 C-S

Str 14 (+4), Dex 10 (0), Con 10 (0)

Int 1 (-5), Wis 10 (0), Cha 0 (-5)

Type undead, construct

Single-minded attack (does not fall unconscious at 0 PHP; continues to fight until destroyed at -10 PHP)

They’re Everywhere (throng may make AoE attacks against level 4 or less)

Even the Pieces Attack (may recover once, restoring 2d6 PHP)

Each additional effect point can add an additional HD of individual undead, or five effect points can add a HD to a throng. A throng may not have more HD than the caster has levels, however. If the caster has weapons available for the undead, they may use single-handed weapons. For a minor effect, the caster can make them be of quality able to use ranged weapons.

As with *animate corpse* above, it may be possible to use minor or greater effects to give created undead capabilities that the creatures they are being raised from had in life.

Animate Dead Army

Level: Cleric 6, Magic User 7

Rank: Cleric 11, Magic User 13

Also Called: Army of the Dead, Legion of the Damned

Commonly Enchanted To: tomes

Types: *balance (chaos)*, necromancy, *war*; **necromancy**

Range: n/a (centered on caster)

Casting Time: 1 turn

Duration: 1 week /level

Resistance: as difficulty

Area of Effect: humanoid corpses of size M or smaller within Medium range

Spell Sentence: (infuse) (unlife) into corpses and (make) them (obey simple orders) from the caster

Rank 1 + epic scale effect (10) + boosted duration (epic scale, 1 with epic scale effect) + quick casting (1) = Rank 13

Trait:

Clerics do this via divine permission.

Rank 13 - one helping trait = Rank 11 for Clerics

This spell is a greater version of *animate dead*. It functions as that spell, but only raises constructs. A casting of *animate dead army* generates 5 undead throngs (as in *animate dead*) or one undead army:

Undead Army

Level 10, AC 20 (+10), MD 20 (+10), PHP 50, MHP 50, Move 6 (-2), Init P +10 M +5

Many Clawing Hands +16 (+1d8) C

Fear of the Dead +20 CHRS

Str 16 (+6), Dex 10 (0), Con 10 (0)

Int 1 (-5), Wis 10 (0), Cha 0 (-5)

Type undead, construct

Single-minded attack (does not fall unconscious at 0 PHP; continues to fight until destroyed at -10 PHP)

They're Everywhere (army may make AoE attacks against level 9 or less)

Even the Pieces Attack (may recover once, restoring 3d6 PHP)

An additional throng is a minor effect; an additional army, a heroic effect.



Animate Rock

Level: Druid 4

Rank: 7

Commonly Enchanted To: staves

Types: *balance (chaos)*, elemental (earth), *protection*

Range: short

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 rock or stone object, up to 2 cubic feet per level

Spell Sentence: (make) a rock (animated) and (bind) it (to the caster's command)

Rank 2 + heroic effect (animation of unliving matter, 5) = Rank 7

The druid calls upon elemental spirits to temporarily animate an object of rock or stone and obey commands. The animated object moves as makes sense for its form: for example, an animated statue will move as if it were a creature of the type it is a statue of. Simple rocks or stones will roll. This does not, however, permit a stone bird to fly, or a stone fish to swim.

The animated rock 'creature' created by this spell has the following statistics:

Animated Rock

Level 5, AC 23, MD special, PHP 5 x (5 + CON), MHP special, Move 12 (+1), Init P +4 M +2

Smash +level+STR (+1d6)

Its Strength and Constitution are determined by the approximate size of animated object, in cubic feet; Strength is its primary attribute. Thus, a man-sized statue will have Str 16 (+6), Con 12 (+1) - and therefore a Smash attack of +11 (+1d6) and 30 PHP. Its other stats are:

Dex 8 (-1), Int 4 (-3), Wis 12 (+1), Cha 5 (-3)

Type animated

The spirit bound within serves the druid faithfully and uncomplainingly for the (rather short) duration of its binding.

Army to Forest

Level: Druid 8

Rank: 15

Types: *balance, plant*

Range: long

Casting Time: 1 round

Duration: special

Resistance: Wisdom

Area of Effect: 1 epic scale construct, or multiple heroic scale constructs or individuals within range

Spell Sentence: (transform) (the targets into trees)

Rank 0 + epic scale (10) + quick casting (adventurer scale instead of epic, 2) + extended range (1 with epic effect) + 3d6 effect points (3) = 16

This spell turns the targets into trees. The caster may create effects of slowing, difficulty gripping objects, and so forth, up to the extreme effect of actual transformation. The spell grants 3d6 extra effect points to use, and counts as an explosive effect, going separately against each target.

While transformed, a target is unconscious, does not age, and gains nourishment as a tree does. They are granted a *barkskin* effect, giving them +6 to AC while transformed. Carried and worn equipment is transformed with the target, becoming part of the tree.

The spell lasts for a base of one day; the druid may extend the effect for another day by spending an effect point. A heroic scale effect extends these to weeks, epic to months, legendary to years,

and mythic makes it permanent. The druid may also 'set' the spell to expire sooner—for example, deciding that it will last only an hour.

The druid who cast the spell may end it at any time by speaking a few words within Long range of the 'tree'. Any druid of 5th level or higher will recognize one of these trees as being a transformed person, but may not care, figuring that the druid who did it must have had good reason.

While the targets are trees, *speak with plants* will temporarily 'awaken' them and allow speech with them.

Beast Rider

Level: Druid 2

Rank: 4

Commonly Enchanted To: amulets

Types: animal, *knowledge*

Range: short (for initial casting)

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 1 animal

Spell Sentence: (control) an animal and (allow) the caster (to sense through the animal)

Rank 1 + all five senses (4) + extended range after initial casting (1) = Rank 6

Spell trait:

I'm still here, just suppressed.

Rank 6 - one negative trait = Rank 4

This spell requires an extreme effect against the animal's Mental Defence for full effect: with that, the caster takes control of the animal and can utilize all of its senses. The animal remains conscious and aware of what is happening. Should the druid place it in extreme danger (from the animal's point of view! Normally, this will include making it attack a human or similar creature), the animal may immediately make a mental attack against the druid, attempting to regain control of itself. It may do so each round it remains in danger.

With a minor effect, the druid gains access to the animal's senses, but not control over the animal; this may be useful in some circumstances. A major effect grants access to the animal's senses, and allows a mental attack the next round, to try to gain another five effect points and control. If this attempt fails, the spell ends.

The target may willingly choose to waive its Mental Defence—this could be negotiated beforehand with *speak with animals* or a similar effect. Druids normally prefer to use this spell this way, rather than violate an animal's mind.

Once control has been established, the druid can maintain it so long as the animal does not go beyond Long range from the druid.

Bilocation

Level: Illusionist 7

Rank: 13

Also Called: Projected Image

Commonly Enchanted To: circles, orbs, mirrors

Types: divination, illusion+, shadow

Range: short

Casting Time: 1 turn

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 1 duplicate

Spell Sentence: (create) (a double) of the target and (allow) the target (to sense through the double) and (act through the double)

Rank 3 + legendary effect (being in two locations) (15) + quick casting (heroic, from legendary) (2) + secondary effect (teleportation) (1) = Rank 21

Traits:

Limited in where the double can go.

Doesn't give you a second set of actions.

Has no physical substance.

Double is vulnerable to being dispelled.

Rank 21 - four drawback traits = Rank 13

This spell creates a duplicate, which appears at a desired location within Short range, and then moves normally from there; it is not required to remain within such a limited range. The caster can sense through the duplicate with all senses, and the duplicate seems to be solid to the touch, although it has no true substance—thus, it cannot pick up or carry objects. It appears to have whatever clothing and objects the caster had at the time of creation.

The caster may otherwise act through the double, however, including casting spells that originate from the double's location. The double may not move through any barrier which would prevent a detection spell from working, and cannot be sent to any location that is surrounded by such barriers (*M&M* p 93). The caster does not receive additional actions—if they are casting a spell through the duplicate, they may not also cast a spell in their true location. They may, however, walk normally in both locations at once—but only one may run at once.

Since the duplicate has no real substance, it is invulnerable to physical attacks. However, it does serve as a conduit to the caster, and mental or non-physical magical attacks can 'flow through it' to the caster, allowing MHP damage and mental effects to be created on the caster. The duplicate can be destroyed by a *dispel magic* or *dispel illusion*, and by more powerful spells of such sort.

Lastly, at any given point while the spell lasts, the caster may choose to end it. When they do so, they may choose at that moment to make the double real, effectively teleporting to the double's current location. Doing so, however, ends the spell immediately—the caster cannot use a single casting of this spell to switch their real location back and forth!

Binding of the True Form

Level: Druid 4

Rank: 8

Commonly Enchanted To: dusts, weapons

Types: balance (law)

Range: short

Casting Time: 1 action

Duration: 1 round / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (force) target (to return to its true form)

Rank 0 + extreme effect (3) + quick casting (1) + 3 effect dice (3) + variable effects (1) = Rank 8

Using this spell, a druid attempts to force a magically or otherwise unnaturally shapeshifting target to return to its true form, gaining 3d6 additional effect points toward doing so. Full success requires an extreme effect, but lesser effects can be created. With lesser effects, the druid can create effects that grant all onlookers bonuses to realize what the creature's true form is; use a minor effect to lock the creature into its current form; use a major effect to force the creature to abandon its current form for another; and/or use a major effect to force the creature to abandon a form of movement that is not native to it. Lastly, a major effect can be used to increase the duration of the spell, making it last for turns instead of rounds.

This spell has no effect upon shapeshifters who shift via natural plasticity of form, such as informes.

Blessing of the Field (reversible to Curse the Field)

Level: Cleric 1, Druid 1

Rank: 2

Also Called: Bless the Herd, Bless the Flock, Blessing of the Crops

Commonly Enchanted To: religious symbols, scrolls, staves

Types: life, nature, *protection* (reverse— *balance (chaos)*, destruction, nature, necromancy, war)

Range: zero (must be in the field to be blessed)

Casting Time: 1 turn

Duration: 1 season

Resistance: as difficulty

Area of Effect: 1 field (up to about a square kilometer)

Spell Sentence: (bless/curse) (this field)

Rank 0 + heroic duration (5) + heroic area (1 w heroic duration) - limited range (3) - very limited usefulness (1) = Rank 2

The cleric or druid blesses the field, creating an effect which can be used as a bonus to any skill checks required for raising a crop or herd within the field during the season. In addition, it may be used once to avoid or mitigate a danger from natural sources (e.g., an animal attack, flood, briars, falling down, etc).

The reverse spell creates a reversed effect, imposing a penalty to skill checks, and increases the difficulty of one danger that occurs.

Blessings Upon the Land (reversible to Curse the Land)

Level: Cleric 4, Druid 3

Rank: Cleric 7, Druid 5

Also Called: Bless the Kingdom, Blessings Upon the Waters

Commonly Enchanted To: religious symbols, statues

Types: life, nature, *protection* (reverse— *balance (chaos)*, destruction, nature, necromancy, war)

Range: zero (must be within the land to be blessed)

Casting Time: 1 hour

Duration: 1 season

Resistance: as difficulty

Area of Effect: around 300 square miles (up to a 10-mile radius circle)

Spell Sentence: (bless/curse) (crops and herds throughout a wide area)

Rank 0 + epic area (10) + epic duration (1 w epic area) - limited range (3 steps) - very limited usefulness (1) = Rank 7

Trait:

Druids have a connection to the land.

Rank 7 - one helping trait = Rank 5 for Druids

This spell works as *blessing of the field*, except for its longer casting time and greater range. The cleric or druid may extend the duration by another season as a major effect, up to a limit of his/her level in seasons.

When used to avoid or mitigate danger, *blessings upon the land* affects up to a heroic scale danger.

Blindness

Level: Illusionist 2

Rank: 4

Commonly Enchanted To: bindings, poisons, traps, weapons

Types: illusion+, shadow+

Range: short

Casting Time: 1 action

Duration: 1 round / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (prevent) the target (from seeing)

Rank 0 + built-in extreme effect (3) + quick casting (1) = Rank 4

On a successful casting, the target is struck blind. While the target is blind, all creatures have total concealment against them, so that they have a -4 to attack. They have a -6 to perception tests where sight would be the main component.

Variations on this spell exist affecting other senses, the most common being *deafness*. These variants do not affect attacks, unless the creature they are applied to uses that sense for targeting.

Blot the Sun

Level: Druid 8

Rank: 16

Types: *balance, night, sun*

Range: n/a—druid must be within area to be affected

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: desired area up to the size of a city (10 mile radius or thereabouts)

Spell Sentence: (blot out) (the sun from the sky)

Rank 0 + epic effect (blot out the sun) (10) + epic duration (1, due to epic effect) + quick casting (heroic, from epic) (1) + epic area of effect (1, due to epic effect) + secondary effect (1) + built-in major effect on secondary effect (2) = Rank 16

When this spell is successfully cast, the sun is blotted from the sky within the area of effect, causing it to be night for the duration of the spell. This is normal night, and has the effects night would have—however, effects specific to a time of night (e.g., dawn, dusk, midnight) do not occur during a *blot the sun*, even if it is the normal time for them to occur. The sun simply does not exist as regards the area of effect, and thus, things that are dependent upon its position do not happen, including tides.

All creatures and constructs of less than legendary scale (i.e., less than 15 levels/hit dice) within the area that are normally active by day are affected by a major (+/-4) *fear* effect while *blot the sun* lasts. Those that are normally active by night are granted a major effect of *rejoice! the sun is on our side!*

Boiling Blood (reversible to Freezing Blood)

Level: Magic User 3, Illusionist 3 (as Wracking Pains)

Rank: 6

Also Called: Wracking Pains

Commonly Enchanted To: clothes, poisons

Types: fire, necromancy, **transmutation** (reverse— necromancy, **transmutation**, void, water); (wracking pains—**illusion+**)

Range: short

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 creature; additional ones may be added via effect points

Spell Sentence: (heat/cool) the target's (blood or equivalent)

Rank 0 + quick casting (1) + accumulating effect (1) + major effect (2) = 4

Trait:

You can't dodge your own blood.

(or *You can't run from pain for Wracking Pains*)

Rank 4 + one augmentation trait = Rank 6

A target affected by this spell is subjected to a CON hazard each round the spell persists. The hazard begins as a 10 difficulty, increasing by 4 each round until half the caster's level is reached, then decreasing by 4 each round.

Consequence points from the hazard can inflict PHP damage, or effects based on pain, bleeding from orifices, cramps, and shock. Extreme effects include unconsciousness or seizures. Once the spell ends, effects fade away at five points per round.

The caster may add an additional target within range for five effect points.

Illusionists have a spell with similar effects, *wracking pains*. It differs in that it is targeted against the higher of Wisdom or Constitution, and does not cause bleeding to occur.

Bolster Will (reversible to Weaken Will)

Level: Cleric 1 (0 if cantrip rules are in use)

Rank: 0

Commonly Enchanted To: religious symbols, places of worship

Types: emotion, protection, *travel*, *war*

Range: short

Casting Time: 1 action

Duration: 1 turn

Resistance: as difficulty

Area of Effect: 1 living creature

Spell Sentence: (improve/weaken) (target's willpower)

Rank 0, no modifiers

Upon a successful casting, this spell bestows a *bolstered will* effect on the target. The reverse bestows a *weakened will* consequence. If used as a cantrip, only minor effects can be created (*Cantrip Magic*, p 151).

Call the Lightning

Level: Druid 4

Rank: 9

Commonly Enchanted To: staves

Types: weather

Range: as far as the druid can naturally see

Casting Time: 1 round

Duration: up to 1 round / level (see below)

Resistance: as difficulty

Area of Effect: see below

Spell Sentence: (call) (lightning from a cloudy sky to strike target)

Rank 0 + heroic scale (5) + heroic range (1 w heroic scale) + 6d6 damage dice (6) + stance effect (damage dice are d8's, metal armour is ignored) (1) = Rank 13

Traits:

Only useful outdoors

Requires cloudy or stormy weather

Rank 13 - two negative traits = Rank 9

The druid calls down lightning from the heavens, striking a visible target with a WIS-based physical attack with 6d8 damage dice, which ignores metal armour. The druid may repeat this attack the next round and subsequent rounds, so long as the druid casts no other spells and does not make any physical attacks. This spell can target heroic constructs. The druid may defend against attacks normally; however, if the druid is struck, they must make a WIS check against a difficulty of 10 + the damage taken, or lose their concentration on the spell, causing it to end.



Call Messenger

Level: Druid 2

Rank: 3

Commonly Enchanted To: horns, musical instruments

Types: animal

Range: long (for initial calling of the messenger)

Casting Time: 1 round

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: one animal of up to 4 HD

Spell Sentence: (call) (an animal to bear a message) and (grant) (the animal knowledge of how to find the message's target) and (grant) (the druid knowledge of the messenger's condition)

Rank 4 + heroic duration (5) + extended range (1 w heroic effect) - limited purpose (1) = Rank 9

Traits:

Requires animals in the area.

The messenger can die en route.

The message speed is limited by the messenger's speed.

Rank 9 - three limiting traits = Rank 3

With *call messenger*, the druid calls an animal within long range to come to the druid, allow the druid to attach a message or other small object (up to one pound) to it, and then bears the message to the recipient (who the druid must be able to identify by one of the standard targeting methods).

The animal then bears the message to its recipient to the best of its ability. Across long distances, it will normally travel a number of miles each hour equal to 1/3 its normal movement rate, but the GM may give penalties due to rough terrain, bad weather, and so forth. The animal is provided knowledge of where the target is, but is not provided any special ability to reach the target. Because of this, druids mostly prefer bird messengers, but will use others when needed.

The druid can influence the selection of the messenger—if there are multiple options available, the GM should let the druid choose from among them.

If the duration runs out before the message can be delivered, the druid will know that the messenger failed; the druid also knows should the messenger be killed before it delivers the message. If there is still duration remaining, the animal will allow the message recipient to attach a message to carry back to the druid. The druid will know that a message has been sent back, but not what it is, and, as before, will know should the duration expire before the animal makes it back to the druid, or if it dies en route.

Calm the Storm (reversible to Call the Storm)

Level: Cleric 4, Druid 4

Rank: 7

Commonly Enchanted To: musical instruments, religious symbols, staves

Types: *balance (law)*, elemental, *nature, travel*, weather (reverse—*balance (chaos)*, elemental, *nature, weather*)

Range: n/a

Casting Time: 1 round

Duration: 1 hour

Resistance: as difficulty

Area of Effect: see below

Spell Sentence: (disperse/create) (a storm)

Rank 0 + heroic area (5) + heroic duration (1 w heroic area) + quick casting (adventurer instead of heroic, 1) + 2d6 effect dice (2) = Rank 9

Trait:

The storm does as it wills.

Rank 9 - one negative trait = Rank 7

With this invocation, a druid can either reduce the effects of an existing storm, or call a storm into existence. The storm created is not under the druid's control or direction—any effects created apply equally to everyone, friend and foe alike. This may, however, be used as a basis for other spells, such as *Call the Lightning*.

A called storm will be of a type appropriate to the area, season, and so forth—thus, a snowstorm could not be called in the summer, a storm called in the desert will likely be a duststorm or sandstorm, and so forth. Within those limitations, the casting druid may choose what effects to create, but, as noted, those effects will apply to anyone in the area, whether friend, foe, or otherwise. It covers an area a mile across, which can be expanded to two miles at a cost of 10 effect points. This is the maximum size of the area without casting at a higher scale.

Castle of Thorns

Level: Druid 7

Rank: 13

Commonly Enchanted To: sacred groves

Types: *balance*, plant

Range: short

Casting Time: 1 turn

Duration: 1 day / level

Resistance: as difficulty

Area of Effect: a fortress covering up to a circle about 200 yds across

Spell Sentence: (create) (a castle of thorny plants) which (will not harm) (the druid or allies) and which (serves) (as a self-guarding physical fortress)

Rank 4 + epic scale (10) + epic duration (1 w epic scale) = Rank 15

Trait:

It's easy for enemies to just go around it if they don't want what's in it.

Rank 15 - one negative trait = Rank 13

With this spell, a druid causes thorn bushes and thorny trees to grow up quickly, forming a castle-like structure with an outer wall, a maze-like bailey, and an inner keep. This is an epic construct, with the following statistics:

Castle of Thorns

Level 10, AC 30 (+20), MD 20 (+10), PHP 80, MHP 50, Move n/a, Init P +10 M +10

Lashing Branches +14 (+1d8 +poison +pain)

Adding Additional Targets to Spells

Quite a few spells allow the caster to add additional targets via effect points. It should be noted that any additional targets must meet any qualifications required to be the primary target of the spell (e.g., if the spell affects only animals, additional targets must also be animals). Further, if the spell goes against a defence, the additional target must have a defence score equal to or worse than the original target—you can't target a spell against a foe who is easy to hit, then include a foe that's hard to hit as a secondary target!

Twisty Passages, All Alike +10 (+1d6 +been here before +back at the outside) Str 14 (+4), Dex 10 (0), Con 16 (+3)

Type plant

poison (for a minor effect, attacks again after the targets have left the *Castle*; can create effects of itching, tremors, and blindness)

outer bailey (finding way through the maze requires making mental attacks against the *Castle* to accumulate a total of at least 15 effect points)

home ground (grants a major effect helping spells of the creating druid within the *Castle*)

Catapult

Level: Magic User 5

Rank: 10

Commonly Enchanted To: rings, scrolls, staves

Types: aether, air, evocation

Range: touch

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 object or a bundle of objects touched by the magic user

Spell Sentence: (throw) an object (in the specified direction)

Rank 0 + epic scale (10) + quick casting (adventurer from epic; 2) - shortened range (3) - limited use (requires suitable object(s); 1) = Rank 8

Traits:

Requires an attack roll.

Uses INT to target the attack roll.

Dice granted by effect act as weapon dice.

Rank 8 - one negative trait + two augmentation traits = Rank 10

The *catapult* spell allows a magic user to throw a massive object, or set of objects that have been bundled together with cloth, rope, a net, or similar device, with a massive effective strength. The caster, upon finishing the spell, merely touches the object to be thrown, and it is instantly propelled with great velocity in the desired direction for up to a mile.

For each five points above the difficulty achieved, the caster is granted a 1d6 weapon die to use with the spell. These dice are used with an INT-based attack roll. If a bundle of objects is being used, the magic user may attack an additional target as a minor effect, splitting the granted weapon dice between them.

Example: Efindel chooses to use this spell during a siege. He casts it on a set of large stones that have been encircled with a rope to make them a 'bundle' for the purposes of the spell. He chooses to use his *All-Out Attack* feat for the spellcasting and rolls a rather poor 6 + INT 10 + level 19 + all-out attack bonus 10 = 45. The casting difficulty is 20 (base 10 + rank 10), giving him 25 effect points.

He chooses to split this between two attacks—one against the castle being besieged, and another against a heroic scale sally force that has been sent out to attack the siege force. This costs a minor effect, leaving 20 effect points, for 4d6 weapon dice. Efindel's player chooses to apply 3d6 to the castle itself, and 1d6 to the sally force.

Chariot of Clouds

Level: Cleric 7

Rank: 14

Commonly Enchanted To: religious symbols

Types: elemental (air), *night, protection, sun, travel, weather*

Range: chariot appears within short range

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: a cloud chariot large enough to carry a heroic construct and possibly others (about 20 human-sized individuals)

Spell Sentence: (transport) the cleric and others in (a flying chariot made of clouds)

Rank 0 + heroic effect (flight) (5) + heroic scale (carries a heroic construct, and/or many individuals) (1) + secondary effect (enhanced speed) (1) + fixed effect level for secondary effect (heroic, 5) = Rank 12

Trait:

Chariot ignores weather conditions.

Rank 12 + one enhancement trait = Rank 14

The cleric calls for a chariot of clouds. It arrives at the end of the casting time, appearing as a grand chariot made of cloud-stuff, pulled by horses who are also of cloud-stuff. The chariot is as large as it needs to be, up to the limits of the spell. It flies at a movement rate of 20 (+5). It will carry those included in the spell and any equipment they are bearing without any reduction in speed. It will not, however, carry anything else—any attempt to set items on the 'floor' of the chariot simply results in them falling through.

The *chariot* is immune to physical and mental attacks, and cannot be affected by *dispel magic*, although more powerful effects can dispel it.

Chariot of the Elements

Level: Druid 7

Rank: 13

Types: balance, elemental

Range: chariot appears within short range

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: a chariot large enough to carry the druid and up to four other individuals

Spell Sentence: (transport) the druid and others in (a chariot made from one of the elements)

Rank 0 + heroic effect (miraculous transportation) (5) + secondary effect (enhanced speed) (1) + fixed effect level for secondary effect (heroic, 5) + tertiary effect (grants limited immunity to its element) (1) + possible additional effects (1) = Rank 13

The druid calls a chariot and horses made of one of the following elements: air (clouds), earth, fire, water, or wood. The chariot will transport the druid and up to four others at a speed of 20 (+5). Each form of chariot has additional effects as follows:

air: the chariot may fly. It is immune to wind effects, as are those transported by it.

earth: the chariot and its riders may travel through the earth. This applies only to natural earth—it is stopped by worked stone and similar materials. The druid can see normally, 'seeing through' natural earth as if it were air, but other passengers are effectively blinded while in earth, unless they have abilities of their own to let them see through it.

fire: the chariot may fly. It and its riders are immune to environmental heat and flame of lesser intensity than lava or magma, and are resistant to magical fire attacks.

water: the chariot may move across and through water with its passengers, who will be able to breathe in the water and are unaffected by the drag of the water the chariot is passing through.

wood: the chariot and its passengers may pass through plants, allowing them to move through overgrown terrain as if it were clear.

At the GM's option, clerics of appropriate deities may be able to cast some versions of this spell.

Command Animals

Level: Druid 2

Rank: 3

Commonly Enchanted To: horns, musical instruments, staves

Types: animal

Range: short

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 1 or more animals

Spell Sentence: (command) animals (to perform a task)

Rank 0 + extreme effect (3) - limited targets (animals only) (1) + secondary effect (1) = 3

The druid commands nearby animals to perform a task, as in the clerical spell *command the faithful*, and with similar results. However, *command animals* affects one animal base, with an additional one added for each effect point spent. When targeting multiple animals, the standard area of effect rules are used (*M&M* p 59).

Animals will not normally be willing subjects, but may be if they are already tame and trained to follow the orders the druid is giving.

Command Nature

Level: Druid 7

Rank: 13

Commonly Enchanted To: sacred groves

Types: animal, balance, plant

Range: centered on caster

Casting Time: 1 round

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: circle around caster 1 mile in radius

Spell Sentence: (summon) (local nature spirits) and (allow) the caster (to command them)

Rank 2 + epic scale (10) + quick casting (adventurer, from epic) (2) + epic duration (1) + area of effect (1) - no range (3) = Rank 13

For the duration of the spell, the druid becomes able to command the local nature spirits. These in turn can control animals, plants, weather, the flow of water, and so forth within the area, using them to create effects that help allies or hinder foes. These effects may be placed upon scaled constructs of heroic or epic scale.

Command the Faithful

Level: Cleric 4

Rank: 8

Commonly Enchanted To: religious symbols, scepters

Types: universal, balance, *communication*, emotion, protection

Range: short

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: a small group of faithful followers of the cleric's deity (fewer than 20)

Spell Sentence: (command) faithful (targets to perform a task)

Rank 0 + heroic scale (5) + extreme effect (3) - limited targets (requires faithful) (1) + secondary effect (tireless) (1) = Rank 8

The cleric commands a group of faithful followers of their deity to perform a task. This must be a single task, within their capability to perform, and does not include combat, nor can the task be of a nature that would certainly cause death or great harm. It empowers the commanded group to work tirelessly upon the task for the duration of the spell, granting an extreme effect of *tireless workers*. The followers are released upon completing the task or at the end of the spell's duration, whichever comes first.

Note that willing targets may waive their Mental Defence. If unsure whether the targets would be willing, require the cleric or someone else to persuade them first—on an extreme effect, the entire group waives their mental defence. A major or minor effect provides a bonus to overcome the mental defence of the group.

Command the Seasons

Level: Druid 8

Rank: 15

Commonly Enchanted To: scythes, sickles

Types: *balance*, *night*, sun, *weather*

Range: druid must be in the area to be affected

Casting Time: 1 hour

Duration: up to 1 week / level

Resistance: as difficulty

Area of Effect: legendary area (a kingdom; about 100 miles radius)

Spell Sentence: (control) (the weather)

Rank 0 + legendary area (15) + legendary duration (1, due to legendary area) + quick casting (epic, from legendary) (1) = Rank 17

Trait:

Meddling on this scale draws a lot of attention.

Rank 17 - one drawback trait = Rank 15

With this spell, the druid is capable of weather control on a massive scale, allowing them to essentially change the season. Thus, the druid can cause winter to happen when it should be summer—or vice-versa—to cause seasonal rains, winds, or other effects, and so forth.

Druids are normally reluctant to disturb the natural order to such a great extent, and the casting druid is likely to come under the scrutiny of other powerful druids and of deities and other powers who concern themselves with radical changes in nature.

The caster may spend effect points from this spell to create weather-based effects anywhere within the area of effect—or even across the entire area of effect. Across the entire area, effects are limited to major (+/-4); as the area is focused smaller, the possible effects grow, so that an epic area can be affected with extreme (+/-6) effects, a heroic area with heroic (+/-8) effects, and smaller areas with epic (+/-10) effects. If used as an attack (e.g., via a tornado, hurricane, etc.), an attack with 10d6 weapon dice can be made, at the long time scale appropriate to the thing being affected (i.e., one attack per turn

Are Fauns Nature Spirits? Are Nymphs?

Well... maybe. We've avoided specifying, in order to let GMs have some wiggle room with *command nature*. Player characters certainly shouldn't be subject to automatic control by this spell; for the most part, we see it controlling the nameless sort of minor nature spirits—it just controls *lots* of them, giving the druid power over the local area. When dealing with named or personified spirits, the GM should feel free to allow them to resist with their Mental Defence, and to treat this as a *charm*-type spell, making them treat the druid as a friend, but not be outright subject to the druid. Of course, spirits of divine or near-divine rank are immune.

Intelligent, free-willed plants are also not subject to this spell, as they qualify as 'persons'. Technically speaking, humans are animals, but they aren't subject to 'animal' spells, so we feel that plant-based humanoids shouldn't be subject to 'plant' spells.

at adventurer scale, one per hour at heroic scale, one per day at epic scale, and so forth, to a limit of one per month at legendary scale).

Confusion of Battle

Level: Illusionist 3

Rank: 6

Commonly Enchanted To: jewelry, musical instruments, traps

Types: *illusion*+

Range: medium

Casting Time: 1 action

Duration: 1 round / level

Resistance: Wisdom

Area of Effect: 1 creature; others may be added via effect points

Spell Sentence: (impair) the subject's (ability to recognize friends from foes)

Rank 0 + stance effect (can re-target a missed attack) (2) + stance effect (make illusionist's MD be used as PD for another) (2) + increased range (1) + quick casting (1) + extensible via effect points (1) - short duration (1) = Rank 6

The affected subject must roll against the illusionist's Mental Defence when making physical attacks, unless the target's Physical Defence would be higher. In addition, the illusionist may use effect points from this spell to create an effect to place a further attack penalty on the subject.

If the subject misses, the illusionist may do riposte damage to a target within weapon range of the subject as a minor effect, or may use a major effect to make the subject repeat their attack against a target within range, rolling the attack normally against the target's Physical Defence. Alternatively, as a major effect, the illusionist may cause the subject to shift range by a band, moving toward or away from a target of the illusionist's choosing.

As a minor effect, the illusionist may add an additional subject within range when casting. However, effect points to place further attack penalties must be spent on a per-subject basis—for example, to place the spell on two subjects and cause them both to have a minor effect of an attack penalty would take 15 total effect points—5 to add a second subject, then 5 for each of the two minor effects.

Consign the Soul

Level: Cleric 8

Rank: 16

Commonly Enchanted To: books, chains, ointments

Types: *balance (law)*, natural death

Range: short

Casting Time: 1 round

Duration: 1 turn

Resistance: Wisdom

Area of Effect: 1 creature with a soul/spirit

Spell Sentence: (notify) the divine forces (of the expected arrival of this soul)

Rank 0 + legendary effect (15) + quick casting (adventurer, from legendary; 3) = Rank 18

Trait:

Even divine forces are not always reliable.

Rank 18 - one drawback trait = Rank 16

When successfully cast, *consign the soul* creates a legendary effect of *bound for my eternal reward* on the target. This effect opposes any effect that would seek to prevent the target's soul or spirit from going on to its final destination, so that any attempt to *trap the soul*, use a *magic jar*, keep the soul about as a ghost or other free-willed undead, etc. must overcome the *bound for my eternal reward* effect before it can succeed.

Note, however, that the soul is sent to its normal destination. In the case of some powerful evil creatures, they may already have bargains with those who would receive their soul, allowing their return. In such an event, however, when the characters who defeated the creature are required to face it again, they will then gain a hero point each for the use of the spell's drawback trait against them.

Cure Disease (reversible to Cause Disease)

Level: Cleric 3, Druid 3

Rank: 5

Commonly Enchanted To: poisons, potions, religious symbols, scrolls, staves

Types: *balance (law)*, healing, *life*, *nature* (reverse— *balance (chaos)*, destruction, *life*, necromancy)

Range: touch

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (remove) (or add) (a disease-type consequence) from/to the target

Rank 1 + stance effect (transforms spell dice into d8 and prevents them from being added to consequence points on a failure) (1) + spell dice (3) = Rank 5

Cure disease permits the caster to remove a disease consequence from the target, gaining 3d8 additional effect points toward doing so on a successful casting. This affects only natural diseases, not "curse diseases" such as lycanthropy; *remove enchantment* is usually required for those.

Only one attempt can be made to cure a particular disease on a particular target; if the attempt fails, it cannot be retried by the same caster.

The reverse, *cause disease*, creates a disease on the target, as follows, gaining 3d8 additional effect points on a successful casting:

Disease (CON hazard, difficulty 10 + effect points spent, period one day. Causes effects according to the type of disease (decided by the caster, with GM approval), 10 effect points needed to shake)

Cure Serious Wounds (reversible to Cause Serious Wounds)

Level: Cleric 3, Druid 4

Rank: Cleric 5, Druid 7

Commonly Enchanted To: potions, religious symbols, scrolls, staves

Types: healing, *life*, *protection* (reverse— destruction, *healing*, necromancy, war)

Range: touch

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (heal) (or cause) (wounds)

Rank 1 + stance effect (transforms spell dice into d8 and prevents them from being added to consequence points on a failure) (1) + 3 spell dice (3) = Rank 5

Trait:

General healing is more difficult for druids.

Rank 5 + one hindering trait = Rank 7 for Druids

This functions as *cure light wounds* (M&M p 93), except that you add 3d8 to your spellcasting check, and it may remove minor and major consequences relating to wounds.

Cure Critical Wounds (reversible to Cause Critical Wounds)

Level: Cleric 5, Druid 6

Rank: Cleric 9, Druid 11

Commonly Enchanted To: religious symbols, scrolls, staves

Types: healing, *life*, *protection* (reverse— destruction, necromancy)

Range: touch

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (heal) (or cause) (wounds)

Rank 1 + stance effect (transforms spell dice into d8 and prevents them from being added to consequence points on a failure) + 5 spell dice + can remove extreme consequences = Rank 9

Trait:

General healing is more difficult for druids.

Rank 9 + one hindering trait = Rank 11 for Druids

This functions as *cure light wounds* (M&M p 93), except that you add 5d8 to your spellcasting check, and it may remove extreme and lower consequences relating to wounds. It cannot restore lost limbs, but can restore minor body part losses such as fingers, toes, earlobes, etc.

Dark Binding

Level: Cleric 7, Magic User 7

Rank: 14

Also Called: Bind the Dead, Create Revenant

Commonly Enchanted To: amulets, armour, weapons

Types: *balance (chaos)*, necromancy; metamagic, **necromancy**

Range: touch

Casting Time: 1 hour

Duration: 1 century / level

Resistance: as difficulty or Wisdom

Area of Effect: 1 dead creature

Spell Sentence: (conjure) (the spirit of a recently-deceased body) and (bind) it (into its former body) and (compel) it (to follow the necromancer's commands)

Rank 4 + epic effect (create a greater undead) (10) - shortened range (touch) (3) + secondary epic effect (mental binding) (1, due to existing epic effect) + extended duration (6) = Rank 18

Traits:

Body must be reasonably complete, and soul must not have been laid to rest.

The dead really don't like this.

Rank 18 - two drawback traits = Rank 14

This dread spell captures the spirit of a deceased creature and places it into the creature's own dead body, reanimating it as one of the major undead. At the same time, the spirit is bound under the control of the caster. The creature in question must not have been properly laid to rest by a cleric or druid.

This creates a corporeal undead of 10 Hit Dice or fewer. The Hit Dice of the undead creature is limited to the levels or hit dice the animated creature had in life. The creature retains its former attributes, except that Constitution is increased by 4 and Charisma is lowered by 8; however, as undead, the creature gains the undead bonus of +4 to fear and intimidation checks. The creature also gains the normal immunities of the undead. Its hit dice, both physical and mental, become d8s.

The new undead is placed under an epic effect binding it to the control of the caster. Attacks against this control are mental attacks against the caster, and go against the caster's Mental Defence. Further, the caster may choose to take MHP damage instead of allowing damage to the control, and, if the controlled undead itself is attempting to attack the control, it suffers the current strength of the effect as a minus to its attacks. The undead will attempt to break free of the control once each day; thus, casters normally prefer to enslave individuals who are not of particularly strong will. Under unusual circumstances (for example, if forced to attack someone they were attached to in life, or if the caster is under mental attack from other sources), the created undead may attempt to break free at other times.

A variation of this spell is also used to create liches; the effect is legendary or mythic (as needed to include the potential lich's level), and the binding portion is normally omitted. The drawback *the dead really don't like this* instead becomes *the gods really don't like this*.

Death Grasp

Level: Magic User 2

Rank: 3

Commonly Enchanted To: bindings, gloves, rings, rods

Types: necromancy

Range: self

Casting Time: instant

Duration: 1 round / level, or until used

Resistance: as difficulty

Area of Effect: the caster

Spell Sentence: (charge) the caster's hands with (necromantic energy) that (transfers life) to the caster

Rank 1 + very quick cast (2) - self only (4) + 2d6 damage (2) + double use of damage dice (damage to target and healing to caster) (2) = Rank 3

Upon casting this spell, the magic user's hands become charged with necromantic energy. They are treated as +2d6 weapons for the caster's next attack, with Hand range. They remain so charged until the spell duration expires, or the caster successfully strikes with them, whichever comes first. If the caster successfully strikes with them, the caster is healed with the same number of effect points as the spell does in damage. This may be used to remove physical damage effects of major or lesser strength from the caster.

Death's Deception

Level: Magic User 2

Rank: 4

Commonly Enchanted To: masks, rings

Types: illusion

Range: short

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (appear) (dead to all normal tests)

Rank 0 + extreme effect (3) + extensible via effects (1) = Rank 4

Trait:

You look like a corpse... or a zombie!

Mixed benefit from trait, no effect on Rank.

An affected creature appears to be dead—not simply a pristine corpse, but to be quite obviously dead, with major wounds, blood around it, and so forth. A creature under the effect of *death's deception* gains an extreme effect which assists with any attempt to 'play dead'. This includes attempts to not react to another trying to 'test' whether they are dead, as *death's deception* will help control the body's automatic reactions to pain, light, and so forth. The caster may add another target to the spell as a minor effect.

Death Servant

Level: Magic User 8

Rank: 16

Commonly Enchanted To: weapons, especially sickles or scythes; gallows or other execution devices

Types: necromancy

Range: short

Casting Time: instant

Duration: 1 day / level

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (bind) a dying soul to the caster to (intercept) (death spells and similar magic)

Rank 1 + epic effect (immunity to death magic) (10) + very quick casting (instant, from epic) (4) + epic duration (1, due to epic effect) = Rank 16

The caster casts this spell at the moment of death of an intelligent, living creature of normal sort that is native to the prime material plane (i.e., not anomalous, extraplanar, primordial, or another 'exceptional' type). By doing so, the caster binds the soul of the creature in question, making it a 'shield' warding the caster against death magic (i.e., any magic that simply causes outright death).

This spell absorbs one such spell that is targeted at the caster during its duration; this immediately ends the effect of the spell. A caster may not have multiple *death servants* bound.

Deceptive Distance

Level: Illusionist 2

Rank: 4

Commonly Enchanted To: armour, bows, clothing, wands

Types: illusion

Range: long

Casting Time: 1 action

Duration: 1 round / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (distort) the target's (perception of distances)

Rank 0 + built-in major effect (2) - limited to major effect (1) + extended range (2) + secondary effect (movement) (1) = Rank 4

An affected creature gains a major consequence of *deceptive distances*. This causes a -4 to ranged attacks. Attempts to change range while under the influence of this spell are opposed by the illusionist's mental defence, if it is higher than the difficulty would normally be.

Delay

Level: Magic User 1+ (see below), Illusionist 1+

Rank: 1+ (see below)

Types: metamagic

Range: touch

Casting Time: 1 round

Duration: variable (see below)

Resistance: as difficulty

Area of Effect: see below

Spell Sentence: (wait) (a given period of time) and then (trigger) (another spell)

Rank 4 - very short range (touch) (3) = Rank 1

This is essentially a very simple warding spell. Like other warding spells (see *glyph of warding* and *door ward*), it involves another spell that is to be triggered. *Delay* does not involve a detection spell, however—instead, it simply waits a period of time, from one to ten rounds as set by the caster when the spell is invoked, and then triggers.

As with *door ward*, *delay* and the spell it is to trigger are cast together, with a total casting time equal to the sum of their casting times. If spell levels are being used, the caster casts both spells, and makes a spellcasting roll as if casting a spell of a level equal to the sum of the spells' levels. If ranks are being used, the caster makes a roll to cast a spell of rank 1+the rank of the spell to be triggered.

Delay may be the spell triggered by a ward, allowing the creation of wards that wait a short period after being triggered, and then go off. Combined with the *lasting spell* advancement (p 153), it's possible to create longer delay periods.

Detect Astral

Level: Cleric 5, Magic User 5

Rank: 9

Also Called: See Astral Presences, Sense Astral Presences

Commonly Enchanted To: circlets, eyepieces, potions, scrolls

Types: elemental (void), knowledge, *travel*; divination, **void**

Range: self

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 50 ft radius around caster

Spell Sentence: (detect) (astral presences) in the area

Rank 0 + epic effect (cross-planar sensing) (10) + shortened casting time (adventurer scale, from epic) (2) - shortened range (4) + heroic-level area of effect (1) = Rank 9

This spell grants the caster the ability to sense into the near astral, seeing creatures and objects that are in that 'close enough to cross over' zone of the astral plane. On a minimal success, this sense is diffuse, only allowing the caster to sense the presence of living or undead creatures and get a general estimate of their number. A minor effect gives directionality and a sense of size, as if the astral presences were glowing, but seen through a thick fog. A major effect causes non-living objects on the astral to be similarly sensed, and the caster to know that they are not alive or undead. An extreme effect grants full sight into the astral, allowing the identification of creatures and objects.

Detect Class (reversible to Mask Class)

Level: Cleric 3

Rank: 5

Types: balance (law), knowledge (reverse—balance(chaos), deception, *protection*)

Range: short

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (detect) the target's (class)

Rank 0 + heroic effect (normally impossible) (5) = Rank 5

Traditionally, *D&D* does not allow magic of any sort to divine a character's class. Thus, this spell is relegated to a sidebar as an even-more-optional-than-the-rest rule. The GM should carefully consider whether they want this to be possible, and, if they do, what classes it's possible to detect and which classes can use this spell. For example, perhaps clerics can be detected due to the influence of their divine sponsor, but only by other clerics. Or, in a setting where the ability to use magic is supposed to be an inborn trait, perhaps this spell can detect magic users... but also includes those who merely have magical potential, but do not have the training necessary. It might also require a higher rank of effect, raising the spell's level.

If this spell is allowed, we suggest that a minimal success detects the class or superclass of the character—for example, a paladin would detect as being a fighter, or an illusionist as a magic user. A minor effect allows detecting sub-class, or adds an additional target to the spell. A major effect can reveal the target's tier (adventurer, heroic, epic, etc.)

The reverse, *mask class*, allows masking the character's true class and power level at the same effect costs as above; the remaining check total after paying for effects determines the difficulty to penetrate the masking effect.

Note that the spell does not enhance the caster's senses in any other way—an invisible creature on the astral will not be seen, for example, unless the caster has an ability or effect that allows them to see invisible things.

This spell has no reverse, but, as noted, presences on the astral can conceal themselves in other ways. Further, things that block detection spells will also block this vision (*M&M* p 93).

Detect Charm (reversible to Conceal Charm)

Level: Cleric 1, Druid 1, Magic User 1

Rank: 1

Commonly Enchanted To: eyepieces, jewellery, potions, scrolls, wands

Types: emotion, knowledge; **charm**, divination (reverse—abjuration, deception, emotion; charm, illusion, metamagic)

Range: short

Casting Time: 1 round

Duration: instantaneous (1 turn / level for conceal charm)

Resistance: effect total of charm spell

Area of Effect: 1 creature (or more via effect points)

Spell Sentence: (detect) whether the target (is being mentally influenced by a charm-type spell)

Rank 0 + flexibility via effect points (1) = Rank 1

This spell reveals whether a creature is under the influence of a *charm* spell or a similar spell (that is, any spell which causes the

target to be friends with the caster, or to be mentally controlled by the caster). A minor effect can add an additional target to the spell; a major effect can determine the spell that was used, if it is known to the caster of this spell; an extreme effect can reveal the magical signature of the caster of the charm spell (see *analyze magic*, p 182, for information about magical signatures).

The reversed spell, *conceal charm*, increases the difficulty of detecting a *charm* or similar spell with this spell by its effect total.

Detect Ethereal

This spell is identical to *detect astral*, except that it detects creatures and objects in the near ethereal, rather than the near astral, and it has the type *aether* rather than *void*. Note that most ghosts inhabit the near ethereal when they are not manifesting; this spell in combination with *detect undead* can detect the presence of ghosts, even if they are not manifesting at the time.

Detect Life (reversible to Mask Life)

Level: Cleric 1, Druid 1, Magic User 1

Rank: 1

Commonly Enchanted To: clothing (as mask life), potions, religious symbols, scrolls, staves, wands

Types: knowledge, life; aether, **divination**, necromancy (reverse—deception, life, *protection*; abjuration, illusion)

Range: short

Casting Time: 1 round

Duration: instantaneous (1 turn / level for mask life)

Resistance: as difficulty

Area of Effect: 1 creature or object (or more via effect points)

Spell Sentence: (detect) whether the target (is alive)

Rank 0 + flexibility via effect points (1) = Rank 1

The caster determines whether the target of the spell is alive. As a minor effect, the caster may determine whether a living creature is of a specified one of these types: animal, anomalous (life, but not as we know it), extraplanar, fey, magical hybrid, mythic beast, person, plant, primordial, or other. As a major effect, the caster may determine the type without needing to ask whether it is of a specific type (including all types if it is of multiple types: e.g., a fey animal), or may determine whether a creature belongs to a specific race or species (e.g., is an elf, or is a wolf). Note that if this spell is used to determine race or species, half-breeds register as being of either parents' species, and -blooded creatures do register as being of the race or species they have that trait for. Lastly, as a minor effect, the caster may extend the spell to another target within range.

Undead creatures that survive by stealing life (vampires, wights, some types of ghosts, etc.) resist this with their Mental Defence; if the caster does not overcome their defence, then the spell is confused by the stolen life within them, and registers them as alive. If more specific information is being sought, the GM should determine what the spell reveals; in general, however, an undead which has been feeding on creatures of the person type will detect as being a person. It may further detect as being either its own original race, or the race it has most recently fed from.

Creatures that have been magically polymorphed resist with the check total of the polymorph spell. If this resistance is not met, but the check total exceeded the spellcasting difficulty, then they detect as being the type, race, etc. they have been polymorphed into.

The reverse spell, *mask life*, can function to either hide life from this spell, or make it appear to be life of a different sort. It cannot make an undead creature seem to be alive—see *mask undeath*, the reverse of *find undead*, for that.

Effect points of *mask life* may be spent to create false information, with costs the same as for discovering that information. The

Detection Spells and Wards

Many of the warding spells we present here require a detection spell of some sort to be cast with them, becoming the 'trigger' of the ward. For our purposes, such a trigger can be any *detect*, *find*, *know*, or *locate* spell: the GM may allow other spells to be triggers as well, if they seem to make sense for such a purpose.

If a secondary ward is being placed atop an existing ward, the secondary ward can either have a different trigger, or it can use the same trigger as the existing ward. In the latter case, the detection spell does not have to be re-cast. In this way, a ward can be built that does multiple things when triggered. For example, a caster might create a ward that triggers when anyone enters a room, casting a *hold person* on them, and then add a secondary ward to send a *message* to the caster, so they will be notified of the intrusion.

When a ward is set up, the GM should generate a check total for its detection component—this is then the difficulty of fooling the ward with an appropriate *conceal* or *mask* spell.

remaining check total after paying for effects determines the difficulty of penetrating the *mask* to discover the true information.

Detect Polymorph (reversible to Conceal Polymorph)

Level: Cleric 4, Druid 4, Magic User 4

Rank: 7

Commonly Enchanted To: amulets, eyepieces, rods, scrolls

Types: *balance (law)*, knowledge; divination, transmutation (reverse— *balance (chaos)*, deception; abjuration, illusion, metamagic, void)

Range: short

Casting Time: 1 round

Duration: instantaneous (1 turn / level for conceal polymorph)

Resistance: as difficulty

Area of Effect: 1 creature or object (or more via effect points)

Spell Sentence: (detect) whether the target (has had its form magically altered)

Rank 0 + heroic effect (normally impossible effect) (5) + quick casting (adventurer from heroic) (1) + flexibility via effect points (1) = Rank 7

This spell attempts to determine whether the target has been subjected to a magical alteration of its form, such as a *polymorph* or *shapechange* spell. An unwilling target of the spell may resist with Mental Defence; otherwise, normal spellcasting difficulty is used. A minimal success determines whether the target has been altered from its natural form; a minor effect reveals its natural form in general terms; a major effect allows the caster to "see through" the polymorph to see the creature or object in its true form. A minor effect may be used to include another target in the spell.

Note that spells that reshape something, but do not change it in more fundamental ways, do not register to this—for example, stone that has been shaped via a *stone shaping* spell does not detect as altered. Reshaping through natural means (carving, chiseling, etc.) is not revealed, and this spell does not detect changes that are merely illusionary (e.g., an *object glamour* or the like). Further, creatures that 'shapeshift' via natural plasticity of form are not detected by this spell (e.g., informes).

The reversed spell, *conceal polymorph*, increases the difficulty of *detect polymorph* to the check total generated when casting it.

Detect Speech

Level: Magic User 1 (0 if cantrip rules are in use)

Rank: 0

Also Called: Listen, Mage's Ear

Commonly Enchanted To: circlets, helmets, jewellery, rods

Types: divination

Range: touch

Casting Time: 1 turn

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (listen) (for speech)

Rank 0 + extreme effect (spell recognizes speech) (3) + variable effect (1) - long casting time (1) - shortened range (3) = 0

This spell creates a sort of 'magical ear', which listens for speech around it. The 'ear' can either listen for any speech (the default effect), or for a particular phrase (a minor effect for each phrase desired), or a particular voice (a major effect for each voice, and the caster must be familiar with the voice), or a particular language (a major effect, and the caster must be able to understand the language in question).

The ear hears as well as an average person. Thus, it needs to be very close to people who are whispering to hear them, and can hear shouting from a considerable distance. If a check should be needed, consider the ear to listen with effective WIS 10 (+0), and a trait bonus equal to the caster's level.

On its own, this spell does nothing useful. However, in conjunction with a warding spell, it can be used to create effects that are activated by a phrase. *Detect speech* can pass the speech in question on to another spell through a ward—thus, a caster could create a ward using this and *message* to relay the speech the ear hears to the caster or to someone or something else. With sufficient cleverness and the right spells, this could be used to automatically record speech.

Used as a cantrip, only minor effects can be created (per *Cantrip Magic*, p 151). Thus, it may only listen for specific phrases or any speech at all.

Detect Teleport (reversible to Mask Teleport)

Level: Cleric 3 (only detect, not mask), Magic User 3

Rank: 6

Commonly Enchanted To: circlets, rings

Types: elemental (aether), knowledge, *travel*; aether, conjuration, divination (reverse—illusion, metamagic, void)

Range: centered on caster

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 30 ft + 10 ft / level radius around caster

Spell Sentence: (detect/mask) (teleportation)

Rank 0 + heroic effect (detects something normally impossible to detect) (5) + quick cast (adventurer, from heroic) (1) = Rank 6

Having cast this spell, the caster will be aware of any arriving or departing *teleport* or related spell within the area of effect while it lasts. They will know whether the teleport was an arrival or departure; as a minor effect, they may learn the direction to the point of arrival/departure within the area, or how many creatures arrived or departed. For a major effect, the caster will know if any of the creatures involved was one whose true name they know, or who they targeted by one of the standard methods when casting the spell.

While this spell is useful on its own, it is particularly useful in combination with a ward. When used with a ward, it is considered to "go off" before the teleportation is complete, making it possible to trigger a *dispel magic* to counterspell the teleport. Further, a

teleport-type spell triggered by this spell via a ward can target the detected creature(s), making it possible to create a ward that diverts teleporters to a new destination!

When reversed to be *mask teleport*, this spell affects the next teleport spell cast by the caster, to a limit of its duration (but only one casting). It sets the difficulty of *detecting* that teleport to the spellcasting check total of the *mask teleport* spell.

Disjunction of Magic

Level: Magic User 9, Illusionist 9 (Illusion's End variant)

Rank: 21

Also Called: Curse of the High Mage, Illusion's End

Commonly Enchanted To: scrolls, staves

Types: **abjuration**, metamagic, void; illusion's end—illusion+, metamagic

Range: long

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 30 ft radius circle

Spell Sentence: (destroy) (magical effects and enchantments)

Rank 0 + legendary effect (15) + quick casting (reduced to quick adventurer scale, 4) + area of effect (1) + extended range (1) = Rank 21

Within the area of effect, all spells and enchantments are affected as if by a *remove enchantment* spell (p 230) that is capable of removing up to legendary effects. This does not remove effects or items created by instantaneous spells, such as the wall of stone created by a *wall of stone* spell, and mythic effects are exempt. The caster's own spells and enchantments are not exempt.

The illusionist variant, *Illusion's End*, affects only illusions; however, the caster's own illusions are exempt from it!

Dispel Illusion

Level: Illusionist

Rank: 5

Also Called: Reveal the Truth

Commonly Enchanted To: dusts, magical circles, rods, wands

Types: illusion+, metamagic

Range: short

Casting Time: 1 action

Duration: instantaneous or 1 round / level

Resistance: as difficulty

Area of Effect: 1 creature or object

Spell Sentence: (dispel) (illusionary effects) on the target

Rank 0 + extreme effect (3) + removes multiple effect (GM judgement; 3) + quick casting (1) = Rank 7

Trait:

Illusionists are naturally good at removing illusions.

Rank 7 - one helping trait = Rank 5

This spell strips away illusions, leaving the target showing its natural appearance. Illusionary effects of extreme (+/-6) effect or lower are removed; more powerful illusions are not affected by this spell. Against permanent illusions, it suppresses them for one round per level of this spell's caster.

Dispel Magic

Level: Cleric 3, Druid 3, Magic User 3

Rank: 5

Also Called: Restore the Natural Order

Commonly Enchanted To: dusts, magical circles, potions, religious symbols, staves

Types: *balance, deception, destruction*, elemental (aether, void), protection; **abjuration**, aether, metamagic, void

Range: short

Casting Time: 1 action

Duration: instantaneous

Resistance: special

Area of Effect: 1 creature or object

Spell Sentence: (dispel) (magical effects) on the target

Rank 0 + 3 spell dice (3) + stance effect (transforms spell dice into d8 and prevents them from being added to consequence points on a failure) (1) + quick casting (1) = Rank 5

Dispel Magic drains away magical energy from spells and enchantments of extreme strength or less, nullifying them. This has multiple uses:

- It may be used as a counterspell, with the caster directing *dispel magic* against another caster. If used in this fashion, the effect points of *dispel magic* increase the difficulty of spellcasting checks by the target. When used in this way, *dispel magic* is effective against spells that it would not normally be effective against (e.g., those with heroic effects or stronger)—it is not removing the effect, rather, it is making it more difficult to achieve the effect.
- Used against a spell or magical effect of strictly limited duration, *dispel magic* ends the duration of the spell or effect. To do so requires generating effect points equal to or greater than the effect points used to create the spell or effect.
- Lastly, when used against a spell or magical effect of permanent or indeterminant duration, *dispel magic* temporarily suppresses the effect, doing so for one round, plus an additional round for each five effect points generated.

For all three uses, *dispel magic* adds an additional 3d8 effect points to the caster's action check on a successful casting. Further, if the caster has effects or traits that would indicate unusual knowledge of the magic in question, these may be added to the action check as normal. Thus, for example, when attempting to remove a suspected magical trap from a dungeon door, it may be useful to first cast *detect magic* and/or *analyze magic* to gather information about the spell in question. Similarly, a trait such as *Karnak is my former apprentice* could be used to assist in dispelling spells created by Karnak.

Distrupt

Level: Magic User 1 (0 for illusionists if cantrip rules are in use)

Rank: 0

Commonly Enchanted To: scrolls, tomes, trinkets

Types: charm, illusion

Range: short

Casting Time: instant

Duration: 1 round (but see below)

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (distrupt) the target

Rank 0 + very fast casting (2) + secondary effect (1) - requires concentration (1) - non-combat (1) = Rank 0

A *distrupt* spell has one of two effects: the first is to make a target believe that they heard a sound, saw motion, or otherwise noticed something of possible interest at a location of the caster's choosing.

Dispel Magic vs. Remove Curse vs. Cure Disease vs.

Traditionally, *D&D* has had separate spells for *dispel magic* and *remove curse*. We've chosen to maintain that separation here. To do so, we've specified that *dispel magic* does not remove permanent effects or those "of indeterminate duration" (e.g., that last until the target performs a specific action, "until death", "unto the seventh generation", and so on). The underlying thought here is that *dispel magic* drains off magical energy—but long-lasting magics incorporate their own source of magical energy. Thus, a *dispel magic* can drain them off for a while, but the source will eventually manage to build back up enough to start the effect or enchantment going again.

Further, in a magical world, it makes sense that magical curses would be constructed in such a way as to prevent easy removal. They might be woven into the life-force of the target, or even booby-trapped in a way that will cause them to damage the target more significantly if someone tries to remove them (or to damage the magician trying to do the removal!). Thus, it makes sense that a specialized 'spell' or body of magical technique would exist to remove curses: the *remove curse* spell.

Lastly, it should be noted that while *dispel magic* can end magical effects, it does *not* end non-magical effects that simply happen to have been caused by magic. The burns caused by a *fireball* are not a magical effect, for example, and cannot be removed by *dispel magic*. In similar fashion, the bacteria or viruses brought forth by a *cause disease* spell are not magical in and of themselves, and thus, such diseases cannot be removed by *dispel magic*. An *invisibility* spell, on the other hand, creates an effect which is magical, and which can be removed by *dispel magic*.

When there is doubt about whether a spell's effect is "magical", the GM should consider whether the effect in question could be caused by non-magical means with medieval technology. If it could, it is most likely not magical for purposes of *dispel magic*.

The second possibility is to narrow their focus of attention to something they are already looking at, reading, fidgeting with, etc.

In either case, this spell makes the distraction unnaturally fascinating to the target. This creates a *distracted* consequence on the target, making it harder for them to notice other things. The spell can be continued on subsequent rounds, maintaining the distraction, but the caster may not attack, defend, cast another spell, or do anything else requiring concentration while maintaining the spell. It may not be maintained for more than five rounds.

If cast as a cantrip, *distrupt* cannot create more than a minor effect, per the cantrip rules (p 151).

Mercatants sometimes learn this spell to make items seem more interesting to potential customers, using the effect created to make it more difficult for the target to resist their sales pitch.

Thanks to Brian Jacoby for suggesting *distrupt*!

Divine Strength

Level: Cleric 2, Magic User 2

Rank: 4

Also Called: Giant's Strength

Commonly Enchanted To: armour, belts

Types: life, *protection*, war; earth, evocation, metal, **transmutation**

Range: touch

Casting Time: 1 action

Duration: 1 turn

Resistance: target's current Strength, or Mental Defence if unwilling

Area of Effect: 1 living creature

Spell Sentence: (grant) (increased strength) and (strengthen) (tissues to support such)

Rank 2 + quick casting (1) - reduced range (3) + built-in minor effect (1) + potential heroic effect (3) = Rank 4

When successful, the touched creature is granted an effect of *divine strength* (or *giant's strength*), which grants bonuses to lifting objects and making Strength-based attacks. The minimum effect granted is a minor effect; effect points may be spent to increase the magnitude of this effect. The caster may create a heroic effect for 15 points, even if they are not normally capable of creating heroic effects.

Dominate

Level: Magic User 5

Rank: 9

Commonly Enchanted To: bindings, jewellery, rods, scepters, staves

Types: **charm**

Range: short

Casting Time: 1 action

Duration: 1 hour / level

Resistance: Wisdom

Area of Effect: 1 person

Spell Sentence: (make) (a mental link to a person) and (control) that person

Rank 1 + epic duration (10) + heroic effect (complete domination) (1, due to epic duration) + quick casting (quick adventurer, from epic) (3) = Rank 15

Traits:

Mental link does not grant full communication.

Affects only persons.

Subject may resist some commands.

Rank 15 - three drawback traits = Rank 9

Upon a successful casting, a heroic effect of *domination* is placed on the target. The target obeys the caster's commands, within the limits of their abilities, and doing so in a way that does not prevent minimal self-maintenance (eating, sleeping, etc.). A subject forced to do something it would be strongly opposed to may attempt to throw off the control, requiring the caster to make a new spellcasting check (but not requiring the caster to actually cast the spell again, nor to take an action to do so). Trait bonuses may apply to the subject's mental defence in such a case.

The caster may use their mental link to the subject to issue commands; however, such commands are limited in scope to basic commands—"come here", "go there (to a mentally pictured place or person)", "attack (a mentally pictured target)" (note that the caster can order a mental or social attack), or "stand still". The mental link can also be used to perceive the situation of the subject. This is not a literal 'seeing through their eyes' or the like, but does let the caster know where they are, who and/or what else is there, and so forth, to the limits of the subject's perceptions.

Domination interferes with the normal thought processes of the subject, rendering spellcasting or similar activity (e.g., use of psionics) impossible. Further, those familiar with the subject may notice changes in the subject's behavior.

Door Ward

Level: Magic User 1+ (see below), Illusionist 1+

Rank: 2+ (see below)

Also Called: Ward Portal, Window Ward, Gate Ward, Lesser Ward

Commonly Enchanted To: boxes, chests, entrances

Types: divination, **metamagic**

Range: touch

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: 1 door or similar portal

Spell Sentence: (ward) a door to (cast) (a specified spell) (when opened)

Rank 2 - reduced range (3) - long cast time (1) + heroic duration (5) = Rank 3

Trait:

Expend after one use.

Rank 4 - one negative trait = Rank 2

A *door ward* allows the magic user to set a spell upon a door or similar portal (window, gate, etc.) that will trigger when the door is opened. The target of the triggered spell may be either who or whatever opens the door, the door itself, or someone named when casting the spell. This does not extend the range of the triggered spell, however, so the most common use of the last is to serve as an alarm, using the *message* spell.

This spell and the spell to be triggered are cast together, with a total casting time equal to the sum of their casting times. If spell levels are being used, the caster casts both spells, and makes a spellcasting roll as if casting a spell of a level equal to the sum of the spell's levels. If ranks are being used, the caster makes a roll to cast a spell of rank 2+the rank of the spell to be triggered. *Burning hands*, *magic missile*, *hold person*, *ghost sound*, and *message* are popular spells to combine with this, but any spell could be, if the GM agrees it is sensible.

Magic users frequently use this along with the *lasting spell* advancement (p 153) to allow them to create longer-lasting wards. Further, although the spell is called "door ward", it can be used on all sorts of openable objects—including the covers of books, lids of chests, or even the flap of a pouch!

Dreams of Guidance

Level: Cleric 3, Druid 3

Rank: 5

Also Called: Commune With Nature

Types: universal, *balance*, knowledge, *protection*; commune with nature—animal, knowledge, plant

Range: self

Casting Time: special

Duration: special

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (gain) (guidance from deity/nature/whatever)

Rank 0 + heroic effect (gaining of arbitrary information) (5) = Rank 5

This spell must be cast before going to sleep, and with a specific question in mind for which the cleric is seeking advice. The cleric using it must sleep for a minimum of five hours. Upon awakening,

if the spell was successful, the cleric will remember the answer that they were given.

Adjudication of this spell is heavily left to the GM, but here are suggestions:

- If the cleric is seeking an answer to a factual question (for example, is the Duke under the influence of a demon?), the GM should determine a difficulty, bearing in mind that difficulties of questions that are not within the purview of the cleric's divinity should be higher. In general, if the question is directly relevant to the divinity's powers and interests, difficulty should be minor, or determined by the resistance of any opposition (in the example above, the demon). If it is only indirectly relevant, difficulty should be major, or increased by 5 above any resistance. If it is of dubious relevance, difficulty should be extreme, or increased by 10 above any resistance.
- If the question is phrased looking for strategic advice (e.g., "how can we get into the vault of the Temple of Set?"), determine a difficulty as above, then allow the cleric to spend the effect points generated to create effects representing knowledge gained through the *dreams of guidance*. These effects apply only to the situation for which guidance was requested, but are considered to be situational effects, rather than effects attached directly to the cleric.

The druidic version of this spell is similar, but make the following changes:

Casting does not require sleep; however, the druid must be outdoors, and must spend a turn casting the spell. The 'casting' involves speaking to nature spirits of the area, who provide answers.

Answers given are limited in scope to the nearby area (within a mile). Questions about animals, plants, and natural features in the area should be of minor difficulty; ones about persons or artificial structures of major difficulty; and ones about things within a structure or pertaining to artifacts of human/demi-human/humanoid make are of extreme difficulty.

Dust Devil

Level: Druid 3, Magic User 3

Rank: 5

Commonly Enchanted To: fans, rings

Types: elemental (air), weather; **air**, earth, evocation

Range: sight

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 dust devil

Spell Sentence: (create) (a dust devil) and (place) (it under the caster's control)

Rank 2 + heroic effect (5) + 2d6 effect dice (2) + extended range (1 w heroic effect) + quick casting (adventurer instead of heroic, 1) - limited effects (1) = Rank 10

Traits:

Requires concentration.

Out of control!

Rank 10 - two negative traits (4) = Rank 6

This spell creates a small whirlwind under the control of the caster. The caster may move it about within the spell's range, using it to attack each round. This is an INT-based attack, with 2d6 additional effect dice on a successful hit. The whirlwind is strong enough to pick a man-sized creature (anything under about 500 pounds) up.

This spell may be used to make area effect attacks, varying it from 5 ft to 20 ft across. It may also attack heroic constructs. It cannot, however, create heroic effects. The whirlwind requires concentration to control, limiting the caster to a walking movement rate, and

preventing them more making other attacks. Should the caster's concentration cease before the spell's duration ends, the dust devil becomes uncontrolled, and it remains for two more rounds. Roll a d6: on a 1-3, it continues to attack its current target; on a 4-6, the GM chooses a new target who is not more than Short distance from the previous target.

Earthquake

Level: Druid 7

Rank: 13

Commonly Enchanted To: boots, staves

Types: *balance*, elemental (earth)

Range: long

Casting Time: 1 action

Duration: 1 turn

Resistance: as difficulty

Area of Effect: heroic (up to 300 ft radius; can be as small as 100 ft radius)

Spell Sentence: (shake) (the earth)

Rank 0 + epic scale (10) + heroic area (1, due to epic scale) + extended range (1, due to epic scale) + quick casting (quick adventurer, from epic) (3) + 10d6 weapon dice (10) - weapon dice only affect structures or those within them (50% discount, 5) - short duration (1) = Rank 19

Traits:

Affects allies as well as enemies.

Damage happens over time.

Useless in many situations.

Rank 19 - three drawback traits = Rank 13

On a successful casting, the ground begins to shake in the area indicated by the caster. Everyone in the area makes a DEX check against a difficulty of the caster's level + casting attribute bonus; those who fail take effects of being unsteady on their feet, falling down, etc.

In addition, the spell attacks structures of epic scale or less in the area; this is an attack using the caster's level and casting attribute, with a 10d6 weapon bonus. This attack is only considered to happen once. If on adventurer time scale, consider the damage to happen over the duration, with one-tenth the rolled damage happening each round.

Those who are inside structures are also subject to the attack, as portions of the structure fall onto them. On large time scales, treat this as a 10d6 attack as above; on a round-to-round timescale, treat it as successive +1d6 attacks for the duration of the spell, so long as they remain within a structure.

Note that the caster and their allies are not immune! A wise caster will cast this so they are not in the area of effect, or from a flying mount or something else that prevents their being affected.

Elemental Form

Level: Cleric 8, Druid 8

Rank: 15

Types: elemental, *nature*

Range: self

Casting Time: 1 action

Duration: 1 round / level

Resistance: none

Area of Effect: self

Spell Sentence: (transform) the caster's body (into an elemental form)

Rank 0 + epic effect (transformed into elemental) (10) + secondary effect (movement) (1) + quick casting (quick adventurer, from

epic) (3) + tertiary effect (elemental immunities, resistances, and vulnerabilities) (1) = Rank 15

The caster becomes an elemental of the desired type. Effects vary depending on the elemental type assumed:

air: The caster gains a flying movement rate of 30 (+10), resistance to fire, and damage from lightning or electricity heals them. They gain +10 to their Dexterity score (and the appropriate bonus), the *perfect flight* effect, granting +8 to any flight check, and the trait *no fixed shape*. A caster in air form has the following physical attacks:

Gusts of Wind & Debris +STR+level (+2d6)
Envelop +DEX+level (+asphyxiate +carry)

earth: The caster appears to be a rocky version of their normal self. They cannot be directly damaged by fire or air, gain +10 to physical defence and Strength score (and the appropriate bonus for their new Strength), and a burrowing movement rate equal to their normal land-based movement rate.

fire: The caster and their equipment are transformed into living flame. They are healed by fire-based attacks rather than being damaged, and are vulnerable to water- and cold-based attacks. Their physical attacks inflict an extra +2d6 fire damage, and can cause fire-based effects. They may pass through grates, small openings, and so forth that are more than an inch or so wide, and gain +5 to their Movement score (and the appropriate Movement bonus). They do not gain the ability to fly, however. If you have special movement abilities related to fire (such as being able to teleport through flames (see *Flame Travel*, p 27)), you may consider yourself to be the entry point for activating such abilities!

metal: The caster is transformed into living metal. They gain +15 to physical defence, +10 to their Strength score (and the appropriate bonus for their new Strength), immunity to water and air attacks, and immunity to pain-based effects.

water: A watery, amorphous form is assumed by the caster. This grants +10 to swimming movement (and the appropriate Movement bonus). The caster also gains immunity to water-based attacks and paralysis, and the trait *no fixed shape*. The caster gains a +6 bonus to Mental Defence, and the *Reflective Mind* ability, enabling them to riposte mental attacks as a minor effect. They gain the following attacks:

Crashing Wave +STR+level (+1d6)
Drag Under +STR+level (+asphyxiation)

wood: The caster becomes living, mobile wood, along with their belongings. Their size increases by one category, they gain +10 Strength (and the appropriate Strength bonus) and +5 Physical Defence. They may choose to root to the spot they are in, gaining an epic scale (+10) effect against being moved. Spells that affect plants will affect the caster in this form, and the caster counts as a tree. Note that this means that a druid can use *transport via plants* while in this form to teleport to another tree! The caster also gains the trait *long reach*, increasing the reach of all their melee attacks by one step. Lastly, they suffer an overwhelming urge to say “I am Groot.”

For all versions, the caster gains immunity to non-magical weapons, poisons, and diseases while in elemental form. They cannot be healed by normal healing spells, however; spells designed to heal elementals are needed.

Healing Unusual Creatures

As noted in *COLLECTANEA CREATURAE*, certain creature types are not affected by standard healing spells, but it is possible to create variant healing spells that do affect them. If the GM wishes to allow players access to such healing spells, we recommend the following:

First, these are analogous to the standard healing spells. Thus, there is a *cure light wounds for <type>*, *cure serious wounds for <type>*, and so forth.

Second, in order to be able to use a healing spell for a type, the caster must be able to cast not just healing spells, but also spells of a school/domain that would be appropriate to the type. Thus, a cleric who wishes to have a *cure light wounds for earth creatures* spell would need to have a domain such as *elemental* or *earth*.

Third, types should be no broader than a subtype—for example, “elementals” would be all right (but again, it requires an appropriate school or domain. A cleric with *water* domain, but not an *elemental* or *earth* domain can heal water elementals, but not earth elementals). The *plant* type is an exception, and, as noted in *COLLECTANEA CREATURAE*, the GM may decide that druidic healing spells already work for plant types.

Empowered Avatar

Level: Cleric 9

Rank: 19

Types: universal, *balance*, war

Range: self

Casting Time: 1 round

Duration: see below

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (become) (an avatar of the cleric’s deity)

Rank 0 + mythic effect (20) + quick casting (adventurer, from mythic) (4) - self only (4) + secondary effect (additional PHP) (1) + secondary effect (additional MHP) (1) + secondary effect (scale increase) = Rank 23

Traits:

Only usable by direct permission of one’s deity.

The deity’s desires override yours.

Rank 23 - two drawback traits (4) = Rank 19

In order to cast this spell, the cleric must be in a situation where their success or failure at their endeavor would be of great concern to their deity, and the deity’s help is desperately needed. Upon a successful casting, the cleric is granted the following:

1. A mythic scale (+14) effect, assisting the cleric with activities within the deity’s spheres of influence which are necessary to the success of the endeavor. Note that this does *not* apply to the cleric’s defences, unless the cleric is defending against a direct enemy of their deity (e.g., an opposing demon lord/lady/prince/princess, an avatar of an opposing deity, or a similar manifestation).
2. Mythic scale, allowing the cleric to undertake actions against opponents at any scale.
3. A temporary grant of 90 PHP and 90 MHP, which are used before the cleric’s own HP.

This spell’s duration is up to the cleric’s deity—once the lending of divine power has ‘turned the tide’ in the cleric’s favour, the spell’s effects will end. While it endures, the cleric’s actions are subject

to veto or complete override by the deity. If this causes significant complications for the cleric or the cleric's allies, they should be given a hero point to compensate.

Encompassing Globe

Level: Magic User 8

Rank: 16

Commonly Enchanted To: orbs, wands

Types: abjuration, aether, conjuration

Range: long

Casting Time: 1 hour

Duration: 1 day / level

Resistance: none

Area of Effect: globe surrounding a single epic construct, or an area up to 1 mile in radius

Spell Sentence: (create) (a globe of force encasing) the target which (allows) (normal air in and out) (but not other gases)

Rank 3 + built-in epic effect (10) + epic scale/area of effect (1, due to epic effect) + long range (1, due to epic scale) + additional defense (4) = Rank 18

Trait:

Once created, the globe cannot be moved.

Rank 18 - one drawback trait = Rank 16

This spell creates an epic effect of *Encased in a Globe of Force* on the target. The globe may harmlessly penetrate plant matter; animals will be shunted to one side or the other if on the edge. Note that the range applies to the globe's nearest edge; the magic user need not be inside the globe when creating it.

The globe is an epic effect, and is treated as such for removal; dispel magic cannot remove it. It prevents anything except normal air from moving in or out, and cannot be moved by any means. The globe has a PD of 28 and 50 PHP. Overcoming this creates a break in the globe large enough to allow escape, if the globe is being used to capture an epic construct (note that this is escape on the epic time scale!). The actual opening is large enough for the creature who made it to easily go in and out (i.e., about one and a third times its height and width). 100 PHP of damage will destroy the globe completely. Effect points may be spent to either raise the strength of the globe's effect (which increases its PD as well), or to increase its PHP, on a 1-for-1 basis.

Everburning Flame

Level: Druid 2, Magic User 3, Illusionist 2

Rank: Druid 4, Magic User 6, Illusionist 4

Also Called: Unconsuming Flame, False Flame, Continual Flame, Spell of Fire Tamed

Commonly Enchanted To: bowls, gloves, rings, rods, staves, torches, wands

Types: elemental (fire); aether, conjuration, fire, metamagic; false flame—illusion+

Range: reach

Casting Time: 1 action

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: a flammable object

Spell Sentence: (create) (fire) (that does not consume) on target

Rank 1 + heroic duration (5) + quick casting (quick adventurer, from heroic; 2) - reduced range (1) - limited use (1) = Rank 6

Trait:

Druids are talented with the little fires.

It's easier when it's an illusion.

Rank 6 - one helping trait (2) = Rank 4 for Druids and Illusionists

With a gesture and a few quick words, the caster conjures an elemental flame on any readily-flammable object. This torch-sized flame burns without consuming, shedding light and heat.

A minor effect can be used to remove either light or heat from the flame, leaving only the other. A minor effect upgrades the duration to days; an extreme to weeks.

Evil Eye

Level: Cleric 1, Magic User 1

Rank: 2

Commonly Enchanted To: amulets, circlets, eyepieces

Types: balance, destruction, necromancy; aether, charm, necromancy, transmutation

Range: medium

Casting Time: 1 action

Duration: 1 hour / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (cause) target (bad luck)

Rank 0 + heroic duration (5) + extended range (1 should bring to heroic range, but GM wants it shorter to meet 'must look target in eyes' part; compromise of medium range at 0 cost) - limited effect (no more than major; 3) + quick casting (quick adventurer, from heroic; 2) = Rank 4

Trait:

Must look target in the eyes.

Rank 4 - one limiting trait (2) = Rank 2

More commonly associated with village cunning men, wise women, hags, and witches than with formally-trained magic users, the *evil eye* is nonetheless a spell that they too can learn. The spellcasting check functions as an attack against the victim's Mental Defence, using effect points to create a *bad luck* effect on the target. This is limited to a maximum of a major effect (-4); a minimal success creates a -1 "effect" that lasts the duration of the spell.

Alternately, the caster may choose to cause the target to have a minor accident. At the next reasonable opportunity, this use creates a DEX hazard of difficulty 10 + effect points spent, with a limit of 20. Consequence points from the hazard can cause PHP damage and appropriate physical effects depending on the nature of the accident (e.g., scalding for being doused with boiling water, stench for having a chamber pot dumped out the window on one, a broken bone for being struck by a cart, and so forth).

Expiate (reversible to Scapegoat)

Level: Cleric 2

Rank: 3

Types: balance (law) (reverse—balance (chaos))

Range: touch

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty (Wisdom for reverse)

Area of Effect: 1 creature

Spell Sentence: (transfer) (a consequence)

Rank 0 + arbitrary effect (can work for any sort of consequence) (1) - reduced range (3) + normally impossible effect (5) = Rank 3

Through *Expiate*, a cleric can voluntarily take on a consequence that the target has been afflicted with. To do so, the cleric must spend enough effect points to achieve a degree of effect *one less* than that the target has been afflicted with—thus, a simple success will transfer a minor effect, 5 points a major effect, 10 points an extreme effect, and so forth. The consequence is transferred to the cleric, and is no longer on the target. Note that taking on such a consequence is a

voluntary act by the player, and thus, is not subject to the limitation on GMs that they may not place another consequence of the same degree as an existing one onto a player character.

Scapegoat behaves similarly, except that a consequence is transferred from the cleric to the target, and the target resists with Wisdom. In this case, the degree needed is one *greater* than would normally be needed to create the effect.

Eyes of the Spider

Level: Druid 2

Rank: 3

Commonly Enchanted To: eyepieces, potions

Types: animal, knowledge

Range: self

Casting Time: instant

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (give) myself (all-around vision) and (low-light vision)

Rank 1 + very quick casting (2) + extended duration (1) - self only (4 step range reduction) + minor effect (low-light vision, 1) = Rank 1

Trait:

Low-light vision.

Rank 1 + one augmentation trait = Rank 3

Casting this spell gives the druid the ability to both see in poor light (moonlight or starlight), and to see all around. The druid may use effect points for the effect *all-around sight*.

False Teleport

Level: Magic User 5

Rank: 10

Commonly Enchanted To: capes, rings

Types: aether, conjuration, **illusion**

Range: special

Casting Time: 1 action

Duration: special

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (create) (dimensional pathway for teleportation) and (make) caster (invisible)

Rank 2 + heroic effect (create dimensional pathway) (5) - weak effect (not actually used) (1) + major effect (invisibility) (2) + quick casting (quick adventurer, from heroic; 2) = Rank 10

Just as *teleport trace* was invented to provide a counter to enemies who *teleport away*, *false teleport* was invented to counter *teleport trace*. When casting *false teleport*, the magic user envisions a destination, just as for *teleport*, and a dimensional pathway is created, just as with *teleport*. Thus, a casting of *teleport trace* will work exactly as normal, finding the remains of the pathway that was created, but was not actually used.

At the same time, the caster is turned invisible, as with the *invisibility* spell (*M&M* p 100). In most cases, this proves sufficient, allowing the caster to find a way to make a clean escape while pursuers are attempting to find out where the caster teleported to.

Detect vs. Find vs. Locate Spells

In our terminology, a *detect* spell provides information on the presence or absence of something, a *find* spell seeks out an object of a given type, and a *locate* spell seeks out a particular object. Thus, if you're looking for *your* dog, you'd want a locate spell; if you just want to find *any* dog (or even, say, any beagle), you'd use a find spell, and if you simply wanted to know if there was a dog in the room, you'd use a detect spell.

Any type can be used as the trigger for a ward, depending on the desired effect—if you want your ward to go off when Karen enters the room, use a locate spell; if you want it to go off when any person enters the room, use a find or detect spell.

The reversed forms follow a similar typology: *conceal* spells make it more difficult to discover information, while *mask* spells present misleading information about a target. Thus, a *conceal* is paralleled by invisibility, while a *mask* is paralleled by a glamour-type illusion. Lastly, a *false* spell creates a 'false signal', making it appear that something is there when nothing really is.

Note that the durations of the *conceal* and *mask* spells are not very long. Casters who use these usually take the *lasting spell* metamagic advancement (p 153) to make them more useful.

Feed the Faithful

Level: Cleric 2

Rank: 4

Commonly Enchanted To: bags, religious symbols, sacks

Types: life, *protection*, *travel*

Range: n/a

Casting Time: 1 turn

Duration: 1 hour

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (create) (food and drink)

Rank 0 + heroic effect (5) - limited duration of conjured items (1) = 4

A successful casting of *feed the faithful* produces a feast that will feed a small group—up to a dozen people. The feast remains for an hour; after that, it disappears, but those who have eaten from it remain as full as if they had partaken of normal food.

Feed the Multitude

Level: Cleric 4, Druid 4

Rank: 8

Also Called: Nature's Plentiful Bounty

Commonly Enchanted To: chests, places of worship

Types: *balance (law)*, life, *protection*

Range: n/a

Casting Time: 1 hour, concurrent with duration

Duration: 1 hour

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (create) (food and drink)

Rank 0 + epic effect (10) - limited duration of conjured items (2, since this is an epic effect) = Rank 8

This spell is identical to *feed the faithful*, except that it provides food for a large group—a single epic construct, up to 10 heroic scale constructs, or up to 1000 individuals. The cleric or druid must personally assist with feeding the people, so that the 'casting time' is concurrent with the duration.

Find Animals or Plants (*reversible to*

Conceal Animals or Plants)

Level: Druid 1 (0 if cantrip rules in use), Illusionist 1 (conceal only)

Rank: 0

Commonly Enchanted To: potions, rods, wands

Types: animal, knowledge, life, plant

Range: see spell description

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (find/conceal) (animal or plant of given type) (giving direction and possibly distance)

Rank 2, no modifiers

Trait:

Druids are good at this.

Rank 2 - one helping trait for druids = Rank 0

This simple magic allows the caster to determine the direction to nearby animals or plants of the type specified when casting the spell.

The spell will indicate the direction to at least one animal or plant of the given type within range, if there are any. On a simple success, the range is short. A minor effect will extend this to medium range, and a major effect to long range. A minor effect may also be spent to reveal which range band the animal or plant is located in (i.e., whether it is within short, medium, or long range).

If there are many in the area, the spell will seek out the largest concentration—i.e., where the most can be found. This will always be the location of at least one, however. Thus, for example, if the spell were cast to find deer, and there was one directly east and one directly west, the spell would indicate the direction of one of those, not a direction in between.

Find the Trail (*reversible to Conceal the Trail*)

Level: Druid 2

Rank: 3

Commonly Enchanted To: dusts, rods, staves, wands

Types: balance (law), plant (reverse—balance (chaos), plant)

Range: self

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (find/conceal) (a trail)

Rank 0 + flexible effects via effect points (1) = Rank 1

Trait:

On the Trail

Rank 1 + one granted trait = Rank 3

The druid temporarily is granted the trait *On the Trail*, which can be used to assist in following a trail. The reverse of this spell creates an extreme effect of *Concealed Trail*, giving anyone attempting to follow the trail so enchanted a -6. Effect points may be spent either to increase the duration (buying an additional turn for five effect points) or to add additional effects above the trait, or to increase the effect level of *Concealed Trail*.

Find Undead (*reversible to Mask Undead*)

Level: Cleric 1, Magic User 2

Rank: Cleric 2, Magic User 4

Commonly Enchanted To: potions, religious symbols, scrolls, staves

Types: knowledge, life, natural death, necromancy; divination, **necromancy** (reverse—**aether**, illusion, metamagic)

Range: zero (centered on caster)

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: out to medium range

Spell Sentence: (find) (undead)

Rank 0 + heroic area (5) + quick casting (adventurer, from heroic)

(1) - short duration (1) - limited to undead only (1) = Rank 4

Trait:

Clerics are good at this.

Rank 4 - one helping trait = Rank 2 for clerics

This functions as the druidic *find unnatural things* spell, except that it is limited to finding/masking undead.

Find Unnatural Things (*reversible to Mask Unnatural Things*)

Level: Druid 2 (Find only), Magic User 3 (Mask only)

Rank: Druid 3, Magic User 5

Commonly Enchanted To: magical circles, potions

Types: balance (law), natural death (reverse—**aether**, illusion, metamagic)

Range: zero (centered on caster)

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: out to medium range

Spell Sentence: (detect) (unnatural things)

Rank 0 + heroic area (5) + quick casting (adventurer, from heroic)

(1) - short duration (1) = Rank 5

Trait:

The unnatural stands out to druids.

Rank 5 - one helping trait = Rank 3 for druids

Upon successfully casting this spell, the druid becomes aware of unnatural creatures within the area of effect. This includes undead, extraplanar creatures, and anomalous creatures. If creatures within the area are hiding, the druid's total should be compared to the creatures'. If the spellcasting was successful (i.e., base spellcasting difficulty was exceeded), but a creature's total was not matched or exceeded, the druid has an impression of presence, but without a numeric count or any impression of direction or distance.

If the creature's total is matched or exceeded by four points or less, the druid has a strong impression of presence, and can 'count' that creature. If exceeded by five points or more, the druid can sense approximate distance; 10 points or more gives approximate distance and direction; 15 points gives a solid enough impression of distance and direction for the druid to target the creature for spells and attacks.

Note that *find unnatural things* does not find notice creatures on other planes (e.g., on the astral or ethereal), nor does it notice ghosts that are not currently manifesting.

Example: Camma casts *find unnatural things*, suspecting that there are undead in the vicinity. The GM knows there are six skeletons in the next room, a skeleton warrior in the

crypt beyond that... and an invisible wraith that has been following the party.

The six skeletons in the next room the GM counts as average difficulty, the skeleton warrior as tough, and the wraith as difficult. Camma's player rolls to cast the spell, and gets a total of 24. This is 14 above the skeletons, so Camma has a good idea of their location, but not good enough to target them for spells. It's 9 above the skeleton warrior, and 4 above the wraith.

So, Camma learns that there are eight undead in the area. All the ones that she can sense distance and direction to are ahead of the party, so she senses presences ahead of them, and another further away. While the party may realize once they've fought the skeletons and skeleton warrior that they've come up one short, they won't have any idea where the extra undead is...

The reverse, *mask unnatural things*, increases the difficulty of *find unnatural things* to the check total generated. As a minor effect, *mask unnatural things* can cause an unnatural creature to detect as a natural sort of creature (any of the types detected by *detect life*). This functions as *mask life*.

Fireball

Level: Magic User 3

Rank: 1 + spell dice used (minimum 5)

Commonly Enchanted To: necklaces, rods, scrolls, staves, wands

Types: evocation, fire

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: Dexterity

Area of Effect: 20 ft radius explosion

Spell Sentence: (create) (a fireball)

Rank 0 + heroic scale (5) + quick casting (quick adventurer, from heroic; 2) + increased range (short to medium; with heroic scale, GM allows for free) = Rank 7

Traits:

Uh-oh, too close!

Big fire, small space.

Flammable valuables don't survive.

Rank 7 - three negative spell traits (6) = Rank 1 + spell dice used

The infamous *fireball* spell is one of the most feared tricks of magic users, creating a deadly ball of fire that can kill dozens in a moment. Unfortunately, its sheer deadliness also makes it one of the most dangerous spells to the caster and his or her allies!

Fireball creates a pea-sized mote of fire that shoots toward the point indicated by the spellcaster. When it either strikes a solid object or reaches the distance that the magic user desires (up to its maximum range), it then explodes, creating a 20-foot radius ball of incredibly hot fire that lasts for a heartbeat or so before vanishing. The *fireball's* explosion is pure elemental fire, and it creates no pressure—while it can burn barriers, it cannot explode them as such.

A successfully-cast *fireball* causes great damage: roll the caster's level in d6, and apply these as additional effect points. (Note: if you are using spell dice, the *fireball's* additional effect points are determined by the spell dice put into it.) Since this is an explosion-type area of effect, the total is compared separately to each target's defence.



Flaming Blade

Level: Magic User 2

Rank: 3

Commonly Enchanted To: potions, weapons

Types: conjuration, evocation, fire, metamagic, transmutation

Range: touch

Casting Time: instant

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 weapon

Spell Sentence: (cause) (weapon to run with flame)

Rank 0 + damage bonus (1) + attack bonus (1) - reduced range (3 steps) (3) + very quick casting (2) = Rank 1

Trait:

flaming weapon

Rank 1 + one augmentation trait = Rank 3

By speaking a word, the magic user makes a weapon they are touching become a *flaming weapon*, gaining that trait and a +1 bonus to both attack and damage. This does not make it a magical weapon, so it cannot harm creatures only struck by magical weapons. However, the weapon's wielder can use it to create fire-based effects, and it will cause increased damage to creatures that are vulnerable to fire.

Against creatures resistant or immune to fire, the +1 attack and damage bonus of *flaming blade* do not apply.

Other variants of this spell do exist, such as *frost blade*, *shocking blade*, and so forth. Each is a separate spell, and must be learned separately.

Flesh to Stone (reversible to Stone to Flesh)

Level: Cleric 6 (Stone to Flesh only), Magic User 6

Rank: 11

Also Called: Turn to Stone, Petrify, Turn to Statue

Commonly Enchanted To: dusts, poisons, potions, wands

Types: earth, transmutation (reverse—earth, transmutation)

Range: short

Casting Time: 1 action

Duration: instantaneous

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (transform) (the target into stone)

Rank 0 + heroic effect (5) + quick casting (2) + 3d6 effect points (3) + permanent effect (2) - various types are immune (1) = Rank 11

This spell attempts to turn the target to stone; this is an attack against mental defence. The caster may create effects of slowing, partial petrification, and so forth, up to the extreme effect of full petrification. The spell grants 3d6 extra effect points to use. Extraplans, incorporeals, and plants are immune to this.

While transformed, the target is unconscious, does not age, and needs no food, water, or air. They are granted a *stoneskin* effect, giving them +8 to AC while transformed. Carried and worn equipment is transformed with the target, becoming part of the statue.

The reversed spell, *Stone to Flesh*, undoes the effects of this spell and similar effects (note that since the duration is instantaneous, there is no magic to dispel, nor enchantment to remove!). Resistance for it is the difficulty of the spell, and an extreme effect is necessary to undo full petrification. It may also be used to transform normal stone into flesh, providing roughly 20 lbs of meat per caster level. This may create effects to lower the defences of earth elementals, stone constructs, stone giants, and so forth. The meat produced is perfectly normal meat, quite edible, and of the type desired by the caster. It is fresh and uncooked. Again, note that the duration is instantaneous, and thus, a simple *dispel magic* or the like will not revert the spell-produced meat to stone.

Flight

Level: Magic User 3

Rank: 5

Commonly Enchanted To: brooms, capes, carpets, rings, potions

Types: aether, air, transmutation

Range: touch

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: creature touched (additional targets via effect points)

Spell Sentence: (make) target (able to fly)

Rank 0 + heroic effect (flight) (5) + quick casting (2) - shortened range (3) + secondary effect (faster movement) (1) + additional targets addable (1) = Rank 5

The *flight* spell enables the creature under its effect to fly. They are granted a flying move of 24 (+7). If the duration of the spell ends normally, and the recipient is still in the air, they gently float down, provided they are less than 60 ft in the air. If they are higher than that, they gently float down 60 ft during the next round, then fall any remaining distance.

If *flight* is cancelled in some other way (e.g., *dispel magic*), then the target falls from where they currently are at the moment the spell is ended.

Additional creatures may be added to the spell as targets, at the cost of a major effect for each.

Fog Cloud

Level: Cleric 2, Druid 2, Magic User 2

Rank: 3

Commonly Enchanted To: fans, potions

Types: deception, elemental (water), nature, weather; air, conjuration, illusion, shadow

Range: medium

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: an area approximately 60 ft x 60 ft, 15 ft high

Spell Sentence: (create) (a small fog bank) and (move) it

Rank 1 + major effect (thick fog) (2) + increased area (2) + increased range (1) - limited utility (1) - limited effect (1) = Rank 4

A bank of fog appears in the area, in the location indicated by the caster. The thick fog counts as a major effect, causing a +4 or -4 to attempts to see or find others. Ranged attacks in, from, into, or through the *fog cloud* are limited to short range, unless the attacker can successfully locate their target.

The caster may move the fog cloud up to 20 ft each round while it remains. If the center of the area of effect is moved farther than medium range from the caster (or the caster moves farther away), the *fog cloud* dissipates at the end of the round.

Force Ram

Level: Magic User 3

Rank: 6

Commonly Enchanted To: rings, rods, weapons

Types: aether, air, evocation

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: Dexterity

Area of Effect: 1 creature or object

Spell Sentence: (strike) (target with a ram of force)

Rank 0 + quick cast (1) + extended range (1) + two spell dice (2) = Rank 4

Trait:

It could come from anywhere!

Rank 4 + one augmentation trait = Rank 6

With a gesture and a few words, the magic user projects an invisible ram of force which slams into a target in range. The magic user chooses the direction from which it strikes the target. Because of this and the fact that it is invisible, the *force ram* strikes at a +4. If it strikes its target, the *force ram* grants an additional 2d6 effect points.

Fortify Body (reversible to Exhaust Body)

Level: Cleric 1 (0 if cantrip rules are in use)

Rank: 0

Commonly Enchanted To: clothing, potions

Types: healing, life, protection, travel, war (reverse—destruction, necromancy)

Range: touch

Casting Time: 1 action

Duration: 1 turn

Resistance: as difficulty

Area of Effect: 1 living creature

Spell Sentence: (fortify/exhaust) (body)

Rank 0, no modifiers.

When successful, the touched creature is granted an effect of *fortified body*, which grants bonuses to resisting diseases, making checks

to throwing off diseases or for other healing, resisting poison, and so forth. The reverse gives a consequence of *exhausted body*, which places penalties when resisting such things. If cast as a cantrip, only minor effects can be created, per the cantrip rules (p 151).

Fortress of the Spirit

Level: Cleric 8

Rank: 15

Commonly Enchanted To: places of worship

Types: *emotion, protection, travel*

Range: caster must be within area to be affected

Casting Time: 1 hour

Duration: 1 day / level

Resistance: as difficulty

Area of Effect: a single epic construct, and all individuals and heroic scale constructs within

Spell Sentence: (protect) all within the area (from mental and emotional attacks)

Rank 0 + epic scale (10) + epic duration (1) + potentially aids many lower scale targets (GM judgement; setting to 3) + built-in minor effect (1) = 15

This spell generates an effect, *fortified spirit*, which grants bonuses to defend against mental and emotional attacks to a single epic construct and any individuals or heroic constructs within (for example, with an epic scale ship with a heroic scale boarding party and three PCs on board, all would be included). A simple success grants a minor (+2) effect; effect points may be spent to increase this.

Frost

Level: Druid 2, Magic User 2

Rank: 3

Commonly Enchanted To: dusts, staves

Types: elemental, weather; air, **conjuration**, void, water

Range: medium

Casting Time: 1 action

Duration: 1 turn

Resistance: as difficulty

Area of Effect: a 20 ft x 20 ft area

Spell Sentence: (create) (slippery frost)

Rank 0 + extended range (1) + quick casting (1) + moderate-sized area (1) = Rank 3

This spell creates an area of slick frost. Effect points generated by the spell may be used to create effects relating to slipperiness of the frost or to the effects of rapid cooling of liquids and plants in the area, skin becoming stuck to metal, and so forth. This spell may not cause actual damage unless a creature in the target area has a particular vulnerability to cold; in such a case, follow the normal guidelines for maximum damage of attacks with no damage rating (relevant ability bonus + level).

Full Illusion

Level: Magic User 4, Illusionist 3

Rank: Magic User 7, Illusionist 5

Commonly Enchanted To: entrances, scrolls, traps

Types: **illusion**

Range: long

Casting Time: 1 action

Duration: concentration + 3 rounds

Resistance: as difficulty

Area of Effect: 4 x 10 ft cubes + 1 cube / level

Spell Sentence: (create) (an illusion involving all five senses) which (responds) (to the will of the caster)

Rank 3 + extended range (2) + quick casting (1) + area effect (1) + four additional senses (4) = Rank 11

Traits:

Requires concentration.

Creates one 'thing' base; additional ones cost effects.

Illusionists are good at this.

Rank 11 - two negative traits (4) = Rank 7 - one helping trait for illusionists (2) = Rank 5 for illusionists

One of the staple spells of the illusionist, *full illusion* allows the creation of illusions that involve all the senses. The illusion created is of a 'single thing', in a somewhat liberal interpretation—for example, a person and their clothing and accoutrements is a 'single thing' for purposes of the spell, as would be a carpet of fresh grass over an area. Essentially, the illusion must be continuous.

With a successful casting, an illusion of a simple, static nature can be created—an illusory wall, carpet, changing the appearance of the floor, statue, etc. A minor effect can be used to create an additional illusory thing, or to make an illusory object have gross movement. A major effect is required to create an illusion with fine movement—for example, an illusory person with proper facial expressions and movement. To make a convincing illusion of a particular person or creature, instead of a one of a generic sort, requires an extreme effect. Similarly, a convincing illusion of a particular static object, such as a particular statue or painting, requires an additional minor effect. Lastly, hiding a static object with illusion is a major effect; moving objects cannot be hidden by this spell. The caster may not create more separate things within the illusion than they have levels of experience; hiding something counts as a 'thing'.

While the caster concentrates on the spell, they may make the illusion move, change, and so forth as they will, so long as it always fits within the area of effect and the new illusion is within the limits of the effect points they originally generated.

The difficulty of determining that an illusion is, in fact, an illusion by simple observation is 15 + the 'left over' effect points that were not spent to refine or add to the illusion. If the illusion defies the expectations of the observers, making them question the reality of what they're seeing, they receive an immediate roll to realize that it is an illusion, possibly with effects to assist. The GM should use the standard effect mechanics to aid in this.

A character who is trying to disbelieve an illusion without solid evidence of its unreality must take an action to do so. Once an illusion has been disbelieved, it remains visible, but seems semi-transparent to the disbelieving individual. Once one person has disbelieved, their insistence to others that what they're seeing is an illusion can be a basis for others to receive a roll to disbelieve, and they may generate effects to help others disbelieve.

While an illusion remains active, the caster may use it to make attacks on targets who have not disbelieved it—having an illusory orc attack with a sword, an illusory dragon breathe fire, and so forth. Any such attack is made with INT, against the defender's Physical Defence for an attack that would in reality require a roll to hit, or against Mental Defence for one that would not. 'Damage' done should be recorded by the GM for tracking—it is in fact mental damage, although the players may be recording it as physical damage at the moment, and once the illusion is revealed, it will need to be 'moved over'. An appropriate illusion assists with such an attack, granting a bonus based on the magnitude of effect of the illusory 'thing' in question.

Once an illusion has been disbelieved, any effects created by belief in it are cancelled. Further, half the MHP done by the illusion is immediately healed.

When multiple illusory 'things' are involved in the attack, they should be treated as if they were followers—the caster uses them to make an area of effect attack, and can divide up effect points as

desired among a number of targets up to the number of 'things' attacking.

The caster may also create effects, as appropriate—imagined pain, imaginary injuries, and so forth. If the caster has an illusion or two 'free' (from having spent minor effects to create additional 'things'), they may use this to create the appearance of a broken leg, of blood spurting, and so forth, providing justification for creating other sorts of effects.

The illusions have effective Physical Defence and Mental Defence equal to the Mental Defence of the caster. Damage done to the illusions accrues as MHP to the caster. If the attacker chooses to create effects, the GM should let them. The illusionist then needs to either match these effects in the illusion in the next round, or the attacker gains an effect of equivalent magnitude aiding them in disbelieving the illusion.

When a caster ceases concentration upon the illusion, it remains for another three rounds—however, the things in it are then no longer controlled by the caster, and either remain static, or continue in a simple movement pattern set up by the caster. (For example, an illusion of a guard pacing back and forth would continue to pace, but would not act or react in any other way.)

While concentrating upon the illusion, the caster may take no action except simple movement (a normal walking pace or slower) and very simple speech (no more than three or four words at a time). Taking greater action will cause the caster to lose concentration. If attacked and struck, the caster must make a WIS check against a difficulty of 20 + the effect points generated by the attack to maintain concentration.

Full illusion is a very flexible spell, and can be difficult to adjudicate, so we provide an example here.

Example: Marius the Magnificent, 7th level illusionist *extraordinaire* (it says so on his cards), is attempting to enter a house owned by an individual who, through some unfortunate circumstance, has come to have a bad opinion of him. Marius casts *full illusion*, with a roll of 11 + his INT bonus of 8 + his level of 7, giving a total of 26. This gives Marius 16 effect points to use in his illusion.

He begins by creating an illusion of a young woman—a particular young woman of his acquaintance, who he finds exceptionally pretty and hopes the guard will as well! Since this is a particular person, it takes an extreme effect, leaving him only one effect point left over. Thus, the difficulty for the guard to disbelieve would be 16 (15 + the one effect point left). However, the guard has no legitimate reason to disbelieve as of yet.

Marius makes a mental attack against the guard, using his illusionary woman as a helping effect. He rolls only a 6, but with his INT, level, and +6 for his illusion, that still becomes a 27 total. The guard has a 14 WIS, but no applicable traits, so Marius gains 13 effect points—enough to mentally take out the 2nd level guard! The GM narrates that the guard seems utterly engrossed by Marius' illusion, and Marius is able to slip past him unnoticed. He spends another round having the illusion complete its conversation with the guard and leave, so as not to give the guard reason to disbelieve (if the guard disbelieves, he'll be healed of 7 of the 13 MHP he took, likely bringing him back above 0 MHP).

On his third round, Marius creates an illusion of the building's door, then opens the real door. Knowing the illusionary door is false, he can look through it, while anyone in the room beyond will simply see the door still closed! He is creating an illusion of a particular static object; this costs a minor effect. He also needs to hide the real door (since outside doors normally swing inwards),

costing a major effect. The difficulty of disbelieving these illusions will be 16.

There is a servant in the foreroom. Marius has to wait until the next round to add an element to the illusion. He does so by closing the door most of the way, dropping both the prior illusions, and making a sound of something falling and breaking come from further inside the house. He uses a minor effect for this, in order to save the other 11 points for other things, if needed. He rolls 11 + INT 8 + level 7 + minor effect 2 = 28 for a distraction. That easily overcomes the servant's MD. The servant goes scurrying off to see what broke, and Marius enters the room, softly closing the door behind him. It's been four rounds.

Marius goes up the stairs, then peeks around a corner. There's a guard down the hall! The GM requires Marius to make a stealth check, since there's no distraction yet—he lucks out with a 15 on the dice and manages to duck back before the guard notices him. The GM says it's been another round, and Marius has only two rounds left of control over his spell!

Thinking quickly, Marius makes an illusion of the guard from downstairs. This is a specific person, so an extreme effect. He makes the illusion walk down the hall to the other guard... and then suddenly pull his sword and stab the guard!

Surprised, the guard has to roll his Physical Defence, and rolls a mediocre 8, plus his PD bonus of 5, for a 13. Marius's illusionary attack is a 12 + INT 8 + level 7 + extreme effect 6 = 33! That causes 20 apparent PHP (actually 20 MHP), dropping the guard, who falls unconscious. Marius hurries down the hallway, steps into the room, and is relieved to find no one in it, as his control over his *full illusion* is about to end. He leaves the illusion of the guard from downstairs standing guard, and quickly pulls the unconscious guard into the room. He'll have three rounds of the illusionary guard standing there, unmoving and unspeaking... but at least apparently blocking the door.

Geas

Level: Cleric 5, Druid 5

Rank: 10

Also Called: Quest

Commonly Enchanted To: armour, clothing, jewellery, religious symbols, weapons

Types: universal, balance (law)

Range: short

Casting Time: 1 round

Duration: until completed or 1 week/level (see description)

Resistance: special; see description

Area of Effect: 1 creature

Spell Sentence: (without regard for language), (require) (performance of a command) or (inflict) (a pronounced doom)

Rank 3 + heroic effect (5) + quickened casting (heroic to adventurer) (1) + enhanced duration (1) - reasonableness requirement (1) + removal resistance (1) = 10

By pronouncing a *geas* upon someone, a cleric or druid brings the hand of fate against them. The *geased* individual must perform a task set for them or refrain from an activity, as commanded by the caster, or suffer the consequences of not performing it.

The target does not have to normally be able to understand the cleric or druid—regardless of language barriers, they will understand the essence of the *geas*. The task given to them must be possible for them to perform. It does not have to be *easy*—indeed, it could be such that the target is more likely to die than to successfully complete

it—but it must be *possible*. If the GM judges a *geas* to be impossible to complete, it has no effect, and the spell is not expended. A task that does not have a definite end (for example, *protect this temple from all attackers*) but is otherwise possible lasts for one week per level of the caster; as task that can be completed has no duration limit.

A *geas* pronounced upon a member of the cleric or druid's own religion as a penance to perform is automatically successful, with no casting roll needed. Likewise, a *geas* pronounced upon someone caught in the act of violating a sanctuary of the cleric or druid's religion requires no casting roll. Lastly, a cleric or druid may place a *geas* upon their own killer as a final act, and this too requires no casting roll. In any other situation, a casting roll is required, with the target's Mental Defence as the difficulty.

If the target refuses to attempt the task given, the consequence pronounced by the caster comes into force. This is a heroic consequence (+/-8), decided upon by the caster (and stated as part of the casting). It also functions as a trait that can be called on by the GM with hero points to create complications for the character. It may not be an 'instant takedown' consequence; however, if it is reasonable for the consequence to do PHP or MHP damage, it does 1d6 damage per day, which cannot be healed by any spell of less than 6th level, nor any effect of less than epic strength.

A *geas* cannot be removed by *dispel magic* or *remove cursed item*. It may be automatically removed by any cleric or druid of the same religion as the caster and of higher level, or by the caster's deity (or deities, if the caster has dedicated themselves to a pantheon). It is also possible to remove one with a *wish*, *limited wish*, *remove enchantment*, or *miracle*.

Gift of Tongues

Level: Cleric 4

Rank: 7

Commonly Enchanted To: amulets, potions, religious symbols

Types: universal, *balance*, communication, *emotion*, knowledge

Range: self

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (make) the cleric's (speech understandable by all) and (allow) the cleric (to understand all speech)

Rank 2 + heroic effect (5) + quick casting (1) - limited usefulness ('persons' only) (1) = Rank 7

Gift of tongues permits the caster to understand and speak in the language of any intelligent creature of 'person' type within normal speaking distance (medium range), and to creatures that are not themselves 'people', but can speak any language spoken by 'people'. (Thus, the spell does not normally allow one to talk to animals, anomalous or extraplanar creatures, fey, mythic beasts, and so forth unless they are capable of speaking some 'normal' language.)

Unlike *tongue of the speaker*, the *gift of tongues* spell does not require that the caster speak only of things that directly relate to a purpose of their deity. Further, it enables full two-way speech, with the caster being able to understand others as if they were speaking the caster's native language. Any traits that are dependent on being able to clearly speak to and/or understand someone are fully usable by (and on!) the caster.

The *gift of tongues* applies only to speech; it does not grant the caster any ability to read or write beyond what they normally have.

Globe of Force

Level: Magic User 6

Rank: 12

Commonly Enchanted To: orbs, wands

Types: abjuration, *aether*, conjuration

Range: short

Casting Time: 1 action

Duration: 1 turn/ level

Resistance: Dexterity

Area of Effect: globe of up to 1 ft radius / level

Spell Sentence: (create) (a globe of force encasing) the target which (allows) (normal air in and out) (but not other gases)

Rank 3 + built-in heroic effect (5) + quick casting (quick adventurer, from heroic) (2) + additional PHP for the globe (4 HD worth) (4) = Rank 14

Traits:

Once created, the globe cannot be moved.

Rank 14 + one drawback trait = Rank 12

This spell creates an epic effect of *Encased in a Globe of Force* on the target(s) it is successful against. The *globe* cannot be created in such a way that its shell penetrates living matter, but it may penetrate inanimate objects such as floors, walls, etc. If a *globe* is not large enough to encompass its target, the spell fails, but is not used up.

The *globe* is a heroic effect, and is treated as such for removal. It prevents anything except normal air from moving in or out, and cannot be moved by any means. The *globe* has a PD of 18 (10 + heroic effect of 8) and 40 PHP. Effect points may be spent to either raise the strength of the *globe's* effect (which increases its PD as well; e.g., with an epic effect, it would have PD 20), or to increase its PHP, on a 1-for-1 basis.

Glyph of Warding

Level: Cleric 3, Magic User 3

Rank: 6

Also Called: Runes of Warding, Greater Ward

Commonly Enchanted To: entrances, magical circles

Types: protection, *war*; *aether*, **metamagic**

Range: touch

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: determined by detection spell's range, but can be limited further

Spell Sentence: (trigger) (a specified spell) when (a specified detection spell) (detects something)

Rank 2 - shortened range (3) + heroic effect (increasing detection spell duration) (5) + secondary heroic effect (cast specified spell multiple times) (1) + heroic duration (1) = Rank 6

This spells works like *door warding* above, except for the following differences:

- it can be cast anywhere that glyphs or runes can be marked, and incorporates two spells: the spell to be triggered, and a detection spell of some sort (a *detect*, *find*, or *locate* spell).
- The target of the ward may be the caster, the person or object that triggers the ward, or the object or point where the glyph is inscribed.
- If the spell to be triggered is of 1st or 2nd level (or rank less than 5) and does not do damage, the *glyph* may trigger it many times. Thus, a ward created with this spell that triggers a *message* to the caster will continue to inform the caster each time the ward is triggered until the duration expires, not just the first time.

- If the spell to be triggered is 1st or 2nd level and does damage, the magic user may infuse additional power into the spell, adding an extra die of damage for each level (or 2 ranks) the combined spell is increased. The spell can then be triggered until the ward runs out of dice. Note that this does *not* increase the maximum damage of the spell; it is merely to allow the spell to be triggered multiple times without requiring the ward to be re-cast.

The caster may add exceptions to the triggering spell of the ward, up to a number of individuals/objects/whatever equal to the caster's level. To do so, the caster must supply targeting information for the exceptions, as per the *Targeting Spells* section, p 177—thus, either the individuals or objects must be present, the caster must name them, or the caster must have a contagion link for each one.

Grand Illusion

Level: Illusionist 8

Rank: 15

Commonly Enchanted To: cities, dungeons, fey dwellings, forests

Types: illusion+

Range: caster must be in area to be affected

Casting Time: 1 turn

Duration: 1 day / level

Resistance: as difficulty

Area of Effect: up to 5 miles in radius

Spell Sentence: (cause) the target (to experience things as the illusionist wishes them to)

Rank 0 + epic effect (10) + quick casting (heroic, from epic) (1) + epic area (1, due to effect) + epic duration (1, due to effect) = Rank 13

Traits:

Masking reality makes it harder to disbelieve.

Rank 13 + one augmentation trait = Rank 15

A successful *grand illusion* cloaks a wide area in a desired illusion. Since the illusionist obviously cannot see the entire area, rather than the illusion being completely specified by the illusionist, changes to reality are specified. Thus, an illusionist could cast a *grand illusion* to make a city appear to be a forest, or vice versa; to make all humans in the area appear to be orcs; to make a hovel appear to be a mansion; and so forth.

The effect of the *grand illusion* must be describable in a single, short sentence: the GM has authority over what is permissible, but in general, no more than two individual, specific changes should be allowed, along with the general one. Thus, a *grand illusion* of "The palace appears to be a hovel, the King is invisible, and the Princess is a serving maid." would be acceptable, but an attempt to specify the appearances of every member of the King's Court would not.

Grand illusion is not affected by *dispel magic* or *dispel illusion*. *Detect magic* will detect the illusion... but the illusion will still overlay what the caster sees, so that unless a successful disbelief check is made, the caster of *detect magic* will not be able to tell that the magic is illusion.

Disbelieving the *grand illusion* requires a Wisdom check sufficient to remove an epic consequence—thus, a total of 35. Unsuccessful attempts to disbelieve can create consequences, which may make future attempts more difficult, and may be used by the GM to enforce courses of action based on what the illusion is showing.

For specific effects, consult *full illusion* (p 205) for inspiration. The spell creates an initial epic effect, and effect points from casting may create further ones; these may be subdivided as with *full illusion*, but with no extra cost to create additional illusions.

Note, however, that *grand illusion* 'merely' masks things for the most part. For example, it could make it appear that a city had been invaded by an army, but would do so by making existing people in the city appear to be the invaders, rather than by creating illusionary invaders from nothing. The illusion is, however, powerful enough

Ward Your Wards!

In both physical security and computer security, there's a concept called *defence in depth*. That is, one layers defences, both to increase the difficulty of entry, and also to make it take longer. Further, defences may be of different types—for example, a computer system might require a password to log on, another password to access administrative functions, and log both normal and administrator access... thus making it easier to find out what an intruder did if someone intrudes! Other such defences include such things as showing a user the last time they logged in when they log in, making it possible for the user to notice if someone else has been using their account.

This could be done with the warding spells presented here as well. For example, perhaps the castle gate has a ward that attempts to *dispel magic* whenever it senses a polymorph or illusion spell on someone entering, and which triggers a *ghost sound* to let the guards stationed there know that someone's trying to enter invisibly or in disguise. A postern gate might have a 'silent alarm' on it, which triggers a *message* spell to the captain of the guard if someone enters through it and the assigned guards are either not present, or are unconscious or dead.

Within the castle, high-security areas might have additional wards—for example, the royal family's apartments (or the entire floor they're on), the dungeon area, and the royal treasury would be natural areas to provide with additional safeguards.

Of course, all of this is limited by the amount of magic that can be afforded—a single mid-level court magician can only keep so many wards refreshed. Thus, physical security in the forms of locks, guards, and so forth will still be useful, and much more common than such magical security. In some places, physical and magical security may be combined—for example, a vault with a ward that triggers if the key used to open it is not one of a few particular keys, just in case someone manages to pick the lock or make a duplicate key.

We don't recommend using this sort of thing a lot, unless your players are clever enough that normal security stops being a problem for them. Keep it a rare thing, like silent alarms and motion detectors were in past decades, used only for high-security places where there are resources to support it.

to make those citizens being masked as invaders *believe* that those around them are in fact hostile!

Greater Animal Growth **(reversible to Greater Animal Reduction)**

Level: Druid 5

Rank: 10

Commonly Enchanted To: dusts, potions, staves

Types: animal

Range: short

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 animal

Spell Sentence: (grow) (or reduce) an animal

Rank 0 - limited targets (animals only, 1) + heroic scale (5) + built-in heroic effect (5) + quick casting (adventurer, instead of heroic; 1)

+ secondary effect (change hit dice, 1) - limited ability to increase effects (1) = Rank 10

The druid creates an effect of *greatly increased size* or *greatly decreased size* for the animal in question, placing a heroic (+/-8) effect upon the animal. This effect may be used as a modifier to strength-related checks, including most attacks.

The target is also granted temporary hit points, as if their hit dice had been increased by 4 HD.

In the case of reducing an animal, hit points are similarly reduced; however, this cannot reduce the animal below 0 HD and 1 PHP/MHP.

An animal grown with this spell acquires scale appropriate to its new hit dice. One that has been shrunk loses scale if appropriate.

Greater Rebuke

Level: Cleric 4, Druid 5

Rank: 9

Commonly Enchanted To: places of worship, religious symbols, staves

Types: universal, *balance*

Range: medium

Casting Time: 1 action

Duration: special

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (infect) (a curse or mental damage)

Rank 0 - specific targets (only members of the faith) (1) + increased range (1) + heroic scale (5) + 2d6 spell dice (2) + special duration (1) + quick casting (1) = Rank 9

This spell functions as *rebuke*. Used against a single target, it gives 5d6 additional effect points instead of the 2d6 of *rebuke*. Alternately, it may be used against a heroic scale construct or as an area of effect spell, affecting anyone who the cleric or druid can *rebuke* within 30 feet of the target point. In this case, it only adds 2d6 effect points (vs. the construct as a whole, or against each individual).

Greater Servant Call

Level: Cleric 8

Rank: 16

Commonly Enchanted To: horns, musical instruments, religious symbols

Types: universal, protection, *war*

Range: n/a

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 1 servant

Spell Sentence: (call) (servant of the cleric's deity/pantheon)

Rank 0 + legendary effect (calls a servant of 15 HD) + increased duration (1) + quick cast (adventurer, from legendary (3)) = Rank 19

Trait:

My First Loyalty is Not to You

Requires Divine Permission

Rank 19 - two drawback traits = Rank 15

When invoking this spell, the cleric prays to their deity to request the assistance of a servant of the deity. Note that at this level of power, the permission of the cleric's deity is necessary—if the GM believes the deity would not support what the cleric is doing, the spell will fail. It will not be used up, however, and the cleric will know why it failed. On a successful invocation, the servant appears, and renders requested assistance for the duration of the spell. The

Dream Monsters

At the GM's option, *hallucinatory dream* or similar spells might allow those affected to enter the world of dreams (the Plane of Dreams?) to struggle with creatures there. In addition, creatures on the Dream Plane who have managed to gain a connection to those in the real world might be able to invade their dreams.

A character who dies in the Plane of Dreams might have their soul stuck there, necessitating a rescue mission in order to resurrect or reincarnate them—or even someone still alive might be caught by a dream-creature, making them unable to wake up until they are rescued. Those who are not rescued may turn into twisted beings of great magical power, bent on dragging others into their realm.

servant invoked has an appearance appropriate to the cleric's deity or pantheon, and the following statistics:

Greater Servant

Level 15, **AC** 31 (+19), **MD** 31 (+18), **PHP** 84, **MHP** 114, **Move** 18 (+4)

Fiery Sword +19 (+2d6 +*fire* +*holy/unholy*), **Init** P +17 **M** +15

Words of Authority +19 (+2d6 +*bless* & *curse* +*heal* & *harm* +*invoke deity's power*)

Str 18 (+4), **Dex** 14 (+2), **Con** 12 (+1)

Int 10 (+0), **Wis** 18 (+4), **Cha** 12 (+1)

Cleric chooses primary stat (this may require adjusting computed stats)

Type extraplanar (emphyreal or demon)

My First Loyalty is Not to You

Protect True Believers

At the GM's option, another sort of creature (or character) of level 15 or thereabouts could appear. The default servant here may also be varied as appropriate—*fiery sword* in particular might be replaced with a different attack.

Hallucinatory Dream

Level: Magic User 8, Illusionist 8

Rank: 16

Commonly Enchanted To: beds, buildings, pillows, rooms, sand

Types: charm, illusion

Range: up to 100 miles

Casting Time: 1 round

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: 1 creature (additional targets added via effect points)

Spell Sentence: (make) targets (sleep) and (dream) (a shared dream) (crafted by the illusionist)

Rank 3 + epic duration (10) + epic effect (shared dream) (1, due to epic duration) + quick casting (adventurer, from epic; 2) + extensible via effect points (1) + extended range (1, due to epic duration) = Rank 18

Traits:

It's only a dream.

Rank 18 - one drawback trait = Rank 16

Hallucinatory dream's casting total is compared to the mental defence of the target(s); adding additional targets beyond the first costs a minor effect for each one, but the casting total is compared separately to each such target. If the target's mental defence is

overcome, effects can be created. Putting a target to sleep is an extreme effect. The caster may concentrate on the spell, taking no other actions beyond normal walking movement, to repeat the spellcasting check as an attack the next round, building effect points against targets. This may be repeated for a number of rounds up to the caster's level (as for the *sleep* spell, *M&M* p 99).

Note that while *hallucinatory dream* has great range, the caster must be able to identify the targets properly; see *Targeting Spells*, p 177.

Once a target is asleep, the *hallucinatory dream* begins. The affected target(s) participate in a dream crafted by the illusionist, which seems real to them. The GM may use the guidelines for *full illusion* (p 205) and *grand illusion* (p 208) to help determine what happens. The targets are asleep, and take no actual physical actions, nor suffer any actual physical damage, although they can suffer mental damage. If they are placed in danger and must resist, any 'damage' they do within the dream either counts against the effect created (potentially allowing them to wake up, should the effect be eliminated), or is taken as MHP damage by the caster (caster's choice).

In any event, however, the target(s) will automatically 'fight back' each hour, making a mental attack against the caster; again, damage done by the target(s) either reduces the dream effect, or causes MHP to the caster, at the caster's discretion.

Heat Metal (reversible to Chill Metal)

Level: Cleric 2, Druid 2, Magic User 2

Rank: 3

Commonly Enchanted To: gloves, ointments, wands

Types: elemental; evocation, fire, **metal** (reverse—elemental; evocation, **metal**, void, water)

Range: short

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 person's armour, or 1 large metal object

Spell Sentence: (heat/chill) (metal)

Rank 0 + quick casting (1) + accumulating effect (1) + 1 damage die (1) = 3

This spell heats metal objects. The first round after casting, they become uncomfortable to wear or hold, creating a minor consequence. The second round, the consequence increases to major. On the third round, it becomes extreme, and someone wearing the armour or holding onto the metal object takes 1d6 damage. It remains at this level until the round before the spell is to end, when it cools back down to a major effect; on the final round, it is again a minor effect.

The maximum effect of the spell may be lower than extreme if the duration is too short. Thus, for example, if cast by a fourth level druid, the spell would create a minor effect the first round, a major the second and third rounds, and go back to being a minor effect in the fourth.

The reverse of this spell may be used to cool heated metal, or to chill it following the consequence progression above.

Holy/Unholy Army

Level: Cleric 8

Rank: 16

Types: *balance, protection, war*

Range: see below

Casting Time: 1 day

Duration: 1 day / level

Resistance: as difficulty

Area of Effect: 1 army, as below

Spell Sentence: (call forth) (an army of divine servitors)



Rank 0 + 18 HD construct (18) + epic duration (1, due to scale) = Rank 19

Traits:

Our First Loyalty is Not to You

Requires Divine Permission

Rank 19 - two drawback traits = Rank 15

The caster calls forth an army of servants of their patron. This is a legendary construct, as follows:

Holy/Unholy Army

Level 18, **AC** 32 (+20), **MD** 34 (+22), **PHP** 126, **MHP** 144, **Move** 15 (+2),

Init P +20 **M** +19

Divine/Demoniac Fury +24 (+1d8 +*holy/unholy*) H

Fear the Divine Wrath +24 (+*fear +intimidation*) H-L

Str 16 (+6), **Dex** 14 (+2), **Con** 14 (+2)

Int 12 (+1), **Wis** 16 (+3), **Cha** 10 (0)

Type extraplanar (emphyreal or demon), construct

Seemingly Endless Numbers (may attack two other epic scale targets at once, or six heroic, or any number of adventurer targets within its area)

A Cleansing Scourge (can attack those not affected by normal weapons, including incorporeal targets)

Upon Wings (walled constructs such as cities, castles, etc. defend at -6 against)

Immune to Fear and Intimidation

Hold Animal

Level: Druid 3

Rank: 6

Commonly Enchanted To: entrances, magical circles, poisons, staves, traps

Types: animal

Range: short

Casting Time: 1 action

Duration: 1 turn

Resistance: Mental Defence

Area of Effect: 1 or more animals within a 20 ft x 20 ft area

Spell Sentence: (paralyze or slow) (a person or animal)

Rank 0 + 4d6 spell dice (3) + quick casting (1) + area of effect (1) + variable targets (1) - limited use (1) = Rank 6

The *hold animal* spell allows a druid to temporarily paralyze one or more animals or persons, gaining 4d6 additional effect points toward doing so on a successful cast. It may be targeted against a single animal/person, or against multiple animals/people, using the area effect rules (*M&M* p 59). Effect points may be spent to slow and paralyze targets; an extreme effect is required to paralyze a target. Minor and major effects slow, causing both combat penalties and penalties to movement checks.

Hold Monster

Level: Cleric 4, Druid 4, Magic User 4

Rank: 7

Commonly Enchanted To: entrances, magical circles, poisons, religious symbols, staves, traps

Types: *balance, elemental, emotion, healing, necromancy, protection;* charm, conjuration, elemental, shadow

Range: short

Casting Time: 1 action

Duration: 1 turn

Resistance: Mental Defence

Area of Effect: 1 or more creatures within a 20 ft x 20 ft area

Spell Sentence: (paralyze or slow) (a creature)

Rank 0 + 4d6 spell dice (3) + quick casting (1) + area of effect (1) + variable targets (1) = Rank 7

This spell is identical to *hold animal*, except that it affects any sort of creature that is not immune to paralyzation and is not of the *plant* or *animated* types.

Hold Person

Level: Cleric 3, Magic User 3

Rank: 6

Commonly Enchanted To: entrances, magical circles, poisons, religious symbols, staves, traps

Types: *balance, elemental, emotion, healing, necromancy, protection;* charm, conjuration, elemental, shadow

Range: short

Casting Time: 1 action

Duration: 1 turn

Resistance: Mental Defence

Area of Effect: 1 or more persons within a 20 ft x 20 ft area

Spell Sentence: (paralyze or slow) (a person)

Rank 0 + 4d6 spell dice (3) + quick casting (1) + area of effect (1) + variable targets (1) - limited use (1) = Rank 6

This spell is identical to *hold animal*, except that it only affects people (that is, humans, demi-humans, semi-humans, humanoids, etc; anything with the *person* type in *COLLECTANEA CREATURAE* counts).

Hold Plant

Level: Druid 4

Rank: 8

Commonly Enchanted To: entrances, magical circles, poisons, traps, staves

Types: plant

Range: short

Casting Time: 1 action

Duration: 1 turn

Resistance: Mental Defence

Area of Effect: 1 or more plants within a 20 ft x 20 ft area

Spell Sentence: (paralyze or slow) (a plant)

Rank 0 + 4d6 spell dice (3) + quick casting (1) + area of effect (1) + variable targets (1) - limited use (1) + affects type not normally affectable this way (2) = Rank 8

This spell is identical to *hold animal*, except that it affects only plants. Yes, we can do that. We're druids.

Illusionary Feast

Level: Illusionist 2

Rank: 4

Also Called: Fey Banquet

Commonly Enchanted To: dishes, tables

Types: illusion+

Range: short

Casting Time: 1 round

Duration: 1 day

Resistance: as difficulty

Area of Effect: 1 person / level

Spell Sentence: (create) (an illusion of food) which (suppresses) (hunger and thirst)

Rank 2 + built-in minor effect (1) - limited to minor effect (from potential epic, due to duration) (2) + heroic-ish duration (5) - very limited usefulness (GM judgement; 2) = Rank 4

The illusionist creates illusionary food and drink, which seems tasty and filling. It is, in fact, only an illusion, however, and provides no actual nourishment nor hydration. It does, however, suppress appetite, thirst, and hunger pangs, effectively cancelling minor consequences or effects of those sorts, or lowering the penalties created by more significant effects by a step.

Illusory Object

Level: Magic User 2, Illusionist 1

Rank: 3, 1 for illusionists

Commonly Enchanted To: jewellery, tomes, traps

Types: charm, **illusion**, metamagic

Range: touch for initial casting

Casting Time: 1 round

Duration: 1 turn / level

Resistance: special

Area of Effect: single illusion of a small object (up to about 15 pounds, no more than 4' in any dimension)

Spell Sentence: (create) (an illusory object) (which people can interact with) (and may be moved away from the caster)

Rank 2 + affects multiple senses (4) + extreme effect (something from nothing) (3) - reduced range (3) + interactive illusion (1) + can be moved away from caster (1) = Rank 8

Traits:

Fools only 'persons'.

Easily discovered.

Simple for illusionists.

Rank 7 - two negative traits (4) = Rank 3 - one helping trait for illusionists = Rank 1 for Illusionists

With this spell, the magic user creates the appearance of an object from nothing. The created 'object' can be handed to someone else, set aside on tables, and so forth. It behaves in accordance with the normal expectations of those interacting with it. The spell interacts only with the minds of 'person'-type creatures, however—humans, demi-humans, humanoids, and so forth. In addition, while the apparent object behaves the way it is expected to, it does not cause violations of the laws of physics. Thus, an illusory sword goes right through a target without damaging it, poured water passes right through the bottom of an illusory cup, illusory food and drink do not satisfy hunger or thirst, and so forth.

The base difficulty to notice that an illusory object is not real by examining the object itself is 10 + the effect points generated in casting. This is a WIS check, and magic resistance, resistance to illusions, enhanced senses, and so forth apply.

If someone observes that the illusory object does not interact with other items as it should, they will automatically realize something is wrong. Note as well that animals do not perceive illusory objects—thus, dogs will not chase a thrown illusory ball, will ignore illusory food, and so forth.

Once created, the illusion maintains for its duration, regardless of how far it is "moved" from the caster.

Incite Fervour

Level: Cleric 3

Rank: 5

Commonly Enchanted To: potions, religious symbols

Types: balance, *deception*, emotion, war

Range: short

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: up to 15 individuals or 1 heroic scale construct

Spell Sentence: (incite) (fervour)

Rank 0 + heroic scaled area (5) + quick casting (adventurer, from heroic) (1) - short duration (1) = Rank 5

By means of this spell, a cleric can create an effect of *fervent determination* on multiple individuals or a heroic scale construct.

Incite Fervour in the Multitude

Level: Cleric 6

Rank: 12

Commonly Enchanted To: places of worship

Types: balance, *deception*, emotion, war

Range: short

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: up to 15 individuals or 1 heroic scale construct

Spell Sentence: (incite) (fervour)

Rank 0 + epic scaled area (10) + quick casting (heroic, from epic) (1) + epic duration (1, due to epic area) = Rank 12

By means of this spell, a cleric can create an effect of *fervent determination* on multiple individuals or a heroic scale construct.

Influence Weather

Level: Druid 2

Rank: 4

Commonly Enchanted To: musical instruments, staves

Types: *elemental*, weather

Range: n/a

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: a 25 ft circle about the druid

Spell Sentence: (change) (the weather)

Rank 0 + heroic area (5) + quick casting (adventurer, from heroic) (1) - limited to major or lower effects (2) = Rank 4

When this spell is cast, the druid indicates how they wish to influence the weather. Effect points can be spent to create minor or major effects or remove such. If appropriate, hazards can be lessened in effect (granting a helping bonus to overcome them), or created (a minor effect creates a difficulty 15 hazard, with appropriate effects such as slipping or falling; greater hazards are not possible from this spell). This spell cannot do PHP or MHP damage. Effects can target individuals within the area.

Inform the Faithful

Level: Cleric 6

Rank: 11

Commonly Enchanted To: places of worship

Types: universal, *balance*, communication, *emotion*, knowledge

Range: centered on caster

Casting Time: 1 turn

Duration: as casting

Resistance: as difficulty

Area of Effect: a city or similarly-sized area

Spell Sentence: (inform) (the faithful) (in their native tongue) (without informing unbelievers)

Rank 2 + epic scaled area (city-sized) (10) + short casting time (heroic, from epic) (1) = Rank 13

Trait:

Who 'the faithful' are is up to the deity.

Rank 13 - one drawback trait = Rank 11

This spell broadcasts a message to all faithful followers of the casting cleric's religion within the area of effect. The message is uttered as part of performing the spell, and each recipient hears it in their native tongue. This does not provide any sort of two-way communication: the faithful cannot answer the cleric.

Further, the determination of who is 'faithful' is up to the cleric's deity or deities (in game terms, to the GM). In general, any character who professes to follow the cleric's religion will hear the message, unless they are currently in a disgraced state with regard to the deity (for example, they've been declared anathema, excommunicated, shunned, or otherwise punished and not yet reinstated; or the deity knows of a reason why they should not be counted as truly faithful).

Note that 'hearing' is used in a metaphorical sense here: receiving the message does not require that the faithful in question be able to actually hear!

Injunction

Level: Magic User 4, Illusionist 4

Rank: 9

Commonly Enchanted To: magical circles, traps

Types: charm, illusion

Range: short

Casting Time: 1 action

Duration: 1 hour / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (restrain) target (from a specified action)

Rank 0 + heroic duration (5) + quick casting (2) + extreme effect (3)
= Rank 10

Trait:

Target must hear and understand the injunction.

Rank 10 - one drawback trait = Rank 8

An *injunction* commands the target not to perform some specified action. This must be an action which it is reasonably possible for the target not to do—injunctions such as “do not breathe”, “do not drink”, “do not blink”, etc. are not valid, and will automatically cause the spell to fail. However, that leaves much room for useful injunctions—“do not leave this house” (or even this room, so long as food and other necessities are available when needed), “do not tell anyone of what I just told you”, “do not attack me”, and so forth. (Note that in the case of the last, the injunction would immediately end if the caster then attacked the target—that would fall outside the realm of “reasonably possible” for the spell.)

A command that seems reasonable on the surface, but becomes unreasonable with time, causes the spell to fail when it is no longer reasonable. For example, “stand here and don’t move until I come back” would cease to be reasonable in anywhere from a few minutes to a few hours, depending on circumstances. “Hold this” with an item that requires both hands ceases to be reasonable when the target needs both hands for something relevant to their health or safety.

To overcome the injunction without magic such as *dispel magic*, the target must mentally struggle with the injunction. It has a Mental Defence equal to that of the caster, and 15 MHP.

Invisibility to Animals

Level: Druid 2

Rank: 3

Commonly Enchanted To: clothing, potions

Types: animal

Range: touch

Casting Time: 1 action

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: self, or creature up to 100 lb/level

Spell Sentence: (make target) (invisible to animals)

Rank 0 + built-in major effect (2) + against 3 additional senses (3) +
quick casting (1) - reduced range (3) = Rank 3

Traits:

Only affects animals.

Bypasses resistance to invisibility in animals.

Rank 3 + one augmentation trait—one drawback trait = Rank 3

A successful casting of this spell grants the target total concealment (*MeM* p 53) from animals of all sorts. This applies to all senses except touch, so the animal cannot see, hear, smell, or taste the target.

Invisible Stalker

Level: Magic User 6

Rank: 12

Commonly Enchanted To: staves, tomes

Types: air, conjuration

Range: Short

Casting Time: 1 hour

Duration: 1 week

Resistance: as difficulty

Area of Effect: one invisible stalker

Spell Sentence: (summon) an invisible stalker (safely) and
(command) (one service from it)

Rank 2 + summon 10 HD creature (10) + limited range of commands
(1) = Rank 13

Trait:

Requires a blood sacrifice.

Rank 13 - one drawback trait = Rank 11

This spell summons an invisible stalker (*COLLECTANEA CREATURAE* p 83) from the elemental planes. As described in *COLLECTANEA CREATURAE*, the only services that can be requested are to transport the caster, or to kill someone. In either case, a sacrifice is required as payment, but in the latter, the victim itself can be considered to be the sacrifice. In the former, however, the magic user must supply a victim of at least one hit die (normally a goat, sheep, or other such animal).

The spell includes as part of it the creation of a magic circle that will hold the invisible stalker while it consumes the sacrifice and/or the magic user speaks to it. The necessary phrases of command are part of the spell as it is learned by magic users—the spell does not grant the ability to otherwise speak to or understand the invisible stalker.

The duration is a week; however, invisible stalkers do not like being summoned for long periods of time, and keeping one for longer than a day will result in it attempting to pervert commands (taking the caster to inconvenient parts of the area the stalker is commanded to carry them to, or trying to find a way to kill someone else other than the intended target within the ‘letter of the law’ as regards the target’s description). After a second day of service, the stalker may begin trying to overcome the spell, making mental attacks (Struggle Against Control +15, +1 for each additional day) against the magic user’s Mental Defence. This is an incremental check; keep track of accumulated effect points, rolling twice a day, until the spell ends, the stalker is dismissed, or it accumulates 15 effect points and breaks free (whereupon it will seek to kill the magic user, then return to its home plane).

Note that while the immediate target of the spell is the stalker, when commanding a stalker to kill someone, that person must be targeted by one or more of the usual means (pointing, naming, or contagion).

A summoner who can summon air elementals can also call an invisible stalker: this could be designed as one of their major summons (adding *Invisibility* as a heroic power for it), or could be undertaken by the technique described in *Summoning and/or Controlling Other Entities*, p 40. A summoner who finds a scroll of this spell or finds it in a book of spells may add an invisible stalker to their grimoire.

Invocation of Lesser Wrath

Level: Cleric 3

Rank: 5

Commonly Enchanted To: religious symbols, scrolls

Types: universal, balance, war

Range: medium

Casting Time: 1 action

Duration: special

Resistance: physical or mental defence, as appropriate

Area of Effect: 1 living creature or object

Spell Sentence: (invoke) (lesser manifestation of wrath)

Rank 0 + 3d6 spell dice built in (3) + increased range (1) + quick casting (1) = 5

A cleric uses the *invocation of lesser wrath* to call down a minor manifestation of the wrath of their deity. The target suffers an attack against PD or MD, depending upon the desired form that the wrath will take. On a successful attack, an additional 3d6 effect points are added to the cleric's total. These effect points may be spent on consequences for the target or MHP or PHP damage, again as appropriate.

For example, the wrath of a fire goddess is likely to be expressed in terms of burning or physical flame, attacking PD and causing PHP and/or appropriate effects. The wrath of a god of nature and growth could be expressed by plants in the area attacking the target (thus being a physical attack), or by the target being shrunk or enlarged (going against MD and creating appropriate effects), or by a curse that causes plants around the target to die.

The exact effects are up to the player and GM. An *invocation* that causes direct physical damage is normally of "instant" duration, although consequences caused by it follow the normal duration rules for effects and consequences. One which only causes effects normally has a duration of the caster's level in days. The caster may voluntarily end the effect before then.

Invocation of Mighty Wrath

Level: Cleric 6

Rank: 11

Commonly Enchanted To: places of worship

Types: universal, balance, war

Range: long

Casting Time: 1 action

Duration: special

Resistance: Physical or Mental Defence, as appropriate

Area of Effect: 1 heroic scale construct, or desired individuals in a 20 ft x 20 ft area

Spell Sentence: (invoke) (manifestation of wrath on many targets)

Rank 0 + heroic scale (5) + 3d6 spell dice built in (3) + increased range (1) + quick casting (2) = Rank 11

This spell is identical to *invocation of lesser wrath*, save that it affects an area. The spell affects only those targets in the area that the cleric wishes to affect. This is treated as an explosion-type area, with the spell's effect total being compared separately to each target's defence.

Invocation of Wrath

Level: Cleric 5

Rank: 9

Commonly Enchanted To: religious symbols, scrolls

Types: universal, balance, war

Range: medium

Casting Time: 1 action

Duration: special

Resistance: physical or mental defence, as appropriate

Area of Effect: 1 living creature or object

Spell Sentence: (invoke) (manifestation of wrath)

Rank 0 + 7d6 spell dice built in (7) + increased range (1) + quick casting (1) = Rank 9

This spell is identical to *invocation of lesser wrath*, except that it adds 7d6 effect points to the caster's total.

Know Emotions

Level: Cleric 1, Magic User 1, Illusionist 1

Rank: 1

Commonly Enchanted To: circlets, jewellery, potions

Types: emotion, *knowledge, travel*; charm, divination

Range: short

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (know) target's (emotional state)

Rank 0 + variable via effect points (1) = Rank 1

By means of this spell, the caster discovers the current emotional state of a creature. This is resisted by Mental Defence if the creature is unwilling. On a minimal success, the caster senses the dominant emotion that the creature is currently experiencing. For a minor effect, the caster may determine an additional emotion, or add an additional target to the spell. For a major effect, the caster may determine the target of an emotion—e.g., what a creature that is afraid is afraid of, who a creature is in love with, and so forth. The quality of this information is limited by the caster's own knowledge—for example, the caster won't know the name of who someone is in love with unless it's a person they know, and could recognize.

Clerics of deities who operate only in specific emotional domains may only sense the emotions of those domains and closely related emotions. Thus, for example, a cleric of a god with the domain of Fear could sense fear, apprehension, worry, and so forth, but not anger, hatred, love, or other emotions that are not fear or a form of fear.

Know the Faithful

Level: Cleric 1, Druid 1 (0 if cantrip rules are in use)

Rank: 0

Commonly Enchanted To: entrances, holy places, religious items, rings, staves

Types: universal, knowledge, travel

Range: short

Casting Time: instant

Duration: instantaneous

Resistance: Mental Defence

Area of Effect: 1 creature

Spell Sentence: (know) whether the target (is of the same faith as the caster)

Rank 0, no modifiers

The caster's check total is compared to the target's Mental Defence; if the caster's total is higher, the caster learns whether or not the target is of the same faith. A willing target may waive their mental defence,

in which case the difficulty is merely the standard casting difficulty; however, the target does not know this spell is being cast unless they are so informed, and thus, cannot waive their Mental Defence unless so informed.

This spell may be used as the trigger condition for a ward; this is often done for sacred items or areas. If a faithful target knows that the area is only supposed to be entered or the item only used by the faithful, then they will normally waive their Mental Defence.

Know the Land

Level: Druid 5

Rank: 9

Commonly Enchanted To: circlets, maps, staves

Types: animal, knowledge, plant

Range: centered on caster

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: approximately 2-mile radius

Spell Sentence: (grant) the caster (knowledge of the surrounding lands) and (creatures and objects within them)

Rank 1 + epic area (10) + quick casting (adventurer scale from epic (2)) = Rank 13

Traits:

Information about creatures and objects is limited.

Accessing information requires concentration.

Rank 13 - two negative traits = Rank 9

This spell grants the druid knowledge of the lands immediately surrounding them. This gives the knowledge that a topographic map would, indicating where forested areas, swamps, bodies of water, hills, etc. are. In addition, while the spell lasts, the druid may find animals and plants within the area as with *find animals or plants*, but without having to cast that spell (simply use the check total generated when casting this spell as if it had been generated for the other). If searching for a known individual in the area, this functions as *locate person*, again using the generated check total for this spell.

It also functions as a wide-area *detect life*, but the druid cannot spend effect points to find more information about the life found. Lastly, it can function as *locate object* using the generated effect total, but it cannot find objects that are within artificial structures—e.g., an object within a hut, house, or castle could not be found with this spell.

Using any of these effects requires the druid to concentrate for a round, taking no other action beyond walking and speech.

Lesser Chariot of Clouds

Level: Cleric 5

Rank: 9

Commonly Enchanted To: religious symbols

Types: elemental (air), *night, protection, sun, travel, weather*

Range: chariot appears within short range

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: a cloud chariot large enough to carry up to five individuals

Spell Sentence: (transport) the cleric and others in (a flying chariot made of clouds)

Rank 0 + heroic effect (flight) (5) + secondary effect (enhanced speed) (1) + additional targets (1) = Rank 7

Trait:

Chariot ignores weather conditions.

Rank 7 + one enhancement trait = Rank 9

The cleric calls for a chariot of clouds. It arrives at the end of the casting time, appearing as a chariot made of cloud-stuff, pulled by horses who are also of cloud-stuff. The chariot is as large as it needs to be, up to the limits of the spell. It flies at a movement rate of 20 (+5). It will carry those included in the spell and any equipment they are bearing without any reduction in speed. It will not, however, carry anything else—any attempt to set items on the 'floor' of the chariot simply results in them falling through.

The *chariot* is immune to physical and mental attacks, and is not affected by *dispel magic*, although more powerful effects can dispel it.

Lesser Servant Call

Level: Cleric 3

Rank: 5

Commonly Enchanted To: horns, musical instruments

Types: universal, protection, *war*

Range: servant appears within short range

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 servant

Spell Sentence: (call) (lesser servant of the cleric's deity/pantheon)

Rank 0 + calls a servant of 5 HD (5) = Rank 5

When invoking this spell, the cleric prays to their deity to request the assistance of a minor servant of the deity. On a successful invocation, the servant appears, and renders requested assistance for the duration of the spell. The servant invoked has an appearance appropriate to the cleric's deity or pantheon, and the following statistics:

Level 5, AC 21 (+9), MD 21 (+8), PHP 28, MHP 38, Move 18 (+4)

Fiery Sword +8 (+1d8 +fire +holy/unholy), Init P +7 M +5

Words of Authority +8 (+1d6 +bless & curse +heal & harm +invoke deity's power)

Str 16 (+3), Dex 14 (+2), Con 12 (+1)

Int 10 (+0), Wis 16 (+3), Cha 12 (+1)

Cleric chooses primary stat (this may require adjusting computed stats)

Protect True Believers

At the GM's option, another sort of creature (or character) of level 5 or thereabouts could appear. The default servant here may also be varied as appropriate—*fiery sword* in particular might be replaced with a different attack.

Life Surge (reversible to Death Surge)

Level: Cleric 4, Druid 4 (life surge only), Magic User 4 (death surge only)

Rank: 8

Commonly Enchanted To: poisons, potions, weapons

Types: healing, life, *protection, war* (reverse—*destruction, necromancy; necromancy*)

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (cause) (a surge of life/death energy)

Rank 0 + extended range (1) + quick casting (quick adventurer, from heroic; 2) + heroic effect (5) + secondary effect (1) - limited healing (1) = Rank 8

The target is infused with a surge of life energy. This removes any and all effects of tiredness, exhaustion, etc. of extreme level or lower. This spell also counts as first aid, per the rules on *M&M* p 38.

If used upon an undead creature, this spell inflicts 5d6 damage dice.

The reversed spell, *death surge*, reverses its effects, causing 5d6 damage dice to a living creature, or counting as first aid to an undead creature. Should the undead creature have effects created by life-based magic upon it, they can be removed just as tiredness, exhaustion, etc. would be removed from a living creature by *life surge*.

Lightning Bolt

Level: Magic User 3

Rank: 1 + spell dice used (minimum 5)

Commonly Enchanted To: scrolls, staves

Types: air, earth, **evocation**, metal

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: Dexterity

Area of Effect: a bolt stretching forth from a specified starting point in range, 60 ft long and 5 ft wide, in a direction directly away from the caster

Spell Sentence: (project) (a bolt of lightning)

Rank 0 + heroic scale (5) + quick casting (2) + increased range (counted as zero due to heroic scale) = Rank 7

Traits:

Follows the path of least resistance.

Reflects from force fields.

Watch out for the arc!

Rank 7 - three negative spell traits (6) = Rank 1 + spell dice used

A successfully-cast *lightning bolt* gives the caster additional damage dice equivalent to the caster's level against each target in the area of effect. A *lightning bolt* is electricity, and if it strikes a grounded metal object, it will flow through that into the earth. One that strikes a stone or rock wall connected to the earth, or an embankment, will also be grounded at that point, and extend no farther.

Against a *wall of force* or similar magical barrier, a *lightning bolt* will reflect, going back toward the caster for the remainder of its length. If a creature is struck twice as a result, it takes an additional +3d6 damage, rather than double damage.

A *lightning bolt* can potentially branch, arcing from one of its targets to a nearby (within close range) target in metal armour. If the GM chooses for this to happen, the target receives a hero point (this being a major complication caused by the *Watch out for the arc!* trait).

Locate Object (reversible to Conceal Object)

Level: Cleric 2, Magic User 2, Illusionist 1 (for Conceal Object)

Rank: 3, 1 for Conceal Object for Illusionists

Commonly Enchanted To: compasses, staves, weapons

Types: knowledge, travel; divination (reverse—deception; abjuration, illusion, metamagic, void)

Range: see spell description

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: 1 object known to the caster or which the caster has a part of

Spell Sentence: (locate/conceal location of) indicated object (giving direction) (and possibly distance)

Rank 1 + reversible (1) + extensible via effects (1) = Rank 3

Trait:

Concealing comes naturally to illusionists.

Rank 3 - one helping trait for illusionists = Rank 1 for Illusionists

A *locate object* spell allows the caster to determine the direction to an object they are familiar with or have a piece of (e.g., threads or a button from a shirt, a nicked-off bit of an axe blade, etc.). On a simple success, the spell will let the caster sense the direction of an object within Short range. A minor effect will extend this to Medium range, and a major effect to Long range. A minor effect may also be spent to reveal which range band the object is located in (i.e., whether it is within Short, Medium, or Long range).

When reversed to *conceal object*, the spell range is Hand, and it increases the difficulty of locating the object in question. The caster may spend effect points to either add to the difficulty other casters will experience when attempting to locate the object, or to extend the duration of the concealment, adding an additional turn of duration for each five effect points spent.

Locate Person (reversible to Conceal Person)

Level: Cleric 4, Magic User 4, Illusionist 3 (for Conceal Person)

Rank: 8, 6 for Conceal Person for Illusionists

Commonly Enchanted To: compasses, staves, weapons

Types: balance, knowledge, *travel*; charm, **divination** (reverse—deception, elemental (void), *life*, *natural death*, *necromancy*, protection; abjuration, illusion, metamagic, shadow, void)

Range: see spell description

Casting Time: 1 turn

Duration: 1 hour

Resistance: as difficulty (Mental Defence if the person does not wish to be located)

Area of Effect: 1 person known to the caster or which the caster can target via name or contagion

Spell Sentence: (locate/conceal location of) a specified person (giving direction) and (possibly distance)

Rank 1 + heroic duration (5) + boosted range (1) + reversible (1) = Rank 8

Trait:

Concealing comes naturally to illusionists.

Rank 8 - one helping trait for illusionists = Rank 6 for Illusionists

This spell functions much like *locate object*, except that it is used to find persons. On a simple success, it works to Long range; a minor effect may extend this to heroic range (i.e., within a day's ride—about twenty miles), and a major effect to epic range (within the same kingdom—that is, within a hundred miles or so).

When used to *conceal person*, it acts like *conceal object*, but with five effect points extending the duration by an hour.

Mage Armour

Level: Magic User 2

Rank: 3

Commonly Enchanted To: armour, rings, robes

Types: **abjuration**, aether, conjuration, shadow

Range: self

Casting Time: instant

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (create) (invisible armour)

Rank 0 + built-in extreme effect (3) + subtle (1) + very quick cast (2) - self only (4) + secondary effect (1) = Rank 3

The *mage armour* spell creates an invisible 'armour' of force around the magic user. This provides a +6 bonus to physical defence. Because the armour is non-physical, attacks by incorporeal creatures that

normally bypass armour do not bypass this defence, and most other attacks that ignore armour are also protected against by *mage armour*. However, it in no way assists in mental defence.

Mage Wind

Level: Cleric 4, Druid 4, Magic User 4

Rank: 8

Also Called: Mastery of the Winds, Call Wind

Commonly Enchanted To: religious symbols, rings, staves

Types: elemental (air), *nature*, travel, weather; **air**, evocation

Range: long

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: an area of 30 ft x 30 ft x 30 ft

Spell Sentence: (call) a wind (which moves with me) and (control) its (strength and direction)

Rank 2 + heroic scale (5) + extended range (1, due to heroic scale) + heroic duration (1) - limited effect (1) = Rank 8

The caster calls a wind, which blows in the direction and strength specified. This is commonly used to boost travel speeds for sailing ships, and used in this way, it provides a bonus to the ship's Movement equal to the strength of the effect generated (+1 for a minimal success). Travelling across long distances, it creates a multiplier effect: +1 doubles travel speed, a +2 triples it, +4 quintuples (x5), and a +6 septuples (x7). Thus, with an extreme effect from this spell, a ship can sail 350 miles a day... if the mage wind can be kept up 24 hours a day!

In other situations, the GM should adjudicate the effects, guided by the effect strength. Common uses are to speed air travel (similar effects as above), aid in knocking people down, slow pursuit, and so forth.

Mage's Hand

Level: Magic User 1 (0 if cantrip rules are being used)

Rank: 1 (0 as cantrip)

Commonly Enchanted To: rings

Types: aether, air, evocation, shadow

Range: short

Casting Time: 1 action

Duration: 1 turn (or 1 round if used as a cantrip)

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (create) (an invisible hand) (with apologies to Adam Smith)

Rank 0 (apologies to Adam Smith are free) + subtle (1) = Rank 1

This spell creates an invisible 'hand' that the magic user can manipulate. Its size is about the size of a normal human hand, and it has an effective STR of 5. It is capable of fine manipulation, with an effective DEX the same as that of the magic user.

The hand moves slowly, with a Movement rate of 9 (-1) if a comparison is needed. It cannot be used to directly attack anyone, nor to block attacks on its own; however, a clever mage can use it to hold a shield, drop an item on an opponent, and so forth.

Mage's Mighty Hand

Level: Magic User 3

Rank: 6

Also Called: Hand of Telekinesis

Commonly Enchanted To: gloves, rings

Types: aether, air, conjuration, evocation

Range: medium

Casting Time: 1 action

Duration: 1 turn

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (create) (an invisible hand) (of variable size) (with apologies to Adam Smith)

Rank 1 (apologies to Adam Smith are free) + subtle (1) + extended range (1) + major effect built-in (2) + increasable effect, up to mage's scale limit (1) = Rank 6

A stronger version of *mage's hand*, the *mage's mighty hand* behaves similarly, except that it can vary in effective size from the size of a normal human hand up to a giant hand roughly six feet across, with an effective Strength of 18 (+4). This strength can be increased through effect points, adding 4 to the score and 2 to the bonus for each five effect points spent, to a limit based on the magic user's scale. Thus, a magic user of level 5-9 can create up to a heroic effect (Strength 26 (+8)); one of 10-14 an epic (Strength 30 (+10)), and so forth.

The mage may create a second hand if desired; this costs a minor effect, and additional strength for it must be bought separately. The mage may only control one hand at a time, although extra hands maintain their grip while not being controlled. The hands created have a Movement rate of 12 (+1) if a comparison is needed. If used to attempt to grab a creature, treat as an INT-based attack, creating grappling-like effects. The hand is, however, incapable of doing crushing damage. It can be used to pick someone up, lift them high, then drop them, but that is generally the most effective means of doing damage with it. In a single round, it can lift someone 60 feet.

The *mage's mighty hand* has no physical substance, and cannot be used to block attacks, nor left in place as a barrier—to prevent something from moving, it must be actively grasping that thing.

Magic Drain (reversible to Gift of Magic)

Level: Magic User 4, Illusionist 4 (Gift only)

Rank: 7

Commonly Enchanted To: gloves, rings, staves

Types: charm, metamagic, **necromancy** (reverse—evocation, metamagic, shadow)

Range: touch

Casting Time: 1 action

Duration: instantaneous

Resistance: Intelligence

Area of Effect: 1 magic user or other arcane spellcaster

Spell Sentence: (steal/give) (magical energy) from/to the target (and possibly knowledge)

Rank 1 + heroic effect (normally impossible effect) (5) + 2d6 spell dice (2) - shortened range (3) + quick casting (quick adventurer, from heroic) (2) = Rank 7

Upon successful casting, the caster drains magic from the subject, transferring one spell level or spell die, plus an additional one for each five effect points spent, to a limit of a number of spell levels or dice equal to the caster's level.

If you are using memorized spells, the caster may 'steal' memorization of a spell for five effect points; this must be a spell which could be cast using the spell levels / dice stolen, which the subject has memorized, and which the caster is high enough level to

theoretically cast. It does *not* have to be a spell which the caster could normally learn, although it must be an arcane spell, not a divine spell. The subject loses memorization of the spell in question.

If you are using spell knowledge traits, the caster may gain temporary use of a knowledge trait the subject has. This costs a major effect, and lasts for one round per level of the caster or subject, whichever is *lower*. The subject does *not* lose access to the spell knowledge trait.

The rarely-seen reverse form of this spell, *gift of magic*, allows one arcane caster to 'recharge' another, using their own magic. Resistance can be waived. Memorized spells may only be transferred if they are ones the recipient 'knows' (i.e., has access to already, but does not have memorized currently); spell knowledges cannot be transferred with this form.

Magic Jar

Level: Magic User 6

Rank: 12

Commonly Enchanted To: gems, orbs, skulls

Types: necromancy

Range: short

Casting Time: 1 action

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (place) the caster's soul (into a prepared container) and (allow) the caster (to attempt to possess those nearby) (switching) (them into the jar)

Rank 4 + epic effect (transfer of souls) (10) + epic duration (1) + quick casting (quick adventurer, from epic) (3) = Rank 18

Traits:

Requires a specially-prepared container.

Runs the risk of soul-loss or body-loss.

Perceptions from within the jar are very limited.

Rank 18 - three drawback traits = Rank 12

The caster prepares an object that will be the 'jar' of the *magic jar*. This takes a minimum of a week, and the resulting object is worth at least 5 TP. The object must be all of a piece; gems, orbs, and skulls are most commonly favoured. It may, however, be mounted onto another object—the gem could be part of a crown or other jewellery, the orb or skull could top a staff, and so forth.

Casting the *magic jar* spell causes the caster's soul to leave their body and go into the jar, providing it is within range. If the jar is not within range, the spell fails. The abandoned body appears to be dead to normal tests.

Within the jar, the caster can perceive nearby souls—within 10 ft per caster level. These souls must be on the same plane, and barriers that stop detection spells (*M&M* p 93) will block this perception. The caster can perceive the rough power of a life force (i.e., its hit dice/level scale), and whether the soul is in a living or undead body.

Attempting to possess a body is a mental attack. You gain control of the body by either reducing the target to zero MHP or below, or by creating an extreme effect of *soul-switched*. You may continue trying until you either decide to give up, reach zero MHP, or suffer an extreme effect. If you decide to give up, you may not attempt to take over the same body again until you have managed to leave the jar and return to it.

While in the jar, if you are reduced to zero MHP, your soul is no longer able to survive within the jar. You must either return to your body, if it is within range and has positive PHP, or immediately die.

If you succeed in taking over another body, you acquire its physical ability scores, but retain your own mental ability scores and mental traits (including learned physical skills). Physical traits which are reasonably tied to the body remain with the body. Magical abilities

are normally considered to be tied to the soul, not the body, so you do not gain any innate magical powers from your new body.

You may return to the jar as an action at any time while it is within short range; doing so immediately restores the soul currently into the jar into its body. If the host body dies, you return to the jar if it is within range, and the soul in the jar dies. If the host body is not in range of the jar and dies, you die.

When the spell expires, you return to your own body, if both you and your own body are in range of the jar. Any soul under the effects of this spell that has no body to go to when the spell ends, dies.

Malediction

Level: Cleric 4, Magic User 4

Rank: 7

Commonly Enchanted To: musical instruments, religious symbols, scrolls, wands

Types: *balance*, destruction, necromancy; charm, necromancy

Range: short

Casting Time: 1 round

Duration: 1 hour / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (cause) target (bad luck)

Rank 0 + heroic effect (5) + heroic duration (1) + quick casting (adventurer, from heroic) (1) + 2d6 effect dice (2) = Rank 9

Trait:

Target must hear the curse be pronounced.

Rank 9 - one limiting trait = Rank 7

Malediction places a curse of bad luck upon the target. When doing so, the caster must speak words of *malediction*, which the target must hear, but does not need to understand—regardless of language understanding, however, the tone in which a *malediction* must be spoken will almost certainly convey to the target that the caster has ill intent!

The spellcasting check functions as an attack against the victim's Mental Defence, using effect points to create a *bad luck* effect, with an additional 2d6 effect points granted on a successful casting. This effect may be as strong as heroic (-8).

Alternately, the caster may choose to cause the target to have an accident. At the next reasonable opportunity, this use creates a DEX hazard of difficulty 10 + effect points spent, with a limit of 30. Consequence points from the hazard can cause PHP damage and appropriate physical effects depending on the nature of the accident (e.g., scalding for being doused with boiling water, stench for having a chamber pot dumped out the window on one, a broken bone for being struck by a cart, being knocked unconscious and trampled by a frightened cow, and so forth).

Manifestation of Power

Level: Cleric 4

Rank: 8

Commonly Enchanted To: places of worship, religious symbols

Types: universal

Range: short

Casting Time: 1 turn

Duration: up to 1 hour

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (manifest) (the power of the cleric's deity)

Rank 0 + heroic scale (5) + heroic duration (1) + 3d6 effect dice (3) - limited effects (1) = Rank 8

Through this spell, the cleric manifests the power of their deity in order to impress and astonish onlookers. The nature of the miracle that occurs is up to the cleric's player and the GM: suggestions include fire that does not consume, burning something that should not burn (stone, water, etc), parting clouds, smoking cracks appear in the earth, and so forth.

This allows the cleric to perform a heroic scaled social attack against onlookers, with 3d6 additional effect dice. Further, after the *manifestation* is finished, the area remains sanctified (or defiled, as appropriate) to the cleric's deity for a period of one year, granting a +1 or -1 to appropriate magic.

Manikin

Level: Magic User 6

Rank: 11

Types: divination, illusion, **metamagic**

Range: n/a

Casting Time: one hour

Duration: 1 day/ level or until destroyed

Resistance: as difficulty

Area of Effect: 1 person or creature

Spell Sentence: (create) (a false target) with (an indicated name) and (receiving contagion) (for the indicated target)

Rank 3 + epic duration (10) + epic duration (2) = 15

Traits:

Has a link to the target.

Requires a physical item to be the target.

Rank 15 - two drawback traits = Rank 11

A *manikin* is a simple enchanted object, commonly created by magic users to mislead spells that are intended to be cast upon them (or someone else). To create one, the magic user must cast this spell while creating a rough doll of the person or creature it is intended to be for, working something from them into it (that is, something that could be used for a contagion link) and naming it with their common name.

A successfully created *manikin* will be targeted by spells that are targeted via common name or contagion at the person or creature for which it was created. The effects of those spells will happen to the *manikin*, which is supplied with PHP and MHP by the effect points of the creating spell (effect points are split 50/50 between these). It has PD and MD equal to 10 + the level of the *manikin's* creator, or the actual target's, whichever is lower.

Note that a *manikin* can only divert spells based on common names: a spell targeted via the target's true name cannot be diverted by a *manikin*. Further, spells targeted by pointing will not be diverted, although the *manikin's* presence may prevent any extra bonuses from being added to such a spell by also using the target's name or a contagion link.

If found, a *manikin* can be used as a link to the true target; convert its remaining PHP and MHP into an effect creating a link to the target when it is used thusly!

Mass Barkskin

Level: Druid 4

Rank: 8

Commonly Enchanted To: sacred groves, staves

Types: *animal, protection*

Range: short

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: up to 20 creatures or a single heroic construct

Spell Sentence: (make) target's (skin tougher)

Rank 0 + heroic scale (5) + quick casting (adventurer, from heroic) (1) = Rank 6

Trait:

Cumulative with normal armour.

Rank 6 + one augmentation trait = Rank 8

The druid grants *barkskin* to multiple targets. As with the *barkskin* spell (*M&M* p 96), this provides an armour bonus dependent on the level of effect spent (+1 for a simple success, +2 for a minor effect, +4 for a major effect, or +6 for extreme).

Mass Endure Elements

Level: Druid 4

Rank: 7

Commonly Enchanted To: staves

Types: elemental, protection

Range: short

Casting Time: 1 round

Duration: 24 hours

Resistance: Wisdom

Area of Effect: up to 20 creatures or a single heroic construct

Spell Sentence: (protect) (from heat and cold)

Rank 0 + heroic scale (5) + extended duration (GM judgement; 2) + quick casting (adventurer, from heroic) (1) - limited effects (1) = Rank 7

This provides the same effects as the first-level Druid spell *endure elements* in the core *M&M* book (p 96), but does so for a large group, or a heroic construct.

Mass Heal (reversible to Mass Harm)

Level: Cleric 5, Druid 6

Rank: Cleric 4 + spell dice used (minimum 5), Druid 6 + spell dice used (minimum 5)

Commonly Enchanted To: places of worship, religious symbols, staves

Types: *balance, healing, life, protection, war* (reverse—*balance, destruction, necromancy, war*)

Range: special; see below

Casting Time: 1 turn

Duration: instantaneous

Resistance: as difficulty

Area of Effect: any number of individuals or heroic constructs in the cleric's near vicinity, or a single epic construct

Spell Sentence: (heal/harm) (a whole bunch of creatures)

Rank 0 + epic scale (10) + short casting time (heroic, from epic) (1) + 5d6 effect dice (5) - cannot remove heroic or epic effects (5) = Rank 11

Trait:

Pain Must Be Shared Equally.

Druids aren't as good at this.

Rank 11 - one negative trait = Rank 9 + one penalty trait for druids = Rank 11

The cleric makes a spellcasting check, and heals PHP damage and wound effects on those affected, distributing the healing as the cleric wishes. This spell grants an additional 5d6 effect points, and may heal extreme wound effects. For use with constructs, the cleric must be free to move about within the area of the construct while casting.

The reversed spell, *mass harm*, functions as an area effect attack against individuals or heroic constructs, or a direct attack against a single epic scale construct; again, the cleric must be free to move among the members of a construct while casting. 5d6 additional

effect points are still generated, but the damage done must be divided up as evenly as possible among enemies within range.

Example: Brigid, High Priestess of Macha, casts *mass harm* in a battle. This is a heroic scale battle, and there are three enemy heroic constructs within her range, with the highest Physical Defence among them being 25. Brigid is 11th level and has WIS 21. She rolls an 8 + level 11 + 10 WIS = 29. The effective resistance of the targets is 27 (25 + 2 for the two additional targets), so she has succeeded with two effect points! Since the cast succeeded, she gains the additional 5d6 effect points, which roll out to be 18, for a total of 20 effect points. If she does PHP damage, two of the constructs will take 7 PHP, and the third 6 PHP. She decides that creating effects against them would be a better use of her effect points, and creates a minor effect against two of them (*wracked with pain*), and a major effect against the third (*forced to their knees*).

Mass Invisibility to Animals

Level: Druid 4
Rank: 8
Commonly Enchanted To: staves
Types: animal
Range: short
Casting Time: 1 turn
Duration: 1 turn / level
Resistance: as difficulty
Area of Effect: up to 20 creatures or a single heroic construct

Spell Sentence: (make) target (invisible to animals)

Rank 0 + heroic scale (5) + built-in major effect (2) + against 3 additional senses (3) - limited maximum effect (2) = Rank 8

Traits:

Only affects animals.

Bypasses resistance to invisibility in animals.

Rank 8 + one augmentation trait—one limiting trait = Rank 8

A successful casting of this spell grants the targets total concealment (*M&M* p 53) from animals of all sorts. This applies to all senses except touch, so the animal cannot see, hear, smell, or taste the target.

Mass Pass Without Trace

Level: Druid 4
Rank: 7
Commonly Enchanted To: staves
Types: balance (chaos), plant
Range: short
Casting Time: 1 turn
Duration: 1 hour / level
Resistance: Wisdom
Area of Effect: 1 heroic construct / level, or up to 20 creatures per level

Spell Sentence: (remove) (traces of passage)

Rank 0 + heroic scale (5) + heroic duration (1) + affects multiple targets (1) = Rank 7

This functions as the first-level Druid spell *pass without trace* in the core *M&M* book (p 96), but for many creatures, or for constructs.

Mass Spiritual Empowerment

Level: Cleric 6
Rank: 12
Commonly Enchanted To: places of worship, religious symbols
Types: *balance (law)*, emotion, protection, war

Range: short
Casting Time: 1 round
Duration: 1 hour / level
Resistance: as difficulty
Area of Effect: a single epic construct, up to five heroic constructs, or many individuals

Spell Sentence: (increase) (resistance to spiritual/mental effects)

Rank 0 + epic scale (10) + quick casting (heroic, from epic) (1) + epic duration (1) = Rank 12

The cleric places an effect of *spiritually empowered* upon the allies targeted. This effect aids in resisting spiritual or mental influence, including curses.

Message

Level: Magic User 1 (0 if cantrip rules are in use)
Rank: 0
Commonly Enchanted To: origami animals, figurines, scrolls or tomes (message must be written on)
Types: air, **divination**, evocation, transmutation
Range: short (but see below)
Casting Time: 1 action
Duration: 1 round
Resistance: as difficulty
Area of Effect: 1 creature

Spell Sentence: (send) (a message)

Rank 0 + quick casting (1) - short duration (1) + potential range extension (1) - limited use (1) = Rank 0

The magic user speaks a message, which the spell conveys to a target. The target may be selected by any of the usual means (pointing, naming, or contagion link). They hear the message as if it were whispered into their ear. The spell does not grant any ability to speak other languages to the caster, nor to understand them to the target.

As a minor effect, the caster may extend the range of the spell by one category; the maximum range is heroic. The caster may also add additional targets to the spell, paying a minor effect for each one. These targets each hear the message as above. A minor effect may also be spent to make the spell convey the message in a normal voice, rather than as a whisper; in this case, it can also be heard by anyone else near the target. If there is more than one target, it costs a minor effect for each one that the caster wishes to hear it thusly.

Note that *message* does not guarantee that the target will be awake, sober, or otherwise in condition to hear and understand the message. The caster knows if the spell has failed, but does not know whether the message was heard and understood on a success.

Metal Shaping

Level: Cleric 5, Magic User 5
Rank: 9
Commonly Enchanted To: gloves, potions
Types: balance (chaos), *deception*, elemental, war; **metal**, transmutation
Range: touch
Casting Time: 1 round
Duration: 1 turn
Resistance: as difficulty
Area of Effect: 10 cubic ft + 1 cubic ft / level

Spell Sentence: (shape) (metal)

Rank 0 + heroic effect (normally impossible) (5) + quick casting (1) + permanent reshaping (1) = Rank 7

Trait:

Metal is hard to shape.

Rank 7 + one hindering trait = Rank 9

By laying their hands upon a metal surface, a caster may change its shape, rendering it soft and pliable like superheated metal beneath their hands (but without actually heating it!). At any time during the duration, the caster may end the effect, returning the metal to its original hardness; otherwise, it returns to the original hardness at the end of the duration, but retains the new shape.

The GM may require other checks to be made if the metal is to be reshaped to a particular purpose, or if an artistic or mechanical effect is desired.

Mind Blank

Level: Magic User 8, Illusionist 7

Rank: Magic User 16, Illusionist 14

Commonly Enchanted To: jewellery, magical circles, potions, tomes

Types: abjuration, charm, illusion, void

Range: touch

Casting Time: instant

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: caster or creature touched

Spell Sentence: (block) (all mental attacks and contact) and (scrying) on the target

Rank 1 + built-in legendary-strength effect (15) + very quick casting (instant, from legendary) (5) - touch range (3) = Rank 18

Trait:

Blocks your friends as well as your foes.

Illusionists are good at concealing even minds.

Rank 18 - one drawback trait = Rank 16 - one helping trait = Rank 14 for Illusionists

Upon the successful casting of *mind blank*, the target gains a legendary strength effect (+/-12), which increases the difficulty of mentally contacting or attacking the target, and of attempting to find the target via *locate person*, *scrying*, and other spells that would locate or reveal information about the target's current whereabouts. Indeed, the effect is so powerful that if the target is in an area that is being scryed otherwise (by scrying the location, or scrying someone else the target is with), the target will be invisible to such scrying unless the check total was high enough to overcome the target's resistance with *mind blank's* effect.

While the target can still voluntarily lower their own mental defences, they cannot lower the *mind blank* without removing it via *dispel magic*, *suppression*, or similar means. Thus, for example, someone attempting to use *message* to send a telepathic message to the target would be facing a difficulty of at least 22 (standard spellcasting difficulty of 10 + the *mind blank's* 12 bonus), even if the target is willing to receive it.

Minor Teleport

Level: Magic User 4

Rank: 7

Also Called: Dimension Door

Commonly Enchanted To: rings

Types: aether, conjuration, shadow

Range: long

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: self plus anything being worn or carried

Spell Sentence: (teleport) the caster to (a visualized place within range) or (a specified direction and distance)

Rank 1 + heroic effect (normally impossible) (5) + extended range (1, due to heroic effect) + quick casting (quick adventurer, from heroic) (2) = Rank 9

Trait:

Not knowing where you're going is hazardous!

Rank 9 - one negative trait = Rank 7

The caster, along with anything being carried or worn, is moved from their current location to a new one within the range of the spell. The destination must either be plainly visible to the caster, be a location they are familiar with that is in range, or be stated in terms of direction and distance. This may either be relative to the caster ("ten feet straight forward"), or be in absolute directions ("forty feet north and twelve feet up").

Minor teleport is disorienting even to someone prepared for it, and the caster will not be able to act for one round after arriving at their destination, nor will anyone else who made the jaunt with them. When teleporting to a location the caster is not familiar with, a major effect is required to arrive safely. A minor effect allows the caster to arrive while taking only 1d6 MHP damage (or an equivalent in mental effects). A minimal success means the caster will take the 1d6 MHP, and the caster and all others with them will take 2d6 PHP (or equivalent in effects). This presumes that there is in fact somewhere within 20 ft of the destination location and in the spell's range that would be a safe place to arrive (that is, which would not put them inside another solid object—the spell doesn't care if there's hot lava there, or boiling acid, or the chosen spot would put them 200 ft in the air!). In such a case, the destination will be 'bumped' to the nearest such location.

If there is not a 'safe' arrival point within 20 ft of the destination, the caster and companions take damage as for the worst-case roll above (2d6 PHP, 1d6 MHP), are disoriented for a round, and remain at their starting point.

Lastly, it should be noted that since *minor teleport* takes things being worn by the caster along, attempting to use it to get out of manacles, away from being tied to a heavy object, being held by someone else, and similar situations will automatically fail, and will cause 2d6 PHP and 1d6 MHP to the caster. It will also do so to the bindings or the creature holding the caster, which may be a desirable side effect at times! (See, however, the *teleport escape* spell.)

Moistened Air

see *Airy Water*

Moonlight / Sunlight

Level: Cleric 6, Druid 6

Rank: 12

Commonly Enchanted To: religious symbols, staves

Types: nature, night (sunlight—nature, sun)

Range: n/a

Casting Time: 1 action

Duration: 1 turn / level

Resistance: Dexterity

Area of Effect: 500 ft circle centered on caster

Spell Sentence: (bring forth) (sunlight or moonlight)

Rank 0 + epic scale effect (10) + area effect (1, due to epic scale) + quick casting (quick adventurer from epic) (3) - no range (2) = Rank 12

The caster causes moonlight or sunlight, as appropriate to the spell, to pour forth from a point in the air, illuminating an area extending 500 ft in every direction with daylight or the light of the full moon. This light is real moonlight or sunlight, and has all the effects thereof—*moonlight* will activate magic items that are only activated by the light of the moon, will cause lycanthropes who are affected

by moonlight to change their form, and so forth. *Sunlight* will burn creatures burned by sunlight, give nourishment to plants, inflict vision penalties on creatures that see poorly in sunlight, and so forth.

Either version of this spell will destroy any and all *darkness* effects of less than epic scale, or created by spells of lower level, within the area of effect.

Nature's Army

Level: Druid 8

Rank: 16

Types: animal, balance, plant

Range: see below

Casting Time: 1 day

Duration: 1 day / level

Resistance: as difficulty

Area of Effect: 1 army, as below

Spell Sentence: (call forth) (an army of animals and animated plants)

Rank 0 + 15 HD construct (epic scale, 15) + epic duration (1, due to epic scale) = Rank 15

The druid must cast this spell in an area with abundant plant and/or animal life. When successful, an epic scale construct is created:

Nature's Army

Level 15, **AC** 29 (+17), **MD** 29 (+17), **PHP** 105, **MHP** 105, **Move** 12 (+1),

Init P +17 M +11

Nature's Fury +25 (+1d8) H

And All the World Against Us +25 (+fear +intimidation) H-L

Str 20 (+10), **Dex** 14 (+2), **Con** 14 (+2)

Int 2 (-4), **Wis** 14 (+2), **Cha** 6 (-3)

Types: animal, plant, construct

Seemingly Endless Numbers (may attack two other epic scale targets at once, or six heroic, or any number of adventurer targets within its area)

Already Within Your Walls (against structures, gains a +4 to attacks unless the structure has been utterly cleansed of plants and animals within)

Pursuit (gains +4 to movement checks when attempting to catch up with someone trying to escape)

Nature's Bounty

Level: Druid 2

Rank: 3

Commonly Enchanted To: staves

Types: animal, life, plant

Range: n/a

Casting Time: 1 turn

Duration: instantaneous

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (conjure) (necessary items for survival)

Rank 0 + extreme effect (3) - extended casting time (1) - limited usefulness (1) + additional persons can be added with effect points (2) = Rank 3

Using this spell, a druid can obtain water, nourishing food, and shelter in any natural environment. If necessary, this makes edible plants grow, creates a temporary spring, or even hollows out a small, temporary cave. Each effect point spent provides a meal and overnight shelter for an additional person.

Layered Glamours

In a world where people commonly disguise themselves via magic, defences will arise. Detection spells being easier than dispelling spells, they'll more commonly be used as defences—which is where the concept of layered glamours comes in. Our magic item chapter has *mirror of vanity* (p 169), a minor magic item used by the wealthy to hide facial flaws and such. Someone attempting to sneak into an event where rich nobles have been invited might first cover themselves with an illusion to look like one of those nobles, then layer a simple glamour like that used by the mirror on top. *Mask magic* might be used on the first illusion, or the second illusion might be made deliberately weak by foregoing some of its check value.

The hoped-for effect would be that someone checking those entering the party for illusions will detect an illusion on our gate-crasher, notice the vanity illusion on top, and assume it's what was detected. A *polymorph* spell might similarly be covered by an illusion... and, of course, there's the ever-popular GM trick of putting two illusions over a trap, so the PCs believe they've discovered what was hidden, but actually haven't.

Neutralize Poison (reversible to Poison)

Level: Cleric/Druid 3

Rank: 5

Commonly Enchanted To: poisons, potions

Types: destruction, elemental, healing, life (reverse—destruction, healing, nature, necromancy)

Range: touch

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature or object

Spell Sentence: (neutralize/create) (poison)

Rank 0 + can work on multiple poisons (1) + secondary effect (removes effects already created by the poison) (1) + extreme effect (complete removal) (3) = Rank 5

The successful casting of this spell immediately neutralizes any poison. A single casting neutralizes all poison(s) within either a creature or a container of reasonable size. If cast upon a creature that has been poisoned, a minimal success prevents further hazard checks from having to be made, but does not negate any effects created by the poison; however, effect points generated by casting the spell may be spent to remove such effects if the GM believes it appropriate. In no case, however, should PHP or MHP damage caused by a poison be cured by *neutralize poison*.

The reverse, *Poison*, requires a successful touch attack to use directly, or is used to poison a weapon. The poison created is a CON hazard, with a difficulty of 10 + the effect points generated, to a maximum of 25. Failure against the hazard causes PHP damage. Placed on a weapon, the poison remains for two attacks, or one hour, whichever comes first.

Object Glamour

Level: Magic User 1 (0 for Illusionists if cantrip rules in use)

Rank: 2 (0 for Illusionists)

Commonly Enchanted To: handkerchiefs

Types: air, charm, metamagic, **illusion**

Range: hand

Casting Time: instant

Duration: 1 turn / level (as cantrip, 1 round / level)

Resistance: as difficulty

Area of Effect: 1 object of 15 pounds or less

Spell Sentence: (transform) (the appearance of an object)

Rank 0 + very fast casting (2) + affects multiple senses (4) - reduced range (3) - limited use (1) = Rank 2

Trait:

Illusionists are good at this.

Rank 2 - one helping trait for illusionists = Rank 0 for Illusionists

A favourite trick of illusionists, *object glamour* makes one object appear to be another. With a simple success, an object can be made to appear to be another object of very similar kind—for example, a character might give another sword the appearance of one of those used by the city guard. It costs a minor effect to vary the object in a single significant way—for example, making it appear to be from half as big to twice as big as it truly is, making it appear to be an object of similar size and shape but different type (a barrel to appear to be a round end table), or masking the sound or smell of an object. A major effect allows more significant variation—two of the above, or greater variance in one (for example, making a rose smell like rotting garbage, or vice-versa). An extreme effect can make the object appear to be any other object within the parameters of the spell—that is, that is not alive and 15 pounds or less.

To make an object appear to be a *particular* object requires both knowledge of the appearance of the object you are trying to imitate, and a minor effect, above and beyond any other effects needed.

After the effect(s) required have been paid for, the remaining effect points + 10 is the difficulty to discern that the object is not what it appears to be. This may be a WIS or INT check, depending on circumstances.

If used as a cantrip, only minor effects can be created, per the cantrip rules (p 151). Thus, a single significant change in appearance can be created as above, and/or the object can be made to appear to be a particular object.

Ownership

Level: Magic User 5

Rank: 10

Commonly Enchanted To: armour, clothing, jewellery, weapons

Types: charm, evocation, metamagic

Range: touch

Casting Time: 1 hour

Duration: permanent

Resistance: as difficulty

Area of Effect: 1 object and 1 creature

Spell Sentence: (bind) an object and a creature (so that the object cannot be permanently separated from the creature)

Rank 0 + epic effect (10) + permanent duration (7; 1 to raise to epic duration of a day, 6 to raise by steps from there to permanent) - touch range (3) - object and creature must touch to complete the spell (1) - temporary separation possible (2) - seemingly coincidental operation (1) = Rank 10

The *ownership* spell creates a binding between a creature and an object; the creature involved becomes the owner of the object. It is possible to leave an *ownership* spell open so that the next creature

who touches an object will become its 'owner'—this is often used in the case of cursed items, either intentionally, or through someone being disassociated from the item (via *remove cursed item*), but with the item not being properly disenchanting.

When someone is bound to an item via *ownership*, it is possible to separate them—however, each day that they remain separated, a 'charge' will build toward creating an effect to bring them back together. This builds at a rate of five effect points a day—so, after one day, a minor effect (for example, the person absently puts it on or picks it up); after two days, a major effect (for example, someone else picks up the item and brings it to the owner without thinking about it); after three days, an extreme effect (for example, a chest the item has been locked into springs open on its own), up to the limit of an epic effect, which could be something like an earthquake causing a buried item to be returned to the surface, a tidal wave carrying it miles inland from having been thrown into the sea, or similarly powerful manifestations.

In any case, the item's 'return' will seem to be coincidental—it will not simply teleport to the owner, get up and walk on its own (unless this is something it could normally do!), or otherwise behave in obviously supernatural ways.

The reverse, commonly called *remove cursed item*, is listed as a separate spell, due to it having major differences in its casting parameters. *Ownership* can also be removed via *remove enchantment*; however, a normal *dispel magic* is not powerful enough to overcome it.

Part the Earth

Level: Cleric 6

Rank: 11

Commonly Enchanted To: religious symbols, weapons

Types: *balance*, *destruction*, elemental (earth)

Range: sight

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: a rift up to 50 ft long / level and 30 ft wide

Spell Sentence: (create) (a rift in the earth)

Rank 0 + epic effect (10) + heroic area (1, due to epic effect) + heroic range (1, due to epic effect) + quick casting (adventurer, from epic) (2) - short duration (1) = Rank 13

The cleric opens a rift in the earth. The rift is of unknown depth—anything falling into it is effectively lost, although characters may attempt to catch hold of the sides on the way down. Anyone in such a position when the rift closes suffers 10d6 PHP damage unless they would reasonably be immune to being crushed in such a situation. At the GM's discretion, burrowing creatures may be considered resistant, taking half damage (5d6).

Part the Waters

Level: Cleric 5

Rank: 9

Commonly Enchanted To: religious symbols, staves

Types: elemental, *travel*

Range: short

Casting Time: 1 turn

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: see below

Spell Sentence: (part) waters

Rank 0 + epic scale effect (10) + quick casting (heroic, from epic) (1) - relatively short duration (1) - limited usefulness (1) = Rank 9

The cleric parts a body of waters as large as a large lake or small inland sea, creating a crossable channel as much as ten miles long.

Due to the short duration, it may be necessary to hurry to cross a long channel at lower levels. The terrain in crossing is considered to be normal grassland, as the bed is magically dried (unless the GM should want to insert coral reefs, undersea hills, or other obstacles!).

Note that normal travel pace, per *M&M* p 53, assumes eight hours of travel a day, with the rest of the day devoted to sleeping, cooking, making camp, breaking camp, rest breaks, etc. Thus, 3 miles / hour is the normal *M&M* travel pace for a move rate of 12. A forced march can increase speed by as much as 50%, making it possible to cover the maximum ten mile distance in under three hours—the duration an 18th level cleric would get.

Permanency

Level: Magic User 8, illusionist 8

Rank: 16

Also Called: Spell Lock, Grand Extension

Types: aether, metamagic

Range: touch

Casting Time: 1 day

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 spell

Spell Sentence: (make) another spell (permanent) and (resistant to disenchantment)

Rank 1 + mythic effect (20) - reduced range (3) - does not increase resistance to mythic levels (2) = 16

While this spell is called 'permanency', it actually only extends spells that already have a duration of an hour or more to be permanent; spells with a duration of rounds or turns are 'merely' extended to last for the same number of decades or centuries. Instantaneous duration spells cannot be extended in duration.

A spell that has been extended in duration via *permanency* is also rendered more difficult to dispel, requiring a *remove enchantment* spell or other means of disenchanting more powerful than the standard *dispel magic*.

The more powerful the spell to be extended, the more difficult extending it is. Add twice the level of the spell being extended to the difficulty of *permanency*. Note as well that as an arcane spell, *permanency* affects only other arcane magic, and cannot extend clerical or druidic spells in duration. An illusionist or other specialist magic user may only use *permanency* to extend spells they could cast.

Personal Ward

Level: Magic User 2 (see below)

Rank: 3 (see below)

Commonly Enchanted To: armour, clothing, rings

Types: divination, metamagic

Range: self

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: n/a

Area of Effect: self

Spell Sentence: (imbue) self (with a specified spell) which (triggers) (when the caster is touched by any creature)

Rank 2 + heroic duration (5) - reduced range (4) = Rank 3

Traits:

The caster may prevent the spell from triggering by conscious will.

The ward trigger is single-use.

Rank 3 + one augmentation trait—one negative trait = Rank 3

As with *door ward*, this is a spell that is combined with other spells. In the case of *personal ward*, only one other spell is involved. When the *personal ward* is triggered, the spell that was combined with the ward

triggers as well, immediately being cast upon the triggerer. Popular spells to use with a *personal ward* include *shocking grasp*, *hold person*, and *charm person*.

The casting time of *personal ward* is added to that of the spell being incorporated into the ward to determine a total casting time, and the levels (or ranks) of the two spells are added together to determine the effective spell level for the spellcasting check. If memorized spells are being used, both spells are considered to be cast.

A *personal ward* does not trigger if the magic user chooses for it not to. However, in order for this choice to be made, the magic user must be both conscious and aware of the creature doing the touching. Thus, if a friend sneaks up on the caster and touches them, or touches the caster while they are asleep, the ward will trigger!

Creating a *personal ward* is always successful—however, when the embedded spell is triggered, a casting roll is made for it. Note that since the spell was cast earlier on, this roll does *not* have its difficulty increased by being in combat!

Pestilence

Level: Cleric 9, Druid 9

Rank: 18

Types: balance (chaos), destruction, nature

Range: n/a; caster must be in area to be affected

Casting Time: 1 day

Duration: 1 week / level

Resistance: as difficulty

Area of Effect: a kingdom (area up to about 500 miles x 500 miles)

Spell Sentence: (summon) (swarms of insects) which (will plague the land)

Rank 1 + legendary effect (15) + legendary area (1, due to legendary effect) + quick casting (epic, from legendary) (1) = Rank 18

This spell creates swarms of insects which plague the area. This is a legendary construct, as follows:

Pestilent Swarm

Level 15, AC 29 (+9), MD 29 (+8), PHP 84, MHP 84, Move irrelevant; they're everywhere!, INIT P +22 M +12

Swarming Stings +21 (+1d4 +painful +swelling)

Intimidating Buzz +21 (+1d4)

Str 1 (-5), Dex 16 (+6), Con 12 (+1)

Int 2 (-4), Wis 12 (+1), Cha 2 (-4)

Types: animal, construct

immune to fear, charm, and intimidation effects

ignores armour

sluggish in cold

they're everywhere! (attacks the land as a whole, attacking on legendary time scale—one attack per week)

destroyers of crops (creates a heroic effect (-8) making growing of crops and raising of herds more difficult)

The swarm obeys the caster's commands until dispersed. At the GM's option, the summoned swarm could be of rats (*COLLECTANEA CREATURAE* p 109; add 13 to AC, MD, attacks, and increase PHP and MHP to 150; give the *they're everywhere!* and *destroyers of crops* monstrous effects from above), jellyfish (use same stats as above, except swimming and removing *destroyer of crops*), or piranha (*COLLECTANEA CREATURAE* p 105, reduce attacks and defenses by 12, PHP to 90, MHP to 60, add *they're everywhere!* from above and *devourers of stocks* (as *destroyers of crops*, but only for herds and other animals).

Phantasmal Hunter

Level: Illusionist 4

Rank: 8

Commonly Enchanted To: scrolls, wands

Types: illusion+

Range: medium

Casting Time: 1 action

Duration: 1 round / level

Resistance: special; see below

Area of Effect: 1 creature of a same type as the caster (normally 'person' and 'animal')

Spell Sentence: (cause) the target (to believe that a fearsome creature is stalking them) and (cause) (psychic damage to them)

Rank 2 + extended range (1) + quick casting (1) + 3d6 effect dice (3) + dice apply to repeated attack (3) = Rank 10

Traits:

You can't escape what's inside your head.

You are vulnerable to your greatest fear.

The truly fearless are immune.

Limited to those of your own type(s).

Can be turned against the illusionist if the target is telepathic.

Rank 10 - three drawback traits + two augmentation traits = Rank 8

The target's deepest fears are used to create an illusory monster that they will fear immensely. No one else can see the monster. The spell is initially cast against the target's Mental Defence; if the initial casting succeeds, it gains an additional 3d6 damage dice; effect points may be used to inflict MHP damage and fear-based effects. Note that such effects can be used to force a target to run away or hide—thus the 'hunter' part of the name, as the illusory monster seems to chase or find them!

Once the initial attack has struck, the target is attacked again each round for the duration of the spell, but now counts as vulnerable to the spell, no longer gaining any resistance or other trait bonuses against it. The spell continues to have 3d6 damage dice, but these are now treated as weapon dice. A subject reduced to -10 MHP can be physically killed by this spell, having a heart attack or otherwise 'dying of fear'.

The monster does not actually exist, and is therefore immune to most attacks, although a *dispel magic* or similar spell could end its existence. Fear effects created by this spell can include such things as forcing a target to attempt to attack the 'monster' in such a way that they attack their own allies!

If the initial attack fails, the spell as a whole fails, and no repeat attacks are made. If the target is telepathic, they may turn the spell on the caster as a major consequence; on a minor consequence, they may strike with a normal mental riposte.

Lastly, note that creatures only truly understand the fears of those of their own type or similar types (GM judgement). Thus, this spell can only be used against targets you share a type with. For most casters, these types will be 'person' and 'animal'. Supplementary types such as 'aquatic', 'load-bearer', and so forth do not apply here.

Plant Growth (reversible to Plant Reduction)

Level: Druid 4

Rank: 7

Commonly Enchanted To: dusts, potions, staves

Types: plant

Range: short

Casting Time: 1 round

Duration: special

Resistance: as difficulty

Area of Effect: see below

Spell Sentence: (grow/reduce) (a plant)

Rank 0 - limited usefulness (plants only) (1) + heroic scale (5) + built-in minor effect (1) + secondary effect (hit dice) (1) + short casting time (adventurer, from heroic) (1) = Rank 7

This spell can be used in two ways. The first is to cause sudden growth of normal vegetation in an area. This version affects a circle about 100 yards in diameter, with any edge within short range of the druid. The area becomes overgrown, allowing the druid to create appropriate effects. The spell includes a minor effect built-in; thus, a major effect requires 5 points, and an extreme effect 10.

When this first use is reversed, it causes plants in the area to wither and die. An extreme effect clears the entire area of all plants smaller than a tree with a one-foot diameter trunk.

The second use is against mobile plant 'creatures', such as treants. The druid creates an effect of *increased size* or *decreased size* for the plant creature. A minimal success creates a minor (+/-2) effect. Effect points may be spent to increase the magnitude of the effect—thus, for five effect points, the spell creates a major effect.

This grants the target temporary hit points, as if their hit dice had been increased by half the magnitude of the effect (that is, one additional HD with a minor effect, two with a major effect, and so on).

In the case of reducing a plant creature, hit points are similarly reduced; however, this cannot reduce the plant below 0 HD and 1 PHP/MHP.

Plant Merge

Level: Druid 3

Rank: 6

Commonly Enchanted To: staves

Types: plant

Range: self

Casting Time: 1 action

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: self and carried/worn gear

Spell Sentence: (merge) (the druid with a plant)

Rank 0 + heroic effect (normally impossible effect) (5) + heroic duration (1) + quick cast (quick adventurer, from heroic) (2) + secondary effect (barkskin) (1) + built-in extreme effect for secondary effect (1, due to heroic effect) - self targeting only (4) = Rank 6

Traits:

Cannot act while within the tree.

Counts as resting in the tree.

Rank 6 - one drawback traits + one augmentation trait = Rank 6

When casting this spell, the druid touches a plant at least the size of a small tree (at least 15 ft high, with a trunk at least a foot in diameter). The druid then merges into the plant. While inside the plant, the druid is aware of things going on around the plant, seeing and hearing them normally. The druid counts as resting while within the tree, however, and eight or more hours inside a tree counts as a night's rest.

The druid may exit the plant at any time, ending the spell, or will be gently pushed out at the end of the duration. While within the plant, the druid is considered to have an extreme effect of *barkskin* upon them, granting a +6 armour bonus. The druid defends normally against physical attacks, but can take no other action while within the plant except to observe as noted above.

Polymorph Other

Level: Magic User 4

Rank: 8

Commonly Enchanted To: potions

Types: transmutation

Range: short

Casting Time: 1 action

Duration: 1 week / level

Resistance: Constitution

Area of Effect: 1 creature

Spell Sentence: (transform) target (into another creature)

Rank 0 + heroic effect (5) + epic duration (2) + variable effects (1) + quick casting (2) - limited targets (1) - limited possible forms (1) = Rank 8

The caster changes the form of a target. A minimal success allows turning a person into an animal, rendering them incapable of normal speech (and therefore, spellcasting) and reducing one physical ability by up to 10 points, or increasing one by up to 5 points. Alternatively, an animal can be turned into a person; this grants them the power of speech, but does not grant them knowledge of any language. For a minor effect, the caster can add or remove the type 'load-bearer' or 'aquatic' from the target, change a swimming move rate to a land move rate, or vice-versa; or change a target's size by one category (S to M, M to L, or the reverse or either). With a major effect, the caster can grant a target a climbing move rate equivalent to their land movement rate, or the ability to jump a distance up to twice their strength.

Other effects are possible, but all effects must make sense for the form assumed. The form must be of a type of creature the caster knows of, and is a 'generic' creature of that type—this spell cannot give the target the form of any particular creature. Supernatural powers cannot be granted to the target by this spell, nor can the spell change the hit dice, level, hit points, or mental characteristics of the target. The target retains all knowledge it has, although it may not be able to make use of that knowledge in the new form. The new form may have physical traits, changing out one physical trait of the target's normal form for a new one for the cost of a minor effect. The target may or may not be proficient in the natural weapons of their new form—this is subject to the GM's judgment, but should generally depend on whether the new weapons are analogous to ones the target was already proficient in. For example, a character proficient with knives or daggers should be treated as proficient with claws in a form that has them, and a monk or martial practitioner will *always* be proficient in the natural weapons of their form.

Skill with other abilities of the assumed form should be handled in a similar way—if the target has a trait that is reasonably similar, then they may use it with the new form's abilities. Thus, for example, a ranger will quickly grasp how to track by scent when in the form of a dog, but a magic user would not, unless they had taken some sort of tracking advancement—or possibly even something as simple as *excellent sense of smell*!

As a minor effect, the duration can be increased as follows: weeks to months to seasons to years to decades to centuries.

A *polymorphed* creature can be freed from this spell, or a more powerful shapeshifting effect, by *remove enchantment* or a more powerful spell of similar nature, or by its own natural shapeshifting abilities, if it has any.

Only animals and persons (including all PC races) are affected by this spell: changing the shape of plants, mythic beasts, fey, primordials, anomalous creatures, undead, extraplanars, etc. requires more powerful magic.



Polymorph Self

Level: Magic User 4

Rank: 8

Commonly Enchanted To: clothing, potions

Types: transmutation

Range: self

Casting Time: 1 action

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (transform) myself (into another creature)

Rank 0 + epic effect (10) + heroic duration (1) + variable effects (1) + quick casting (3) - reduced range (4) - limited variety of forms (1) = Rank 10

Trait:

You Can Forget What You Really Are.

Rank 10 - one drawback trait = Rank 8

This spell functions as *polymorph other*, except that it only applies to the spellcaster, and as follows: a minimal success acts as for *polymorph other* **and** grants five effect points to spend. The caster may end the spell at will.

If the caster chooses to extend the duration of the spell beyond the normal hour per level, it increases to days, then weeks, then as above. If the caster remains in the new form for a week or more, they will suffer 1d6 MHP damage each week. This damage should be tracked separately from other mental damage, as it cannot be healed until and unless the caster resumes their normal form. If the caster is reduced to zero MHP while in their polymorphed form, the GM may choose to have them forget their true nature, and believe that their polymorphed form is in fact their true form. This belief will remain

even after the polymorph expires, unless it is removed (treat as a heroic effect for removal purposes).

Lastly, unlike with *polymorph other*, the caster may choose to take on instincts of the assumed form, spending minor effects to gain mental traits with the GM's permission. Doing so, however, inflicts 1d6 MHP on the caster for each such trait taken, and opens the possibility of the magic user forgetting their true nature as above.

Power Word: Death

Level: Cleric 9, Magic User 9

Rank: 18

Also Called: **Power Word:** Kill, Word of Death

Types: destruction, *natural death*, necromancy; conjuration, necromancy

Range: short

Casting Time: instant

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 or more creatures within range, as below

Spell Sentence: (release) (the word of death)

Rank 0 + can affect multiple opponents (1) + flexible damage type (1) + very quick casting (instant, from heroic) (3) + 15d6 spell dice (15) = 20

Traits:

Death will take its due.

Damage is maximized.

Feedback is a bitch.

Undead are energized by this.

Rank 20 + one augmentation trait—two drawback traits + one neutral trait = Rank 18

A successful casting of this spell unleashes the Word of Death. The Word begins with 90 effect points, plus any effect points the caster achieved in casting the spell. The caster designates a target: if the target's PHP+10 or MHP+10 is less than the Word's effect point total, the target is killed, and the effect point total of the Word is reduced by the appropriate amount (the lesser of the target's PHP+10 or MHP+10).

The Word continues, with the caster designating a new target after each one slain, until the caster designates a target the Word cannot kill. When that happens, the designated target is unaffected, and the remaining effect points strike the caster, doing either PHP or MHP damage, depending on which the caster has fewer of left.

All targets must be within range. The caster may not refuse to designate a target so long as there are potential targets within range, nor can the caster designate themselves as a target (although they can deliberately choose a target that they believe the Word will not be able to kill).

An undead designated as a target is not damaged, but is instead granted 5d6 of healing, which reduces the remaining effect points of the Word. An undead caster is not harmed by the Word of Death when it returns to the caster, but is also not healed by it.

Programmed Illusion

Level: Illusionist 6

Rank: 12

Commonly Enchanted To: entrances, places of power, traps

Types: divination, illusion+, metamagic

Range: long

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 4 x 10 ft cubes + 1 cube / level

Spell Sentence: (create) (an illusion involving all five senses) which (behaves) (as the caster previously specified) and (can interact) (with others)

Rank 4 + extended range (2) + area effect (1) + four additional senses (4) + divination effect to enable interaction (2) + rudimentary 'intelligence' (3) = Rank 16

Traits:

Creates one 'thing' base; additional ones cost effects.

It's not very smart.

Rank 16 - two drawback traits (4) = Rank 12

This spell behaves as *full illusion* (p 205), except that the illusionist describes the parameters according to which the illusion will behave at the time of casting, and does not need to concentrate upon the spell to maintain it. Further, the area of effect is set at the time of casting—unlike *full illusion*, illusions created by this spell do not have to stay within range of the caster.

A *programmed illusion* also possesses rudimentary senses and intelligence, and can interact with its environment. Consider it to have the intelligence of a well-trained dog or a parakeet—it can dispense stock phrases that the illusionist has given it and can maneuver around obstacles or move to follow or block someone, but is not capable of understanding speech, recognizing individuals (it can keep following someone who was already there, but couldn't be told to wait for a particular person to arrive, for example), and so forth.

Standard uses for a *programmed illusion* include illusionary guards or attackers, particularly when the illusionist wishes to be able to flee while the illusion delays others! Since it can create sounds, an illusionary guard dog can bark or howl to warn of intruders, an illusionary guard can ring an illusionary gong, and so forth.

Note that since *programmed illusion* contains a divination effect, it can be used as the trigger for a ward—thus, an illusionist and a magic user working together could create an illusion of a magic user which launches a real attack spell! *Programmed illusion* may also be the triggered spell, allowing the creation of an illusion that starts upon a specified condition.

Protection of the Multitude

Level: Cleric 5

Rank: 11

Commonly Enchanted To: places of worship, religious symbols

Types: *balance*, protection, *travel*

Range: long

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: an epic construct, multiple heroic constructs in range, or many individuals in range

Spell Sentence: (protect) the targets (from all forms of physical harm)

Rank 0 + epic scale (10) + major effect (1, due to epic scale) + increased range (1, due to epic scale) + quick casting (heroic, from epic) (1) + epic duration (1, due to epic scale) + secondary effect (mental protection as well as physical) (1) = Rank 15

Traits:

Protection ends if the recipient willingly takes part in combat.

Protection does not apply to those who worship deities opposed to the cleric's, or outside the cleric's pantheon.

Rank 15 - two restricting traits = Rank 11

This spell grants the protection of the cleric's divinity to a large group of people, granting them +4 to Physical Defence against all attacks. As noted in the traits, the protection does not apply to those

who worship deities opposed to the cleric's, or outside the cleric's pantheon. Further, if a recipient of the spell's protection willingly attacks someone, the spell no longer protects them (they may defend themselves, and may counterattack someone who has attacked them, but may not initiate an attack).

Punishment

Level: Cleric 5

Rank: 9

Also Called: Excommunication, Anathema

Commonly Enchanted To: places of worship, religious symbols, scrolls, tomes

Types: universal, *balance*

Range: short

Casting Time: 1 hour (5 hours as ceremony)

Duration: 1 day / level (but see below)

Resistance: n/a

Area of Effect: 1 creature

Spell Sentence: (pronounce) a creature (anathema to all members of the church)

Rank 0 + epic duration (10) + built-in extreme effect (1, due to epic duration) = Rank 11

Trait:

Requires legitimate offense against the church or divinity.

Rank 11 - one limiting trait = Rank 9

This spell enables the cleric to declare a person or creature anathema to members of their church. No one within the church is allowed to assist the target in any way, including selling them equipment, food, or other supplies, granting them shelter, and so forth. All members of the church will recognize the target as anathema. Attempting to disguise this requires magic or other supernatural powers, which must overcome an extreme effect. Such disguise will be temporary, lasting no more than a day.

Even such a disguise, however, will not remove the final effect, which is that the character in question will not count as 'faithful' for the purposes of spells which differentiate by faith in the deity.

Any cleric of the caster's rank or above may remove the *punishment*. Usually, this will require the target to ask for forgiveness and accept a *geas* to undertake a task for the church.

Punishment may be cast by a single cleric, but it is more common for it to be cast as a ceremony (*M&M* p 16), in order to gain additional effect points to increase the range and duration. *Punishment's* range and duration can be increased to a higher scale than that of the lead caster if it is cast in a ceremony. Since it already has epic duration, only a minor effect is required to increase the duration to legendary (1 month / level), and a major to increase it to mythic (1 year / level). An extreme effect increases it to permanent.

Range is treated specially: rather than the target needing to be in the range, the range indicates how widely the anathema will be immediately known.

How the target is marked is up to the GM; it may be a physical mark, or it may simply be a feeling that members of the church will get about them.

Purify Water (reversible to Contaminate Water)

Level: Druid 1 (0 if cantrip rules in use)

Rank: 0

Commonly Enchanted To: poisons, potions, staves

Types: water

Range: short

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 body of water

Spell Sentence: (purify) (or contaminate) (a body of water)

Rank 1 + fast casting (1) - limited usefulness (1) = Rank 1

The druid renders water safe to drink. Effect points can be spent to remove effects or hazards in the water; for hazards, a minor effect removes a hazard of difficulty 15 or less, a major effect one of difficulty 20 or less, and so forth. Effect points can also increase the size of the area purified; a minor effect can purify enough for one person for a day of hard work in heat (about four gallons). A major effect can supply a dozen people with water, an extreme effect a hundred. Multiply by ten for each effect level beyond.

If taken as a cantrip, only the *purify* version can be used, and only a minor effect achieved.

The reverse spell contaminates water, rendering drinking it a difficulty 15 CON hazard. The base effect contaminates about a gallon of water, and effect points can be spent to increase the amount contaminated as above. The caster may also create effects to increase the difficulty of the hazard—e.g., a minor effect to make it difficulty 17, a major to make it difficulty 19, extreme for 22, and so on.

Underwater, a heroic effect can remove contamination from (or introduce contamination to) an area of about 10 ft x 10 ft x 10 ft. Double these dimensions for each effect tier above heroic.

Rain of Manna

Level: Cleric 6

Rank: 11

Commonly Enchanted To: places of worship

Types: life, travel

Range: cleric must be in area to be affected

Casting Time: 1 hour

Duration: 1 day / level

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (cause) (a rain of sustaining manna)

Rank 0 + epic scale (10) + extensible via effects (1) = Rank 11

The successful casting of this spell begins a rain of manna—a miraculous food that appears once each day, in sufficient quantities to feed the targets of the spell for the day. The casting cleric determines when the manna appears, but it must be at the same time each day. It need not fall in a literal rain, but it appears spread out across the ground and must be gathered. This gathering, however, takes little enough time that it does not delay travel. The manna also provides hydration, so that it substitutes for water as well. It is palatable and nourishing to all those who are intended recipients of it; to others, it has a bitter or otherwise unpleasant taste, and provides no nourishment.

The spell includes a single epic construct or equivalent, and any logically included heroic constructs or individuals (e.g., if cast upon an army, it includes any heroic sally forces or other sub-forces, and individuals such as the army's commander, an accompanying magician, etc.). For five effect points, an additional epic construct may be added to the 'area of effect'.

The *rain* moves with the construct(s) upon which it is cast during its duration. If multiple constructs are affected, they must travel together; if they separate, the cleric chooses which construct(s) the *rain* remains with.

Those eating manna heal at a rate as if being cared for and resting, regardless of their actual activity level and situation (see *Healing, Natural and Otherwise*, p 126).

Rebuke

Level: Cleric 2, Druid 2

Rank: 4

Commonly Enchanted To: religious symbols, weapons

Types: universal, *balance*

Range: medium

Casting Time: 1 action

Duration: special

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (infect) (a curse or mental damage)

Rank 0 - specific targets (only members of the faith) (1) + increased range (medium) (1) + 2d6 spell dice (2) + quick casting (1) + special duration (1) = Rank 4

Via the casting of *rebuke*, a cleric calls upon their divinity to censure a member of the cleric's faith. This can have two effects:

- Against those of the cleric's faith who have strayed, a *rebuke* normally takes the form of a curse—that is, a consequence appropriate to the character's divinity. This consequence can be removed by the cleric, or by another cleric of the same faith, if they judge that the *rebuked* individual has repented. So, for example, the before-mentioned god of fire might horribly scar a target as if they had been burned, while a god of love might cause those who love the target to turn against them.
- Alternately, a *rebuke* can cause direct mental damage to the faithful who are ignoring their duty to the faith, assisting the cleric in persuading them to return to the fold.

Whichever way *rebuke* is applied, a successful casting generates an additional 2d6 effect points. *Rebukes* by druids may cause effects based on the elements, or on plants or animals behaving oddly (e.g., all animals are hostile to the target, or all fruit they touch withers).

Rebuke Animal

Level: Druid 2

Rank: 3

Commonly Enchanted To: staves

Types: animal, *balance*

Range: medium

Casting Time: 1 action

Duration: special

Resistance: Wisdom

Area of Effect: 1 animal

Spell Sentence: (infect) (a curse or mental damage)

Rank 0 - specific targets (animals) (1) - (requires harm or legitimate offense) (1) + increased range (medium) (1) + assumed 2d6 spell dice (2) + quick casting (1) + special duration (1) = Rank 3.

Summoning the power of nature, a druid may use this spell upon any animal that has unjustly harmed or offended them.

This can have two effects:

- Against any animal that has unjustly offended or harmed the druid, *rebuke animal* may manifest itself in the form of a curse—typically involving a weakening of the animal's body, or by having it beset by other animals. The effects of this spell may be removed by any druid.
- Alternately, *rebuke animal* can cause direct mental damage to any animal that has offended or harmed a druid. This may be used by the druid to drive the animal away, pacify it, or even command it.

However *rebuke animal* is applied, a successful casting generates an additional 2d6 effect points.

Note that the 'unjustly' part of *rebuke animal* is from the point of view of druidic balance. An animal defending itself, its mate, or

its children is not acting unjustly in attacking; a mouse stealing a small bit of food is not acting unjustly, because that is its role in life. An animal attacking a druid merely because a human has ordered it to, however, is not acting justly, from the druidic point of view. Preventing others from crossing one's territory peaceably is not just, nor is excessive hoarding or stealing (beyond one's own ability to use, or stealing more than another can possibly spare). Basically, the druid has to be able to give a reasonable justification for why the animal needs to be rebuked.

Reflective Gaze

Level: Illusionist 1

Rank: 1

Commonly Enchanted To: eyepieces, potions

Types: illusion+, shadow

Range: touch

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty; only affects willing targets

Area of Effect: 1 creature

Spell Sentence: (make) the target's eyes (into mirrors)

Rank 0 + epic effect (immunity to gaze attacks) (10) - extreme disadvantage (blindness) (3) - shortened range (touch) (3) + quick casting (adventurer, from epic) (2) - only affects willing targets (GM judgement; 5) = Rank 1

The subject's eyes are covered with reflective mirrors. This renders the subject immune to gaze-based attacks of all sorts, as well as any other attack that is dependent on the subject being able to see—however, it also renders them blind while the spell lasts.

If someone attempts a gaze attack against the recipient of this spell, make an attack roll as if the subject had an epic (+10) effect defending them, and apply consequence points appropriately if the attack roll fails. However, should the attack roll succeed, the subject is still not affected, as they are immune.

Reincarnation

Level: Druid 7

Rank: 13

Types: balance, life, *natural death*

Range: touch

Casting Time: 1 hour

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 soul and 1 animal

Spell Sentence: (place) the soul of someone deceased (into the body of an animal)

Rank 0 + legendary effect (15) + quick casting (epic, from legendary) (1) - touch range (3) = Rank 13

Traits:

Does not require the original body of the deceased.

Does require divine permission and the deceased's cooperation.

Rank 13 + one augmentation trait - one drawback trait = Rank 13

With this spell, the druid brings the spirit of a dead person back and gives it new life, placing it in the body of an animal. The animal must be present and touched; the spirit must be targetable, but this may simply be by name. The animal must also be a normal animal—it may not be of human-quality intelligence, nor a mythic beast or other sort of creature.

Only a willing spirit can be brought back (the spirit will automatically know who is trying to reincarnate it, that they are a druid, and their alignment), and it must be deceased for a month or less, and free to return. The reincarnated character gains the physical

ability scores, size, and movement of its new body. It retains its previous mental ability scores, memories, level, and traits. Its ability to use these traits may be limited by its new body; however, if the body can conceivably speak, the reincarnated character will be able to do so.

The lack of a requirement to have any part of the original body is a major positive point of this spell, and a common reason why it may be used instead of one of the versions of *resurrection*.

Remove Cursed Item

Level: Cleric 3, Druid 3, Magic User 3, Illusionist 4

Rank: 5, 7 for Illusionists

Commonly Enchanted To: religious symbols, staves

Types: balance, deception, elemental (aether), *destruction*, protection; abjuration, **metamagic**, void

Range: touch

Casting Time: 1 hour

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature or object

Spell Sentence: (break) (the ownership relation created by a spell of ownership)

Rank 0 + epic effect (cancels the epic effect of an ownership spell) (10) - touch range (3) - very limited use (2) = Rank 5

Trait:

Illusionists do this by first 'substituting' an illusionary version of the owner, then destroying that.

Rank 5 + one hindering trait for illusionists = Rank 7 for illusionists

This spell is used to break *ownership*, so that the current owner ceases to be the owner of the item. Either the item or the owner must be touched. An unwilling owner may resist with their Mental Defence (and their Physical Defence if they are free to avoid being touched, if the spell is being used by touching them or an item they are currently wearing/wielding/etc.) In such a case, if the *ownership* enchantment is not actually removed, the next eligible target to touch the item will become its new owner! (Or, if the *ownership* spell was originally put on in a triggered fashion via a warding spell, it will become capable of being triggered again.)

Remove Enchantment

Level: Cleric 5, Druid 5, Magic User 5, Illusionist 5

Rank: 10

Also Called: Remove Curse, Remove Greater Illusion

Commonly Enchanted To: places of power, places of worship

Types: balance, deception, *destruction*, elemental (aether), protection; abjuration, **metamagic**, void (Remove Greater Illusion—illusion+, shadow+)

Range: short

Casting Time: 1 hour

Duration: instantaneous

Resistance: see below

Area of Effect: 1 creature or object

Spell Sentence: (remove) (enchantments) (selectively) (without triggering) (any booby-traps that might be built in)

Rank 3 + 4d6 spell dice (4) + stance effect (effect dice become d8s, do not add to consequence points on failure) (1) - extended casting time (1) + boostable via effect points (1) + capable of epic effects, but no epic effect built-in) (2) = Rank 10

Remove enchantment attempts to remove one or more enchantments from a target while leaving others behind. Further, it acts in a subtle fashion, seeking not to trigger any booby-trap that might be included in the enchantment or placed on the target. Because of this, it takes

Wait, Where's Remove Curse?

We've chosen to break up the traditional *D&D remove curse* spell into two spells—*remove cursed item* and *remove enchantment*. The former is a much easier spell, but simply allows a cursed item which has 'attached' itself to an owner to be removed from them. The latter actually allows selectively breaking enchantments that are on an item or person, and allows the removal of heroic and epic effects, which *dispel magic* cannot normally do. We've given the latter the alias *remove curse*, since it can be used for that activity as well.

Note that *remove enchantment* can also be used in such situations as where a magic item has one enchantment that is not working properly (allowing that enchantment to be removed and then replaced with a 'fresh' one), or to work with warding spells, allowing one to remove (and potentially replace) the trigger or payload of a ward. If the GM likes this sort of thing, it could be possible to change out a portion of any spell of sufficient complexity—that is, one where the spell sentence contains multiple verbs. 'Inserting' a new component into an existing spell would be a form of enchantment, and would either require working with an enchanter, or a magic user who is also an enchanter to perform.

Further, note that *remove enchantment* is limited to an epic effect. Legendary or mythic enchantments cannot be removed by it normally; to remove such requires still more powerful spells, such as *wish*, or the use of scaled casting to allow 'pushing' the spell beyond its normal limits.

an exceptionally long time to cast. It is often cast as a ritual or ceremony.

The caster makes their initial spellcasting roll against the greater of either the base difficulty of *remove enchantment* or the difficulty of the spell that is to be removed, or a difficulty set by the caster of the original spell (i.e., by spending effect points to make the original more difficult to remove). If this succeeds, then the caster rolls the 4d8 effect dice of *remove enchantment* and adds them into the effect points generated. If it does not, then the GM may spend consequence points against the caster.

The effect points of *remove enchantment* may be spent to remove effects created by enchantments, curses, and other spells, as with *dispel magic*.

Illusionists have a variant of this spell, *Remove Greater Illusion*, which functions as *dispel illusion*, but can remove illusions selectively, and can remove epic-scale illusions.

Repair

Level: Magic User 2

Rank: 4

Commonly Enchanted To: dusts, wands

Types: conjuration, **transmutation**, elements depending on object

Range: touch

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: a single normal object, or the parts of such, that has been broken, weighing 40 pounds or less

Spell Sentence: (repair) (a normal object)

Rank 0 + heroic effect (5) + quick casting (adventurer, from heroic) (1) = Rank 6

Traits:

This is a type of healing spell.

But it only affects non-living things.

And the caster must understand how to put the thing back together.

Rank 6 + one hindering trait (magic users can't normally heal) - two drawback traits = Rank 4

The magic user gathers the parts of a broken item, then casts this spell. On a successful casting, the item is repaired, put back together as if it had been newly made. Note that the caster must understand how the item would look if properly put together—thus, if a complex mechanism is involved, the GM may require the caster to have a relevant trait, and/or to successfully make a check to see if they have the necessary knowledge.

The 'object' can be made up of other parts that were held together solidly. For example, a broken barrel made of metal hoops and wooden boards can be *repaired*, and, with the appropriate knowledge, a mechanical clock could be repaired, a complex dress re-sewn, and so forth.

Repair also removes dust, grime, dirt, and stains from the object, within the caster's knowledge of what it should have been like at creation.

Restoration of the Body ***(reversible to Destruction of the Body)***

Level: Cleric 6

Rank: 12

Also Called: Heal, Harm

Commonly Enchanted To: beds, poisons, potions

Types: healing, life, *protection* (reverse— destruction, necromancy)

Range: touch

Casting Time: 1 turn

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (restore/destroy) (health of target's body)

Rank 0 + stance effect (spell dice become d8's, do not increase consequence points if the spell fails) (1) + 15 spell dice (15) - decreased range (3) - long casting time (1) = Rank 12

Upon a successful casting of *Restoration of the Body*, the cleric gains an additional 15d8 effect points. Effect points from this spell may be spent to heal PHP damage on a one-for-one basis and to remove effects relating to physical injuries.

Restoration of the Body does *not* remove diseases or poisons from the target, but can heal damage and physical effects already created by a disease or poison.

The reverse, *Destruction of the Body*, has a casting time of one round, but still has touch range, requiring that the target be touched. It is resisted by Physical Defence, and a successful casting generates 14d8 additional effect points, which may be used to inflict PHP damage and/or to create effects relating to physical injury.

Note that *Restoration of the Body* can be used as if it were *Destruction of the Body* to attack undead creatures, gaining the normal casting time and effects of *Destruction*.

Destruction of the Body, however, cannot be used to heal undead, or any other sort of creature.

Restoration of the Spirit ***(reversible to Destruction of the Spirit)***

Level: Cleric 7

Rank: 14

Also Called: Heal the Soul, Destroy the Soul, Heal the Mind, Destroy the Mind

Commonly Enchanted To: circlets, musical instruments, places of worship

Types: *balance (law)*, emotion, healing, *life* (reverse— *balance (chaos)*, destruction, emotion, *necromancy*)

Range: touch

Casting Time: 1 turn

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (restore/destroy) (health of target's mind)

Rank 0 + stance effect (spell dice become d8's, do not increase consequence points if the spell fails) (1) + 15 spell dice (15) - decreased range (3) - long casting time (1) = Rank 12

Trait:

The spirit is harder to work with than the body.

Rank 12 + one hindering trait = Rank 14

Upon a successful casting of *Restoration of the Spirit*, the cleric gains an additional 15d8 effect points. Effect points from this spell may be spent to heal MHP damage on a one-for-one basis and to remove effects that indicate mental or spiritual pain, anguish, injury, etc.

Restoration of the Spirit does *not* remove continuous sources of mental damage such as possession, curses, or certain magical diseases from the target, but can heal damage and effects already caused.

The reverse, *Destruction of the Spirit*, has a casting time of one round, but still has touch range, requiring that the target be touched. It is resisted by Mental Defence, and a successful casting generates 14d8 additional effect points, which may be used to inflict MHP damage and/or to create effects relating to mental/spiritual injury.

Restoration of the Spirit can be used as if it were *Destruction of the Spirit* against demons, tulpai, and other creatures of evil or madness (GM judgement). As with the corresponding ... *of the Body* spells, using *Restoration of the Spirit* in this way causes it to have the casting time and effects normally associated with *Destruction*, and *Destruction* cannot be used to heal any sort of creature.

Restore the Land

Level: Cleric 9, Druid 9

Rank: 18

Types: *balance (law)*, *elemental*, healing, nature

Range: caster must be within the area to be affected

Casting Time: 1 week (ritual)

Duration: variable number of months; see below

Resistance: as difficulty

Area of Effect: a kingdom or equivalent area (up to hundreds of miles in diameter)

Spell Sentence: (remove) (damage and effects) from the land and (those within it)

Rank 1 + legendary area (kingdom or equivalent) (15) + built-in extreme effect (3) + secondary effect (healing) (1) + legendary duration (1, due to legendary area) - 'slow burn' restoration (GM judgement; 3) = Rank 18

This spell, almost always cast as a ritual, is invoked to gain the aid of the cleric's deity in healing damage from a major disaster that has affected a wide area, such as an invasion, war, hurricane, volcanic eruption, etc. On a minimal success, the cleric creates an extreme

effect (+/-6) of *With the Gods' Help, We Will Rebuild*. This applies to all checks for rebuilding efforts during the spell's duration.

Additional effect points can be spent to remove effects that were placed on the area from the disaster. These will be removed at the rate of one per month following the ritual, in the order the cleric chooses. PHP and MHP damage to constructs can be healed with this spell as well. This healing happens at a rate of 50 points per month, until all the effect points devoted to such healing have been spent.

Reverse Missiles

Level: Magic User 4

Rank: 7

Commonly Enchanted To: armour, robes, shields

Types: abjuration, aether, air

Range: short

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 creature or object

Spell Sentence: (intercept) (missiles) and (launch) them (back at the original shooter)

Rank 2 + extreme effect (reversing missiles) = Rank 5

Trait:

Missiles that don't penetrate my shield are thrown back.

Rank 5 + one augmentation trait = Rank 7

A casting of *reverse missiles* creates an effect which increases the target's Physical Defence against missiles; this may be as high as a heroic effect. In addition, the target gains the trait above; this is a stance-like effect, which allows the target of the spell to riposte against missile attacks by reversing the missile launched. This riposte costs only a minor effect; for a major effect, the target may add the damage dice of the original missile(s) to their riposte.

Rock to Mud (reversible to Mud to Rock)

Level: Druid 5, Magic User 5

Rank: 10

Commonly Enchanted To: oils, staves

Types: earth, **transmutation**, water (reverse—earth, **transmutation**, water)

Range: long

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 epic construct, and/or heroic constructs or individuals in two 10 ft x 10 ft squares per level

Spell Sentence: (transmute) (rock/mud in the targeted area/structure/creature to mud/rock)

Rank 0 + epic scale (10) + major effect (2) + increased range (1, due to epic scale) + shortened casting time (adventurer, from epic) (2) - limited to major effect (3) - limited usefulness (1) - limited depth (1) = Rank 10

The caster transmutes an area of rock, stone, or soil to mud. Most commonly, this inflicts a major consequence of *mired in the muck* on constructs or individuals. When targeted against a structure or against stone creatures, however, it instead counts as an attack that ignores armour and gains 10d6 effect dice. Effect points must first be spent on an effect of *armour loss*, *breached wall*, or the like. Mud created is no more than 10 ft deep. The created mud is normal mud, and will dry out with time.

The reverse, *mud to rock*, either undoes the effects of the regular version of this spell, or turns pre-existing mud into rock or soil, as desired by the caster. If this is performed on an area that already

contains targets *mired in the muck* or having a similar consequence, it adds 10 effect points to the existing consequence, changing it to *feet stuck in the ground*. Note that *mud to rock* will not put rock or stone that has slumped out of shape because of the regular version of this spell back into its proper position—it only restores its solidity. Thus, *mud to rock* will not heal damage that *rock to mud* has done to a target, but it will remove the *armour loss*, and may remove other effects, at the GM's discretion.

Roiling Wall

see *Wall of Wind*

Rust Metal (reversible to Restore Metal)

Level: Cleric 3, Druid 3, Magic User 3

Rank: 5

Commonly Enchanted To: gloves, oils, staves

Types: balance (chaos), *destruction*, elemental; metal, **transmutation** (reverse—balance (law), elemental, *protection*, war; metal, **transmutation**)

Range: medium

Casting Time: 1 round

Duration: instantaneous

Resistance: Dexterity

Area of Effect: all metal on up to 10 targets, or a single heroic construct

Spell Sentence: (rust/repair) (metal)

Rank 0 + heroic scale (5) + extended range (1) + quick casting (adventurer, from heroic) (1) - limited effect level (2) = Rank 5

Effect points generated when casting this spell are used to create a *rusted equipment* consequence on the target(s). This may not be stronger than a major consequence. If the spell is being individually targeted, a minor effect allows adding another target. A signature item receives a trait bonus against this for the trait of being a signature item; magical weapons and armour gain the higher of their magical pluses against this.

The reverse, *restore metal* is used to either remove effects of this spell, or to remove ordinary rust from metal. Note that for purposes of this spell, all oxidization is considered 'rust'—thus, this will restore tarnished silver, verdigrised copper, move patina from bronze, and so forth.

Sacrificial Binding

Level: Cleric 3

Rank: 5

Commonly Enchanted To: religious symbols

Types: balance, *deception*, *destruction*, *healing*, *life*, *protection*, necromancy

Range: short

Casting Time: one action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 2 targets

Spell Sentence: (bind) (one target's welfare) to (another target's welfare)

Rank 1 + extreme effect built-in + two targets = Rank 5

The cleric designates two targets, then makes a spellcasting roll. If either target is unwilling, then the difficulty is that target's Mental Defence. If both targets are unwilling, it is the higher Mental Defence, plus five.

If cast successfully, the spell binds both targets together, so that any physical damage taken by one is also taken by the other for the duration of the spell.



Sanctification

Level: Cleric 1

Rank: 0

Commonly Enchanted To: religious symbols

Types: universal, protection

Range: n/a

Casting Time: 1 turn

Duration: permanent

Resistance: n/a

Area of Effect: n/a

Spell Sentence: (obtain) (deity's blessing for an action undertaken by the faithful)

Rank 0; increased duration does not matter, since the 'spell' has no practical effects.

Sanctification is a spell with no practical effects. It is essentially a divine notification, allowing a cleric to 'give notice' to the gods of something that is being done. Normally, *sanctification* is used to initiate someone into the cleric's religion, to sanctify marriages, to bless the dying, and for similar purposes.

Scrying (reversible to Veil)

Level: Cleric 3, Druid 3, Magic User 3, Illusionist 3 (2 for Veil)

Rank: 6, 4 for illusionists for Veil

Also Called: Clairvoyance, Vision Pool, Magic Mirror, Crystal Scrying

Commonly Enchanted To: crystals, mirrors, oils

Types: communication, knowledge, elemental (aether), travel; divination, conjuration (reverse—deception, protection; abjuration, illusion, metamagic, void)

Range: heroic (about 30 miles)

Casting Time: 1 turn

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: the area about one person, place, or object

Spell Sentence: (show/hide) (what is around a specified target)

Rank 0 + heroic range + flexibility via effects = Rank 6

Trait:

Illusionists are good at hiding things.

Rank 6 - one helping trait = Rank 4 for Illusionists for Veil

The caster focuses on a person or creature (via the normal targeting rules), an object (personally known and previously handled, or targeted via normal targeting rules) or place (with which they are familiar) and casts this spell. If a person or creature is being targeted, or is carrying or wearing an object that is being focused on, or maintains their normal residence in an area being watched, the spell goes against that person or creature's Mental Defence. Otherwise, normal difficulty applies.

Anyone subject to the scrying has a chance of noticing it. This is a WIS check against a difficulty of 15 + any effect points the caster spends on being subtle. *Detect magic* and similar spells or effects will also reveal that scrying is happening.

For a minor effect, a caster of sufficient scale can increase the range of the scrying by a scale increment. The spell normally only provides vision; for a major effect, sound can be added. For a minor effect, the spell can be cast through a focus, such as a mirror, crystal ball, or pool of water, allowing others to see what the spell is showing. For a heroic effect, the caster may look back in time, 'searching' for a previous occurrence; this allows an INT or WIS check against a difficulty set by the GM to find information (usually, this should be at least the target's MD). A heroic effect can be used to make the scrying two-way, allowing someone on the other end to see the caster, and hear the caster if sound was added as an effect (or the caster and those nearby, if a focus was being used). Naturally, this effect cannot be combined with one of looking backward in time!

The reversed form of this spell, *veil*, makes it more difficult to scry the creature, object, or place upon which the spell is placed. The difficulty is increased to the check total of the *veil* spell. For the cost of a minor effect, *veil* can also act as a detection spell, allowing it to be used to trigger wards when the protected area is scryed.

Servant Call

Level: Cleric 5

Rank: 10

Commonly Enchanted To: musical instruments, religious symbols

Types: universal, protection, war

Range: n/a

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 1 servant

Spell Sentence: (call) (servant of the cleric's deity/pantheon)

Rank 0 + epic effect (calls a servant of 10 HD) (10) + increased duration (1) + quick casting (adventurer, from heroic) (1) = Rank 12

Trait:

My First Loyalty is Not to You

Rank 12 - one drawback trait = Rank 10

When invoking this spell, the cleric prays to their deity to request the assistance of a servant of the deity. On a successful invocation, the servant appears, and renders requested assistance for the duration of the spell. The servant invoked has an appearance appropriate to the cleric's deity or pantheon, and the following statistics:

Divine Servant

Level 10, AC 26 (+14), MD 26 (+13), PHP 56, MHP 76, Move 18 (+4)

Fiery Sword +13 (+1d8 +fire +holy/unholy), Init P +12 M +10

Words of Authority +13 (+1d6 +bless & curse +heal & harm +invoke deity's power)

Str 16 (+3), Dex 14 (+2), Con 12 (+1)

Int 10 (+0), Wis 16 (+3), Cha 12 (+1)

Cleric chooses primary stat (this may require adjusting computed stats)

Type: extraplanar (empyrean/demon)

My First Loyalty is Not to You

Protect True Believers

At the GM's option, another sort of creature (or character) of level 10 or thereabouts could appear. The default servant here may also be varied as appropriate—fiery sword in particular might be replaced with a different attack.

Shadow Doorway

Level: Illusionist 9

Rank: 18

Commonly Enchanted To: carriages, entrances, saddles, traps, wagons

Types: conjuration, shadow+

Range: short

Casting Time: 1 action

Duration: 1 round

Resistance: as difficulty

Area of Effect: two shadows (or one shadow for variant)

Spell Sentence: (use) a shadow (as a gateway to) (another shadow)

Rank 1 + legendary effect (gateway) (15) + quick casting (quick adventurer, from legendary) (4) = Rank 20

Trait:

Both departure point and destination must be in shadow.

Rank 20 - one drawback trait = Rank 18

With this spell, the illusionist bridges the space between two shadows, providing instantaneous transport through the Plane of Shadow to a destination. Willing creatures can move through the gateway as well, while it remains open. Transport in both directions is possible.

Establishing the gateway works similarly to the *teleport* spell (p 242); follow the rules for it, bearing in mind that there must be a shadow in the area to be transported to that is large enough to 'hold' the caster.

It is possible to move through the doorway, do something, and then move back in one round, if the one doing so has sufficient movement and can split their move thusly.

This spell can be varied so as to provide transport to and from the Plane of Shadow. In this case, the arrival point is not under the control of the caster—each separate formulation of this spell has a different arrival point in the Plane of Shadow, which is fixed.

Shadow Form

Level: Illusionist 5

Rank: 10

Commonly Enchanted To: cloaks, rings, robes

Types: shadow+, transmutation

Range: self

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (transform) the caster (into a shadow)

Illusionists, Shadow, and the Spooky

Our illusionists, following those of 1st edition *AD&D*, deal in shadow-stuff a good bit. This is material that comes from the Plane of Shadow (or Demi-Plane, or the Shadowfell, depending on what version of the *D&D* cosmology you prefer). Shadow creatures, such as *phantom steeds* and *shadow monsters* are made from this as well... but also bring along some sort of strange life from that place.

You can have fun with this with *true sight* and similar spells. One source of inspiration is the *D&D* "shadow" undead—perhaps such creatures look like ghosts, rotting corpses, or rotting corpse-ghosts to true sight. Shadow demons are another possible inspiration—perhaps true sight shows the demonic underpinnings of such spells. Or, the creatures of the Plane of Shadow might be wholly alien, appearing as tentacle-y Cthulhoid horrors!

In any of these cases, someone truly seeing the creatures might be hit with a hazard. 15 + the spell level involved feels appropriate, resisted by Wisdom, and with consequence points causing unease, fear, etc. On an extreme consequence, the viewer might refuse to even approach the shadow creatures.

Of course, you could also change this entirely. Perhaps the 'shadow-stuff' actually comes from the creative side of the void element, or is ectoplasm from the aether, or is dream-stuff from the lands of dreams!

Rank 0 + epic effect (10) + quick casting (quick adventurer, from epic) (3) - self only (4) - short duration (rounds) (1) = Rank 8

Traits:

A shadow is obvious in the light.

Hiding among shadows is easy when you are one.

Where a shadow can go, I can go.

Rank 8 + two augmentation traits—one drawback trait = Rank 10

The illusionist is transformed into a mobile shadow, with the majority of their substance moved into the Plane of Shadow. While in this form, the illusionist is incapable of making physical attacks, but is still capable of casting spells. In dark or shadowy areas, the illusionist is effectively invisible, gaining total concealment (*M&M* p 53). In areas with normal lighting, the illusionist has partial concealment; in areas with bright lighting, the illusionist has no concealment, and does not gain a trait bonus from this spell to hide.

While in *shadow form*, the illusionist may move through any crack that would let light through (since such cracks would also permit shadows). This does not, however, permit the illusionist to move through magical force barriers, such as a *wall of force* or *globe of force*, nor through magic circles. As a shadow, the illusionist is limited to moving along surfaces, but the orientation of those surfaces does not matter—flowing up a wall is as easy as across a floor.

This does not grant immunity to attacks, as the illusionist is still partially present in the real world, but it does grant the AC benefits of concealment for the level of concealment the spell grants.

Shadow Magic

Level: Illusionist 5

Rank: 10

Commonly Enchanted To: staves, wands

Types: evocation, illusion, shadow+

Range: medium

Casting Time: 1 action

Duration: instantaneous or 1 round / level (see below)

Resistance: as difficulty

Area of Effect: varies; see below

Spell Sentence: (create) (an illusion simulating a damaging spell) and (conjure) (shadow-stuff to give it real damage)

Rank 2 + heroic effect (simulates a given spell) (5) + heroic scale (1) + heroic area (1) + quick casting (quick adventurer, from heroic) (2) + extended range (1) = Rank 12

Trait:

Can be disbelieved.

Rank 12 - one drawback trait = Rank 10

The illusionist casting this spell imitates one of the more popular area-effect magic user spells, such as *fireball*, *lightning bolt*, *wall of fire*, *wall of ice*, and so forth. The spell affects an area as for the spell being imitated, and is either instantaneous (when imitating a spell that is), or lasts up to 1 round / level of the illusionist. This spell also calls in substance from the demi-plane of shadow, giving some level of reality to the magic being brought forth. The target defends against the spell with the better of their physical and mental defence. As with *full illusion*, it is recommended that damage from this spell be tracked separately, since it may change quality later on.

If they have reason to believe that the spell is only an illusion, the target(s) may disbelieve it. Since *shadow magic* has some substance to it, it is more difficult to disbelieve: the difficulty is 10 + the level of the illusionist who cast the *shadow magic*. One-third of the damage that was done by *shadow magic* is real physical damage; another third remains as MHP damage, and the final third is removed if the *shadow magic* is disbelieved.

Since *shadow magic* does have some reality, it can create effects such as lighting objects on fire. Doing so requires an effect level one higher than would normally be required.

Shadow Monsters

Level: Illusionist 5

Rank: 10

Commonly Enchanted To: seeds, teeth

Types: conjuration, illusion, **shadow+**

Range: long

Casting Time: 1 action

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: a number of apparent monsters with hit dice totalling up to the illusionist's level

Spell Sentence: (create) semi-real monsters (from shadow-stuff) which (obey and protect) the caster

Rank 1 + heroic scale (creates several apparent monsters, or one very powerful-seeming one) (5) + scales with level (1) + extended range (1, due to heroic scale) + quick casting (quick adventurer, from heroic) (2) = Rank 9

This spell creates illusionary monsters that are partially real, up to a total number of levels/Hit Dice equal to the illusionist's level. Their statistics are as follows:

Shadow Monster

Level as set by illusionist, **AC** 12 + level (+level+1), **MD** n/a, **PHP** 3 * level, **MHP** n/a, **Move** as appropriate, but cannot move outside the range of the spell, **Init** P +level+1 **M** n/a

Physical Attack +level+6 (+1d4 + *apparent special effects*)

Fear Attack +level+6 (+1d6)

Str 16 (+6), **Dex** 12 (+1), **Con** 12 (+1)

no mental attributes

Quicker than You Expect (+4 to maneuvering rolls)

Pain and Fear (successful physical attacks also cause 1 MHP damage for each 3 PHP damage caused)

Five levels of *shadow monsters* can serve as a heroic scale construct. A shadow monster reduced to zero PHP is destroyed. The created monsters do not have mental statistics; mental attacks on them are treated as if targeted against the illusionist, but the illusionist may choose to take MHP damage inflicted by them as PHP damage to the shadow monster, representing a wavering of control over the shadow-stuff.

The illusionist does not have to maintain sight of the shadow monsters—they will continue to 'obey' their last orders even if the illusionist is not present. If this spell is in a triggered form (e.g., in a ward), an implicit order is placed in the ward as well.

Shadow monsters do not have actual special abilities, such as turning to stone, setting things on fire, etc. However, effect points generated by them may be used to create illusions of such effects, and matching mental effects; thus, a *shadow monster* medusa could appear to petrify someone, who would be paralyzed. Disbelief requires a INT or WIS check against a target of 10 + the illusionist's level, and removes such illusionary effects. Damage caused by the *shadow monsters* is real, however, and is not removed.

Shadow Steed

Level: Illusionist 3

Rank: 6

Commonly Enchanted To: carriages, horseshoes, riding crops, saddles, wagons

Types: conjuration, illusion, **shadow+**

Range: touch

Casting Time: 1 turn

Duration: 1 hour / level

Resistance: as difficulty

Area of Effect: 1 or more horse-like creatures

Spell Sentence: (create) (a horse-like steed of shadow-stuff) which (will obey) (the caster or a designated individual)

Rank 2 + epic duration (10) + quick casting (heroic, from epic) (1) + extensible via effect points (1) - limited usefulness (transport only) (GM judgement; 3) - short range (3) = Rank 8

Traits:

Dispellable via damage.

Rank 8 - one drawback trait = Rank 6

The illusionist summons shadow-stuff and shapes it into horse-like creatures. These 'horses' are obviously not natural horses, appearing somewhat transparent, with black bodies, grey manes and tails, milky-white eyes with no iris or pupil, and making no sound—not even hoofbeats. The spell creates one such horse; an additional one can be created for five effect points. For additional effect points, the following abilities can be added to a horse created by this spell:

5 points: ignores muddy, swampy, or sandy terrain (requires heroic scale)

10 points: water walking (requires epic scale)

15 points: air running (requires epic scale; horse can run across air as if it were level ground or descending, but cannot ascend)

20 points: true flight (requires legendary scale; horse has wings like a pegasus)

The *phantom steeds* have a movement rate of 24 (+7), a Dexterity of 14 (+2), and a Strength of 22 (+6). They cannot attack in any way; if attacked, they have AC 17 (+5), and can take 22 PHP before being destroyed. *Dispel magic* is capable of destroying a phantom steed, but only one at a time. The steed is equipped with a saddle, bit, and bridle of desired form; however, it has no saddle bags, and cannot directly carry anything but a single rider. The rider may carry other things, but the *phantom steed* cannot; any item placed on it simply falls through as if it were not there.

Shape Reality

Level: illusionist 8

Rank: 15

Types: conjuration, illusion+, **shadow+**, transmutation

Range: touch

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 illusion

Spell Sentence: (make) an illusion (become real)

Rank 0 + legendary effect (15) + very quick casting (adventurer, from legendary) (3) - touch range (3) = Rank 15

The illusionist makes a single illusory object or creature real. Creatures so created cannot have more than half the illusionist's level in hit dice, and attempts to make 'real' likenesses of deities, major demons, etc. will invariably fail (and quite likely garner unwanted attention for the illusionist!) Note that a creature so created is not bound to obey the illusionist—it is real, and even if the illusory version had to obey, it's not that illusion!

An object can be of up to small epic scale (i.e., no larger than a medium castle), of no greater value than the illusionist's level in treasure points, and is simply a normal item, not a magical one. The GM should feel free to play loosely with the value restriction where things such as houses, castles, etc. are concerned... and remember that land in civilized areas is owned, and landlords won't take kindly to sudden magical construction on land that one is not paying rent for.

This spell can be used to reshape things by changing their appearance and then making the illusion real, but requires a willing target if the thing to be reshaped is alive. It cannot affect things that can't be seen, and thus, will not and cannot change the target's Intelligence, Wisdom, or Charisma. (It could create an effect of 'beautiful' or the like, but cannot change actual Charisma.) Neither can Dexterity or Constitution be seen, so while it could remove effects (e.g., restoring a lost leg or healing a wound), it cannot change those. Personality is likewise unaffected, and knowledge cannot be granted. (At least, not directly—one could create an illusion of a book filled with knowledge about something the illusionist actually knows about, then make that real!)

Similarly, this cannot truly restore the dead to life. It could create a new 'person' who believes that they are the deceased (similar to *simulacrum*), but it cannot truly grant life, restore souls, etc., since these are not things that can be directly seen. In keeping with this, PHP damage cannot be healed by this spell, but visible effects can be.

Shocking Grasp

Level: Magic User 1

Rank: 1

Commonly Enchanted To: bindings, gloves, rings, rods

Types: air, **evocation**, metal

Range: self

Casting Time: instant

Duration: 1 round / level, or until used

Resistance: as difficulty

Area of Effect: the caster

Spell Sentence: (create) (an electrical charge) on the caster's hand

Rank 0 + very quick cast (2) - self only (4) + 2d6 damage (2) = Rank 0

Trait:

Ignores metal armour

Rank 0 + one augmentation trait = Rank 2

Upon casting this spell, the magic user's hands become charged with electricity. They are treated as +2d6 weapons for the caster's

next attack, with Hand range, that ignore metal armour (magical pluses of metal armour still apply). They remain so charged until the spell duration expires, or the caster successfully strikes with them, whichever comes first.

Shockwave

Level: Cleric 4, Druid 4, Magic User 4

Rank: 8

Commonly Enchanted To: gloves, musical instruments (air); hammers, staves (earth); conch shells, tridents (water)

Types: balance, elemental, **war**; evocation, transmutation, **appropriate element**

Range: hand

Casting Time: 1 action

Duration: instantaneous

Resistance: special, see below

Area of Effect: cone-type, out to Short range; can affect a single heroic scale target

Spell Sentence: (create) (a shockwave)

Rank 0 + extreme effect (3) - shortened range (3) + heroic scale (5) + quick casting (2) + secondary effect (1) = Rank 8

With this spell, the caster sends a shockwave out, moving through air, water, or earth (pick one). Effects depend on the medium:

air: creatures in the shockwave suffer a difficulty 20 hazard, resisted by Dexterity or Strength. Consequence points can cause them to be knocked down, unsteady on their feet, reeling, pushed back, and/or stunned. They also suffer a major effect of *deafened* for the next turn, unless they have a trait that should protect them from this.

earth: creatures standing on the ground suffer a difficulty 20 hazard, resisted by Dexterity, consequence points creating effects of being knocked down, unsteady, moved in a direction desired by the caster, and so forth. They also suffer a major effect of *wobbly legs* for the next turn.

water: this spell truly comes into its own in water. There, it is an INT-based attack with a +3d6 weapon on the area of effect, and can create injuries, break bones, stun, and knock out. Creatures in the area of effect also suffer a major effect of *disoriented* for the next turn.

Silence

Level: Magic User 2, Illusionist 2

Rank: 4

Commonly Enchanted To: bindings, poisons

Types: illusion, void

Range: medium

Casting Time: 1 action

Duration: 1 round / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (destroy) (sound) from the targeted creature

Rank 0 + fast casting (1) + increased range (1) + 2d6 effect dice (2) = Rank 4

On a successful casting, the magic user may spend effect points to create effects indicating that the target has been made quieter or silenced. Note that *all* means of making sound are included—thus, if the affected creature beats a gong, generated effects would apply to its sound as well. An extreme effect prevents speech. It also prevents spellcasting, unless the target has a *silent casting* trait or advancement or something similar.

The caster gains 2d6 effect dice to be used toward generating such effects.

Simulacrum

Level: Illusionist 7

Rank: 13

Types: illusion+, transmutation

Range: touch

Casting Time: 1 week

Duration: 1 decade / level

Resistance: as difficulty

Area of Effect: 1 simulacrum

Spell Sentence: (create) a duplicate (of a person) which is (obedient) (to the caster)

Rank 2 + epic effect (create a seeming double) (10) + secondary effect (gains surface knowledge of the person being duplicated) (1) + extended duration (4) = Rank 17

Traits:

All surface, no substance.

Believes itself to be the person duplicated.

Rank 17 - two drawback traits = Rank 13

The caster creates a material duplicate of a person—this need not be an exact duplicate, as the illusionary components of the spell will handle that. And, indeed, the duplicate must not be in too solid a material—animating a stone statue is beyond the borders of this spell. Common materials used include wax, snow, stuffed cloth, and so forth.

Creating the duplicate and casting the spell takes a total of a week, during which the caster may not undertake any other major spellcasting, and must be able to devote eight hours a day to this task. Further, the caster must have a targeting link to the person to be duplicated—either having their physical presence; some of their blood, fingernail parings, etc.; a name and personal knowledge sufficient to target them; or so on.

The created duplicate believes itself to be the person duplicated, and has a shadow of their knowledge, but only a shadow. It will know what is commonly known about that person (and especially things the caster knows about them), but it provides no trait or other bonuses to learn any information about that person.

However, the simulacrum appears to be a perfect physical duplicate of the person, and acts with an epic (+10) effect when persuading others that it is the person, unless the other has a trait for a relationship with that person *and* chooses to make close inquiries to attempt to discern whether the simulacrum is the real person.

The simulacrum is of normal intelligence, and can speak and reason, and read and write if the original could. It cannot, however, be persuaded that it is not the real person, nor can it be made to disobey its maker.

Regardless of the level and attributes of the original, the simulacrum is considered to have a 10 (0) in all attributes. It gains no trait bonuses to anything. It has the PHP and MHP of the original, or 45, whichever is lower, and has AC and MD of 10 (0).

Detect magic and *analyze magic* will register that a simulacrum is magical. *Dispel magic* or *dispel illusion* will not affect it, but *remove enchantment* or other powerful magic will. *Remove cursed item* can remove the caster's ownership of the simulacrum, so that it is no longer required to obey the caster.

An illusionist may use a simulacrum of themselves as a focus for a *bilocation* (p 185) spell. This allows the illusionist to sense and act through the simulacrum, which also may pick up items and attack, using the illusionist's traits and attributes while so controlled. However, the illusionist may not choose to swap their own actual location with that of the simulacrum.

Slickness of Glass

Level: Magic User 5

Rank: 10

Also Called: Frictionless Surface

Commonly Enchanted To: floors, oils, traps, walls

Types: earth, transmutation, water

Range: long

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: one 10 ft x 10 ft square area / level

Spell Sentence: (make) a surface (nearly frictionless) except to (the caster)

Rank 1 + heroic effect (5) + small area of effect (1) + quick casting (quick adventurer, from heroic) (2) - short duration (1) + extensible via effects (1) + extended range (1, due to heroic effect) = Rank 10

This spell makes the area affected behave like slick, oiled glass for traction purposes. In game terms, it is a difficulty 30 Dexterity hazard, causing effects that slow (or speed, if appropriate!) movement and interfere with movement-related tasks (including most physical attacks and defences).

The caster moves within the area normally, and may designate additional creatures or objects which can do so, at the cost of a minor effect for each one.

Slow Travel (reversible to Easy Travel)

Level: Druid 3

Rank: 6

Commonly Enchanted To: forests

Types: animal, plant, weather

Range: an area within a day's ride

Casting Time: 1 hour

Duration: 1 day

Resistance: as difficulty

Area of Effect: 1 group or heroic construct

Spell Sentence: (reduce/ease) (travel movement)

Rank 0 + heroic scale + heroic range + boosted duration—limited effect = 6

A druid may use this spell to impede travel in an area. Those affected by this spell will find that trees and underbrush will be thicker than normal and drag more, animals native to the area might harry them, their own draft animals will be uncooperative and easily spooked, fallen trees may block their path, or the very ground might become muddy. This creates an effect of *slowed travel* which reduces the effective movement speed of the target(s) for determining distance travel speed.

The reversed spell creates an effect which can be used to help with foraging, navigation, and so forth. It does not actually speed up travel, but does make it considerably more pleasant.

Speak With the Dead

Level: Cleric 5, Magic User 6

Rank: Cleric 10, Magic User 12

Commonly Enchanted To: amulets, religious symbols, tomes

Types: *balance, communication, natural death, necromancy*; divination, **necromancy**

Range: close

Casting Time: 1 turn

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 corpse or ghost

Spell Sentence: (call) (the spirit of) a dead body and (require) it (to communicate with you)

Rank 2 + epic effect (10) - shortened range (2) = Rank 10

Trait:

*Language doesn't matter.
Clerics are better at this.*

Rank 10 + one augmentation trait = Rank 12 - one helping effect = Rank 10 for Clerics

This spell allows communication with the dead. It may be cast either upon a body, or when a ghost is believed to be in the area. The first case works only if either the body is associated with a ghost, or the caster is a cleric and the body's spirit is under the control of a death god of the cleric's pantheon. If the caster is a magic user, the GM may optionally allow them to communicate with spirits of the very recently dead (within the last 24 hours), or with spirits who are under the control of demons rather than a death god.

If the spirit being communicated with is a ghost, the caster may ask it a number of questions equal to the caster's level. The ghost is compelled to listen and answer, but not to give helpful or intelligible answers.

If the spirit is not a ghost, a minimum of a minor effect is needed to speak with it; if it has been dead for more than a year, a major effect is required; if more than 10 years, an extreme effect. The GM may require still higher effects for greater times of death, or may make communication impossible beyond a certain time. This allows asking one question; as with ghosts, an answer is compelled, but it need not be helpful or intelligible. Each additional question requires a minor effect.

Social skills may be used to attempt to gain helpful answers from the spirit. This is, of course, limited by the spirit's knowledge, and may be affected by the spirit's level, Mental Defence, and so forth.

Speak With Monsters

Level: Cleric 6

Rank: 11

Commonly Enchanted To: circlets, jewellery, potions, religious symbols

Types: *balance*, communication, knowledge

Range: short

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (enable) the caster (to speak with monsters) and (understand them)

Rank 1 + epic effect (10) + short casting time (adventurer, from epic) (2) = Rank 13

Trait:

Just because they can talk doesn't mean they will.

Rank 13 - one drawback trait = Rank 11

Cast on any creature, this spell enables the cleric to speak with that creature and others of its race or species, even if the creature is not normally capable of speaking a language. An unwilling creature may attempt to resist, using its mental defence.

Speak With Plants

Level: Druid 3

Rank: 6

Commonly Enchanted To: potions, staves

Types: knowledge, plant

Range: short

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (enable) the caster (to speak with trees) and (understand them)

Rank 1 + heroic effect (normally impossible effect) = Rank 6

The druid becomes able to speak to and understand plants. Note that most plants have little perceptive ability—imagine them as very nearsighted. Further, they are not good with numbers or counting, and their outlook on life may be far different from humans—for a 200-year-old oak, 'a little while ago' might be weeks or months ago, while for a daisy, 'a long time ago, when I was young' is a year or two. Their perceptions of dangers may be different as well—to flowers, wolves are not a dangerous animal, but rabbits are! And, of course, an ancient oak will have no fear of anything except loggers, fire and fire-bearing creatures, and huge, powerful creatures. Most plants will be asleep in winter, when they are leafless—winter flowers and evergreens will be awake. Others can be awoken, but will not know what happened around them while they've been asleep (and may be grumpy).

The GM is encouraged to give plants personality, and to remember that *all* the plants around are understanding and can be heard by the druid. Imagine a whole field of daisies talking at once while you're trying to get information out of the shy sapling in the middle....

Spellshield

Level: Magic User 4, Illusionist 4

Rank: 7

Commonly Enchanted To: armours, clothing, magical circles

Types: abjuration, aether, metamagic, void

Range: touch

Casting Time: 1 action

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: 1 creature or object

Spell Sentence: (shield) the target (against all magic) but (allow) (magic to go out of the shield)

Rank 2 + 3d6 effect dice (3) + affects physical and mental attacks (1) + quick casting (1) - reduced range (3) + subtle (1) = Rank 5

Trait:

Resistant to dispels.

Rank 5 + one augmentation trait = Rank 7

By casting *spellshield*, the magic user increases the target's defences against magic of all types. On a successful casting, 3d6 effect points are added to the magic user's total. On a minimal success, the target is granted a +1 to their defence; a minor effect grants +2, a major +4, and so forth. The *spellshield* absorbs the energy of spells it blocks and dissipates it into the void.

Dispel magic will not remove a *spellshield*.

Spiritual Empowerment

Level: Cleric 3

Rank: 6

Commonly Enchanted To: places of worship, religious symbols

Types: *balance (law)*, emotion, protection

Range: short

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: all allies within 25 ft radius circle centred upon target

Spell Sentence: (increase) (resistance to spiritual/mental effects)

Rank 0 + heroic scale (5) + quick casting (quick adventurer, from heroic) (2) - short duration (1) = Rank 6

The cleric places an effect of *spiritually empowered* upon the allies targeted. This effect aids in resisting spiritual or mental influence, including curses. The spell may affect a single heroic construct, and/or multiple individuals.

Spiritual Guidance

Level: Cleric 5

Rank: 11

Types: universal, balance

Range: n/a

Casting Time: 1 turn

Duration: special

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (implore) (the cleric's deity for guidance and aid)

Rank 0 + epic effect (10) + quick casting (heroic, from epic) (1) = Rank 11

Trait:

Does what your deity decides, not you.

Effect can be divided into smaller effects.

Rank 11 - one drawback trait + one augmentation trait = Rank 11

A cleric casts *spiritual guidance* by spending a turn in prayer, beseeching their deity for guidance and aid in performing a task that the cleric believes the deity would wish to be performed. If the cleric is correct and the casting is successful, then the deity will assist.

The deity's assistance takes the form of either a single epic scale effect (+/- 10), or a set of smaller effects that add up to a total of 10. Exactly how these effects manifest is up to the GM, but should be in the nature of not-quite-obvious miracles. Thus, for example, if the cleric is imprisoned, perhaps the guards all fall asleep (heroic effect, taking out a small group), or a guard 'accidentally' drops a key where the cleric or an allied prisoner can reach it (extreme effect, essentially letting that one character out of their cell). The cleric may also receive guidance in a more literal fashion—for example, suddenly having an intuition as to which trail to follow in a tangled forest, or about how to get out of a maze.

Other forms of coincidence can happen as well, such as finding needed supplies, encountering a helpful person or creature, finding a lost ally, and so forth.

However, should the cleric proceed to not make a serious, committed attempt to accomplish the promised task, the deity will become displeased, making negative effects happen until the balance is restored—that is, until the total negative effects that have happened add to 10.

If the deity does not wish the task that the cleric promises to be accomplished, then the cleric will be aware of this fact, and may try another promise. If this one is also rejected, the spell fails, and may not be tried again that day.

Spiritual Influence

Level: Cleric 2

Rank: 3

Commonly Enchanted To: religious symbols, weapons

Types: universal

Range: medium

Casting Time: 1 round

Duration: 1 turn / level

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (influence) (by placing a curse or blessing on someone)

Rank 0 + increased range (1) + 2d6 effect dice (2) = Rank 3

This is similar to *rebuke*, in that it calls upon the cleric's divinity to influence a target; however, this is not a censure, and cannot cause damage. It can, however, create an effect or consequence appropriate to the cleric's divinity, and it can be used upon anyone—it is not restricted to use against enemies of the faith or the straying faithful.

The effect or consequence created by *spiritual influence* can be removed as normal, or may be automatically removed by the cleric or another cleric of the same faith. As with *rebuke*, an additional 2d6 effect points are generated by a successful casting.

Spiritual Influence of the Multitude

Level: Cleric 4

Rank: 8

Commonly Enchanted To: places of worship

Types: universal

Range: medium

Casting Time: 1 round

Duration: 1 turn / level

Resistance: Wisdom

Area of Effect: 1 heroic scale construct, or up to 20 individuals

Spell Sentence: (influence) (by placing a curse or blessing on someone)

Rank 0 + increased scale (5) + increased range (1) + 2d6 effect dice (2) = Rank 8

This is identical to *spiritual influence* except for the fact that it can affect either a heroic level construct, or function as an area of effect spell.

Spiritual Mark

Level: Cleric 3, Druid 3

Rank: 5

Also Called: Nature's Mark, Mark of the Abomination

Commonly Enchanted To: religious symbols, weapons

Types: universal, balance (Nature's Mark—animal, knowledge, plant)

Range: special

Casting Time: 1 round

Duration: 1 month

Resistance: Wisdom

Area of Effect: 1 creature

Spell Sentence: (place) (a mark) (visible only to those of the faith)

Rank 1 + short epic duration (9) + extended range (1, due to epic duration) - extended range very limited in use (1) - very limited utility (GM judgement; 5) = Rank 5

To place a *spiritual mark* upon someone, the cleric must personally know them or be able to clearly see and identify them (usually requiring being within short range). When the *mark* is placed, the degree of effect generated is noted, but this does not count as a consequence on the target.

A *spiritual mark* can be seen by any cleric, paladin, or chosen of the same faith. They may make a Wisdom check against a difficulty of 20, assisted by the effect level of the *mark*, to determine the reason for which that creature was marked. (For example., the *mark* could indicate the target to be a thief, an enemy of the faith, someone who should be assisted, under the protection of the faith, or any other short descriptive phrase.)

Others of the faith may also notice the presence of a mark: they may also make a Wisdom check at difficulty 20, but with no assistance. If successful, they will not see the mark, but will have a feeling about the creature in question, of a nature determined by the intent of the mark. When this happens, the mark's effect may be counted as a penalty or bonus when interacting with the faithful person, as appropriate.

The druidic form of this spell, *nature's mark*, creates a mark that can be seen by druids, nymphs, satyrs, other nature fey, and animals. Druids and nature fey count as clerics of the same faith; animals count as "others of the faith". Effects are otherwise similar to the above.

Starfall

Level: Druid 9

Rank: 18

Also Called: Rain of Stars, Invoked Devastation

Types: balance, elemental

Range: anywhere on the same continent

Casting Time: 1 week

Duration: special (see below)

Resistance: as difficulty

Area of Effect: special (see below)

Spell Sentence: (cause) (falling stars to strike)

Rank 0 + legendary scale + legendary range + quick casting—
individual stars are epic scale + 18d6 effect dice = Rank 26

Traits:

Many innocents will be killed.

Where stars fall, forests burn.

The balance may restore itself in frightening ways.

With terrible power comes terrible responsibility.

Rank 26 - four negative traits = Rank 18

Most commonly cast via a ceremony, this spell calls down a rain of falling stars. A minimal success in casting brings down one falling star, which attacks at epic scale with 18d6 damage dice, using the casting druid's WIS. Each additional 10 effect points brings down another star, with similar effect. Any given target may only be struck by one star; a minimum of four stars is necessary to attack a legendary scale target. A single star, at adventurer or heroic scale, acts as an explosive area effect attack, with an area approximately a mile in diameter.

While druids are given great leeway by the spirits of Nature to decide what must be done to maintain the balance, the use of this spell for anything sort of the most dire reasons is considered to be out of bounds. If, in the judgement of the GM acting as Nature, a druid using this spell has insufficient reason to do so, they may inflict effects of their choosing on the druid(s) involved, up to a limit of a number of effect points equal to the total spellcasting check that was generated in casting this spell, representing the displeasure of Nature manifesting itself. This may be through direct effects, but may also be through such things as family of victims hunting the druid down and the like.

Suppressing Others' Magic

Normally, *suppress magic* only works on the caster's own magic. However, a caster can teach someone else the 'key' to suppress their spells, allowing that caster to do so. Additionally, a caster can take an advancement to create an additional 'key' for their spells, and can then choose between the different 'keys' when casting a spell.

This is commonly used by master magicians to allow their apprentices to have access to certain warded areas, objects, etc.—the secondary key is used for those spells, and the magician teaches it to the apprentices, so they can suppress them when needed... while reserving the master's 'true' key for those things that the apprentices are *not* supposed to get into.

A caster's key should be difficult to discover without the caster teaching it to you—otherwise, it becomes too easy to bypass wards and such. If the GM wants it to be possible, we recommend that discovering it require at least an epic effect with an *analyze magic* spell. We also recommend that casters only be able to suppress their own type of magic—a magic user's *suppress magic* can never suppress clerical magic, and vice-versa.

Stone Shaping

Level: Cleric 4, Druid 4, Magic User 4

Rank: 7

Commonly Enchanted To: gloves, potions

Types: balance (chaos), *deception*, elemental (earth); **earth**, transmutation

Range: touch

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: 10 cubic ft + 1 cubic ft / level

Spell Sentence: (shape) (stone)

Rank 0 + heroic effect (normally impossible) (5) + quick casting (1) + permanent reshaping (1) = Rank 7

By laying their hands upon a stone surface, a caster may change its shape, rendering it soft and pliable like soft clay beneath their hands. At any time during the duration, the caster may end the effect, returning the stone to its original hardness; otherwise, it returns to the original hardness at the end of the duration, but retains the new shape.

The GM may require other checks to be made if the stone is to be reshaped to a particular purpose, or if an artistic or mechanical effect is desired.

Succor the Faithful

Level: Cleric 2

Rank: 3

Commonly Enchanted To: religious symbols

Types: emotion, *protection*

Range: short

Casting Time: 1 turn

Duration: permanent

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (heal) (mental damage)

Rank 0 + 1d6 spell dice (1) + stance-like effect (increase spell dice to d8s) (1) - extended casting time (1) = Rank 1

Trait:

Harder to heal the mind than the body.

Rank 1 + one hindering trait (2) = Rank 3

By speaking to the target and casting this spell, the cleric can heal mental damage taken by the target and remove minor or major mental effects representing 'normal' fear, horror, anxiety, stress, and so forth. When successfully cast, the spell adds 1d8 effect points to the total generated by the cleric.

As with all healing, this cannot be re-used until and unless the target is re-injured. Extreme effects cannot be removed with this spell; at the GM's option, it may be possible to reduce one to a major effect for 10 effect points, however.

All clerics may use this spell with those of their own faith; those whose gods deal in positive emotions or healing may use it with others as well.

Summon Lesser Wood Elemental

Level: Druid 5

Rank: 10

Commonly Enchanted To: staves

Types: elemental (wood), plant

Range: n/a

Casting Time: 1 round

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: 1 wood elemental, which appears within Short range

Spell Sentence: (summon) (a lesser wood elemental) to this location

Rank 0 + 8 HD creature (8) = Rank 8

Trait:

Wood elementals are cooperative with druids.

Rank 8 + one augmentation trait = Rank 10

The druid calls a wood elemental (*COLLECTANEA CREATURAE* p 58) of 8 HD to serve. It vanishes at the end of the duration, or if reduced to zero PHP or MHP. If you do not have *COLLECTANEA CREATURAE*, use these stats:

Lesser Wood Elemental

Level 8, AC 22 (+14), MD 20 (+10), PHP 164, MHP 36, Move 4 (-3),

Init P +7 M +6

Root Grab +15 (+1d8 +grapple +poison, no damage on initial grab) H-R

Stab from Beneath +24 (+1d4 +poison) H

Str 25 (+7), Dex 8 (-1), Con 26 (+16)

Int 6 (-2), Wis 10 (0), Cha 5 (-3)

Types: extraplanar (elemental), plant, colossal

Poison (difficulty 24 CON hazard, effects are damage, pain, boils, welts, temporary blindness)

Quick Regrowth (minor effect on any action to regain 1d6 PHP)

Toxic Explosion (when major or greater fire-related consequence inflicted, portion explodes, striking all at Hand or Close range with a +15 (+1d6 +poison) attack)

Multi-attack (can attack up to five individuals each round)

Summon Swarm

Level: Druid 4

Rank: 8

Commonly Enchanted To: horns

Types: animal, balance

Range: medium

Casting Time: 1 round

Duration: 1 turn

Resistance: as difficulty

Area of Effect: 1 swarm

Spell Sentence: (summon) a swarm of animals and (require) it (to follow the druid's commands)

Rank 1 + heroic effect (5 HD swarm) (5) + extended range (1) + quick casting (adventurer, from heroic; 1) = Rank 8

The druid summons a swarm of biting and stinging flying insects.

Swarm

Level 5, AC 19 (+9), MD 19 (+8), PHP 23, MHP 28, Move 18 (+4) flying,

Init P +11 M +1

Swarming Stings +11 (+1d4 +painful +swelling)

Intimidating Buzz +11 (+1d4)

Str 1 (-5), Dex 16 (+6), Con 10 (0)

Int 2 (-4), Wis 12 (+1), Cha 2 (-4)

immune to fear, charm, and intimidation effects

ignores armour

poor fliers in rain (½ speed)

sluggish in cold

massive swarm (may attack up to five individuals or a single heroic construct each round)

The swarm obeys the druid's commands until dispersed. At the GM's option, the summoned swarm could be of rats (*COLLECTANEA CREATURAE* p 109; add 3 to AC, MD, attacks, and increase PHP and MHP to 30; give the *massive swarm* monstrous effect from above), jellyfish (use same stats as above, except swimming and removing *poor fliers in rain*), or piranha (*COLLECTANEA CREATURAE* p 105, reduce attacks and defenses by 2, PHP to 30, MHP to 20, add *massive swarm* from above).

The description above could also be changed to birds, bats, spiders, crabs, or many other creatures!

Suppress Magic

Level: Cleric 1, Druid 1, Magic User 1, Illusionist 1 (0 for all if cantrip rules are in use)

Rank: 0

Also Called: ward key

Commonly Enchanted To: amulets, keys

Types: *balance*, destruction, universal (for one's own spells only);

metamagic, void

Range: short

Casting Time: instant

Duration: 1 turn

Resistance: as difficulty

Area of Effect: spells on 1 object or creature

Spell Sentence: (suppress) (my own magic)

Rank 0 + very quick casting (2) = Rank 2

Trait:

Only affects the caster's own spells.

Rank 2 - one negative trait (2) = Rank 0

Learned by almost all formally-taught casters as part of their initial suite of spells, *suppress magic* allows the caster to temporarily suppress one of their own spells, without ending it. This is commonly the 'key' used by casters of all sorts to 'open' their own wards and bypass other sorts of magical traps and effects they might leave about.

Suppress does not remove the effects of instantaneous spells, nor of true enchantments—it only allows a caster to temporarily "turn off" a spell that is still active from the caster's power. The caster may end the effect of *suppress magic* at will, returning the spell or spells that were suppressed to full activity.

Sustain the Faithful

Level: Cleric 5

Rank: 10

Commonly Enchanted To: places of worship

Types: universal

Range: long

Casting Time: one turn

Duration: one day / level

Resistance: as difficulty

Area of Effect: an epic construct, multiple heroic constructs in range, or many individuals in range

Spell Sentence: (grant) faithful targets (physical sustenance) and (spiritual sustenance)

Rank 1 + epic scale (10) + quick casting (1) + epic duration (1) + extended range (1) - limited usefulness (1) = Rank 12

Trait:

Only for faithful targets.

Rank 12 - one limiting trait = Rank 10

A successful casting of *sustain the faithful* produces food and drink for the targets that will miraculously last for the duration of the spell. It does not produce extra beyond what's needed—the food and drink cannot be “stored up”. It also can grant effects to increase the morale of the faithful targets, and/or act as First Aid to heal them of mental damage (*M&M* p 38).

Swiften Steed

Level: Druid 1, Magic User 2

Rank: Druid 1, Magic User 3

Commonly Enchanted To: dusts, spurs

Types: animal, *balance, protection*;

Range: touch to short

Casting Time: 1 round

Duration: 1 turn/ level

Resistance: as difficulty

Area of Effect: 1 animal

Spell Sentence: (increase) (movement) of target

Rank 0 + minor effect included (1) + variable via effects (1) - limited target type (1) = Rank 1

Trait:

May be cast normally on your own mount when riding.

Rank 1 + one augmentation trait = Rank 3 - one helping trait for druids = Rank 1

With this spell, the caster can increase the speed of a mount. This works like sprinting (p 121), but does not exhaust the mount, and the casting roll determines how much speed is boosted..

When used on a trained mount, it can be assumed that the mount does not resist, and the casting difficulty is merely the standard casting difficulty (10, 15 in combat, 20 if directly engaged in combat). The caster's effect points create an effect to boost the speed of the mount. A minor effect is incorporated in the spell, so that on a minimal success, this grants a +2 to Movement. Spending 5 effect points boosts this to a major effect, for a +4 to movement, and 10 effect points grants an extreme effect, for +6 to movement.

This spell may be cast while on a running mount at no penalty, if it is cast upon your own mount. Otherwise, difficulty should be counted as if in combat, but not engaged, due to the jostling of the mount. Traits indicating riding skill may be used to assist as secondary traits in this case.

An additional mount within range may be included in the spell for a minor effect; all mounts included are granted the same movement boost.

Blocking Teleportation

For our purposes, anything which would block a detection spell (*M&M* p 93) can also block teleportation, provided the location is completely surrounded in all directions. Thus, for example, teleportation directly into the inner portions of a castle is normally impossible, since a six-inch thickness of stone will block detection spells. A *teleportation circle* will make teleportation to such a location possible, however, allowing magic users a way to get into their own fortresses without always having to teleport to an outside location. Similarly, *word of recall* ignores barriers between the caster and the designated return point.

A *teleportation circle* may have a *glyph of warding* (or multiple glyphs!) worked into it without interfering with the functioning of the circle. If one is worried that the key for a particular circle might be circulated to undesirables, this is a very good idea. The *glyph* in such a case will trigger before full materialization if whatever it detects is teleporting in, making it possible to create one that will cast *dispel magic* against the incoming *teleport* in counterspell mode!

Note that while a foot of wood will block detection, no area in a forest is normally completely surrounded—it's usually possible to go through the forest canopy without passing through a foot of wood, except in the very densest of forests... or where the trees have been deliberately grown in such a way as to provide protection. An exception would be a druid's *castle of thorns*, or a place deliberately surrounded by *wall of thorns* in a sphere or hemisphere.

Teleport

Level: Magic User 5

Rank: 9

Commonly Enchanted To: capes, potions, rings

Types: aether, **conjuration**

Range: special

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: caster and anything worn or carried

Spell Sentence: (teleport) the caster (to an envisioned location)

Rank 0 + epic effect (teleportation) (10) + variable through effect points (1) + quick cast (2) - self only (4) = 9

The difficulty of a *teleport* depends not on the distance to be covered, but instead on how well the caster knows the destination. Base difficulty is the normal spellcasting difficulty, plus a factor for how well-known the destination is to the caster, possibly with further adjustments.

Familiarity of the destination:

permanent teleportation circle the caster has the key for:	+0
very well-known (caster lived there for years):	+0
well-known (caster spent a good deal of time there):	+5
currently visible, within long range:	+5
known (caster has been there on multiple occasions):	+10
currently visible, outside of long range:	+10
barely known (caster has been there only a few times):	+15
unknown (caster has only description or picture):	+20

Other:

character's most recent visit was more than a year ago:	+5
destination has a temporary teleportation circle: subtract effect value of circle, to a limit of 0	

Effects that interfere with teleportation (or magic in general) may increase these difficulties. Effect points may be spent on increasing the amount carried (a minor effect to bring someone else along with whom the caster has linked hands; passenger limit is the caster's level, and all must be linking hands), on making the teleport more difficult to trace (increasing difficulty for *teleport trace* on a one-for-one basis), or on a smoother landing.

A successful casting of the spell always moves you. However, if the additional difficulty due to destination knowledge (or rather, lack thereof) is not met, the GM may spend consequence points on PHP damage to the spellcaster and anyone else brought along, on physical effects to remove or destroy equipment ("your sword is, unfortunately, sticking into the stone wall..."), or anything else that makes sense, given the destination. This is treated as an explosion effect, with *each and every* character brought through the teleport taking the *full amount* of consequence points.

On an outright failure, the GM can inflict consequences and damage; an extreme consequence may result in arriving in a location that is similar to the desired location, but is not it; and a heroic consequence or worse could result in the teleport taking them to somewhere that isn't even similar!

Note that several other spells interact with this one: see them and the sidebar *Blocking Teleportation* on the next page for further details.

Teleport Escape

Level: Magic User 4

Rank: 7

Commonly Enchanted To: rings

Types: conjuration

Range: short

Casting Time: instant

Duration: instantaneous

Resistance: as difficulty

Area of Effect: self

Spell Sentence: (teleport) the caster to (a visible location within range, without anything being carried or worn)

Rank 0 + heroic effect (normally impossible) (5) + very quick casting (2) = Rank 7

The caster teleports to a visible spot within the spell's range. Nothing else is carried by this spell—the caster arrives at the destination point naked. However, this also means that *teleport escape*, unlike *minor teleport* or other teleportation spells, will allow the caster to escape manacles, handcuffs, being tied up, being tied to a fixed object, and other such inconvenient positions.

Teleport Trace

Level: Magic User 4

Rank: 7

Commonly Enchanted To: wands

Types: aether, conjuration, divination

Range: close

Casting Time: 1 turn

Duration: instantaneous

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (divine) (the location to/from which) (someone teleported) from/to here

Rank 1 + heroic effect (divine information which should normally be inaccessible) (5) + effects increasable via effect points (1) - limited range (2) + 2d6 effect dice (2) = Rank 7

When cast within range of a location where teleportation recently (within the last turn) happened (either arriving or departing), this spell allows the caster to discern something about where the teleport

came from or went to. The caster gains 2d6 additional effect points on a success toward gaining information. On a minimal success, the caster gains an impression of the distance involved—whether the source or destination was within an hour's travel, a day's travel, a week's travel, or somewhere further. A minor effect grants a feeling as to the direction; a major effect will give an indication as to what the nature of the place on the other end is (i.e., is it a city, a forest, a hell-dimension....). At this point, it becomes possible for the caster to recognize the location, if it is one they know. Make an INT roll against a difficulty of 25 + the familiarity factor of the location, as described in the *teleport* spell. Additional effect points from the *teleport trace* casting may be spent to reduce this difficulty.

With an extreme effect, it becomes possible to attempt to follow the trace even if the other end is not a known destination. At this point, the additional difficulty of a teleport to the destination is 25, as for a location the character has only seen a picture of, and that more than a year ago. Effects can be used to reduce this difficulty, reducing it by the number of points in the effect.

If the endpoint is a teleportation circle, and the caster of *teleport trace* does not already know the key for the circle in question, an epic effect from the casting of the trace will inform the caster of the circle's key.

Teleportation Circle

Level: Magic User 4

Rank: 7

Types: aether, conjuration, metamagic

Range: touch

Casting Time: 1 hour

Duration: 1 hour / level; see below for extension

Resistance: as difficulty

Area of Effect: the circle

Spell Sentence: (designate) the touched circle (as a destination for teleportation) and (create) (a key which must be known to use the circle)

Rank 2 + heroic effect (allows teleportation to normally inaccessible areas) (5) + secondary effect (1) - very limited usefulness (must be able to teleport to make use of) (2) + heroic duration (1) = Rank 7

To use this spell, the magic user draws a circular diagram at least five feet in diameter, writing various arcane sigils within it, which include the key to be designated for the circle. This may be simply drawn in the dirt, drawn or painted on a large piece of paper, parchment, or cloth, carved or chiseled into rock or stone, or drawn in any other manner, so long as the circle is made on one continuous object. The diagram, combined with this spell, creates an ethereal 'channel' which makes it easier to teleport to the location in question, and allows teleportation through physical barriers which might otherwise stop it (e.g., thick stone walls, lead sheeting, and so forth).

As noted in the *teleport* spell description, a *teleportation circle* lowers the difficulty of teleporting to a spot. It costs one effect point to decrease the difficulty by one point, to a maximum of 20 points (at which point even a location that the caster only has a description of doesn't increase difficulty). The base duration of a teleportation circle is 1 hour / level of the caster. This may be increased a step for a minor effect, with the following steps: hours, days, weeks, months, years, decades. In addition, a *teleportation circle* at maximum effect (i.e., lowering difficulty by 20) can be made permanent by increasing duration an additional step from decades. To do so, however, the circle must be fixed in a relatively permanent medium. A circle which is physically broken or significantly defaced (i.e., the circle part is broken, or any of the sigils are destroyed or rendered permanently unreadable) will cease working, regardless of the duration it was initially created with.

Time Stop

Level: Druid 9, Magic User 9

Rank: 21

Also Known As: *Halt the Sun and Moon*

Commonly Enchanted To: places of power, traps

Types: *balance, night, sun*; conjuration, transmutation

Range: self

Casting Time: 1 action

Duration: 1 “round” / level

Resistance: as difficulty

Area of Effect: special

Spell Sentence: (stop) (time) (for everything except the caster)

Rank 1 + mythic effect (20) + very fast casting (quick adventurer, from mythic) (5) - short duration (1) - self only (4) = Rank 21

A *time stop* spell appears to stop time for everyone except the caster. Sages debate the actual effect of this spell, with some believing that it actually does stop or greatly slow time itself, while others insist that it either somehow creates “additional time” for the caster, or greatly speeds up the caster for a moment.

In any case, however, when this spell is successfully cast, the normal initiative order is immediately interrupted, and the caster may perform actions for a number of ‘rounds’ of time equal to his or her level, with the following limitations:

- No one else is granted additional time; only the caster. Hence, no ability which allows the caster to grant actions to someone else may be used, and sidekicks, ‘independent’ and otherwise, may not take any action nor assist with any action. This further means that creature summoning spells of all types may not be used; any attempt to use one simply fails.
- Any attacks the caster makes are not resolved until time begins to flow again—the caster cannot see what the results of an attack will be until then! However, the target’s DEX will be treated as 0 (-5) for their defence, and they may not roll defence.
- Creatures cannot move nor be moved while time is stopped—this includes removing items from their grip. This restriction does not apply to inanimate objects, however. Thus, while the caster could not take the sword from an opponent’s hand while time is stopped, they could open the opponent’s backpack and remove items from it. This also means that you cannot stop time while someone has a grab effect on you and escape the grab while time is stopped.
- Hazards that could affect the caster still do: if you choose to stand in a fire for the duration of the *time stop*, you take any effects and damage from doing so normally. The same applies to drowning, poison gas, etc.
- A *time stop* cannot be extended through multiple castings: no effect that stops or slows time can be used while time is stopped.
- Lastly, it should be noted that deities, demon princes, and similar personages of mythic scale are immune to *time stop*: the caster gains additional rounds as normal, but such beings continue to be able to act during those rounds.

When time resumes, those who were affected by the *time stop* are unaware of exactly what happened during its ‘duration’, although they may be aware of the overall effects (e.g., the caster has suddenly disappeared, or a knife is suddenly sticking in their arm).

Tongue of the Speaker

Level: Cleric 2

Rank: 4

Commonly Enchanted To: potions, religious symbols

Types: universal, *balance*, communication, emotion, knowledge

Range: self

Casting Time: 1 round

Duration: 1 turn

Resistance: none

Area of Effect: self

Spell Sentence: (translate) (cleric’s speech) (to native language of anyone hearing)

Rank 1 + heroic effect (translates to multiple native languages!) (5) + quick casting (adventurer, from heroic) (1) = Rank 6

Trait:

Only usable to further the purposes of the cleric’s deity.

Rank 6 - one drawback trait = Rank 4

A cleric who casts *tongue of the speaker* is able to be understood by any creature that is a ‘person’ or speaks a language normally spoken by ‘persons’ (thus, the spell does not enable to the caster to speak to animals, extraplanar creatures, etc., unless they already speak some language normally spoken by humans, demi-humans, or humanoids). The reverse, however, does not apply—this spell does not grant the cleric the ability to understand anything they would not normally.

However, this ability is not without restrictions. The cleric is only understood insofar as their communication in some way furthers a purpose of their guiding divinity. Keeping the cleric alive is normally a purpose of the divinity, and thus, this should be considered effective in pleading for one’s life or attempting to establish non-hostile intent. Further, *tongue of the speaker* only enables one-way communication—the cleric can be understood, but gains no additional ability to understand languages.

Each creature hearing and understanding the cleric does so as if the cleric were speaking the creature’s native language with full fluency—thus, any social traits the cleric has which do not require the cleric to be able to listen are applicable.

Transport Via Plants

Level: Druid 5

Rank: 9

Types: plant

Range: see below

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: caster and anything worn or carried

Spell Sentence: (transport) the caster (from one plant to another)

Rank 0 + epic effect (teleportation) (10) + quick casting (quick adventurer, from epic) (3) - self only (4) = Rank 9

Traits:

Requires plants to work.

Safer than magic user teleportation.

Rank 9 - one drawback trait + one augmentation trait = Rank 9

This spell requires a living plant or area of live plants large enough that the druid could pass through it if it were a doorway. This could be a bush, a tree trunk, or even a flower bed (the ‘doorway’ need not be vertically oriented). The druid frames the place to which they desire transport upon casting the spell—this must be a place, and cannot be “wherever so-and-so is” or some other such indeterminate location. They will be taken to the plant area that meets the requirements above which is nearest to their destination.

There is no chance of a 'misfire'—however, the nearest plant area large enough to serve as a doorway may be some distance from the destination. Upon arriving, the druid will know the approximate distance and direction to their true destination.

This spell functions by different mechanisms from a magic user's *teleport*, and thus is not detected by *detect teleport* and cannot be traced with *teleport trace*. However, the plants through which the druid travelled will know information about the destination, and might be persuaded to tell it!

Trap the Soul

Level: Cleric 9, Magic User 9

Rank: 19

Types: *balance (chaos)*, necromancy; metamagic, **necromancy**

Range: short

Casting Time: instant

Duration: 1 month / level

Resistance: Wisdom

Area of Effect: 1 soul

Spell Sentence: (trap) the soul (of a dying creature)

Rank 0 + legendary effect (15) + legendary duration (1, due to legendary effect) + very quick casting (instant, from legendary) (5) = Rank 21

Trait:

Can only be cast at the moment of death.

Rank 21 - one drawback trait = Rank 19

This spell is cast at the moment of death of a creature with a soul (or the moment of destruction, in the case of a free-willed undead with a soul). The creature's soul is placed into a prison of not less than 5 TP value, which has been previously prepared. Preparing such a prison takes a week. This is the same sort of vessel as used for *magic jar*, p 218, and, indeed, such vessels are interchangeable, usable for both spells.

A caught soul is within the prison. It cannot be found by mortal magic; at the GM's option, gods *may* know the location of the soul in question. It is, however, treated as at least a legendary-difficulty secret. Such a soul is considered 'not available' for purposes of spells such as *speak with dead*, *reincarnation* and *resurrection*.

The spell may be re-cast upon the container to renew its duration, enabling long-term keeping of souls. Should the spell expire or be removed, the soul is freed, and will either go on to its destination or, at the GM's option, remain as a restless spirit of some sort.

Trigger Ward

Level: Magic User 3

Rank: 6

Types: metamagic, transmutation

Range: medium

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 ward

Spell Sentence: (trigger) (a ward, regardless of the trigger condition) and (make) (the apparent triggerer) (a chosen object or creature within range)

Rank 3 + extreme effect (changing the target) (3) = Rank 6

With this spell, the caster can trigger a ward that they know of and which is within range. When doing so, the caster nominates another creature or object which is also within the spell range as the apparent triggerer of the ward.

True Resurrection (*reversible to True Destruction*)

Level: Cleric 8

Rank: 15

Types: *balance*, healing, *life*, *natural death* (reverse— *balance*, *destruction*, *necromancy*)

Range: touch

Casting Time: 1 hour

Duration: instantaneous

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (restore) the target (to life)

Rank 0 + legendary effect (restore the dead to life) (15) + decreased casting time (epic, from legendary) (1) + secondary effect (restore full health) (1) = Rank 17

Trait:

Clerics do this via divine permission.

Rank 17 - one helping trait = Rank 15

With this spell, a cleric restores a creature which has been dead for as long as one month per level of the cleric to full life, with full hit points, and with any physical, mental, or spiritual effects of less than heroic level removed; this includes restoring lost limbs. Other effects upon the target may be removed by expending effect points; since extreme effects are already removed, five points are needed to remove a heroic effect, ten to remove an epic effect, and so forth.

Note that this spell requires divine permission; this includes both the permission of the cleric's deity, and that of whatever deity currently has the soul of the deceased in their keeping. If the GM judges that such permission is not forthcoming, the spell fails, but if not used up, and the cleric will realize why it failed.

True Sight

Level: Cleric 7, Magic User 7, Illusionist 6

Rank: 13, Illusionist 11

Commonly Enchanted To: eyepieces, potions

Types: *balance*, *deception*, knowledge; divination, illusion

Range: self or touch

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: one creature

Spell Sentence: (see) (true nature of everything)

Rank 0 + legendary effect (15) - touch range (3) + quick casting (adventurer, from legendary) (3) = Rank 15

Trait:

Only helpful against magic.

Illusionists are good at this.

Rank 15 - one drawback trait = Rank 13 - one helping trait for illusionists = Rank 11 for Illusionists

True sight enables the recipient to see things as they truly are. They can see invisible objects, see through illusions (while still seeing the presence of the illusion as a thin 'veiling'), see the true forms of shapechanged creatures, and so forth. This applies to any effects created by lesser spells and effects (i.e., those of 6th level or below, or of less than legendary scale). Against spells and effects of equal or greater power, *true sight* functions as a legendary scale effect, granting a +12 to checks made to penetrate or resist such things.

Note that *true sight* is only effective against magical or supernatural deceptions; it does not assist in penetrating normal disguises, in seeing what's behind walls, penetrating normal camouflage, etc.

True Speech

Level: Cleric 7

Rank: 13

Commonly Enchanted To: places of worship, potions

Types: *balance*, *communication*, *knowledge*

Range: self

Casting Time: 1 round

Duration: 1 turn

Resistance: none

Area of Effect: all creatures nearby

Spell Sentence: (understand) (all creatures) and (speak to them)

Rank 1 + epic effect (10) + heroic area (1) + quick casting (adventurer, from epic) (2) = Rank 13

Traits:

Everyone hears in their own language.

Only usable to further purposes of the deity.

Rank 13 - one drawback trait + one augmentation trait = Rank 13

Upon casting this spell, the cleric becomes able to understand all creatures, even those who do not normally have a language. In addition, anything the cleric says is understood by all creatures who can hear the cleric, or who are within short range.

This spell affects only the cleric, and, as mentioned above, only assists in furthering the purposes of the cleric's deity. Keeping the cleric alive normally counts for this, so it is almost always useful for parleying with hostiles.

Turn to Tree

Level: Druid 4

Rank: 8

Also Called: Spell of the Woody Prison

Commonly Enchanted To: poisons, staves

Types: *balance*, *plant*

Range: short

Casting Time: 1 action

Duration: 1 hour / level; see below

Resistance: as difficulty

Area of Effect: 1 creature

Spell Sentence: (transform) (the target into a tree)

Rank 0 + heroic duration (5) + short casting (quick adventurer, from heroic) (2) + variable via effect points (1) + 3d6 effect points (3) - various creatures immune (1) = Rank 10

Trait:

Being a tree can extend your life a lot, actually...

Rank 10 - one drawback trait = Rank 8

This spell attempts to turn the target into a tree; this is an attack against the target's Mental Defence. The caster may create effects of slowing, difficulty gripping objects, and so forth, up to the extreme effect of actual transformation. The spell grants 3d6 extra effect points to use. Plants, extraplanars, animated, undead, incorporeal, and anomalous creatures are immune.

While transformed, the target is unconscious, does not age, and gains nourishment as a tree does. They are granted a *barkskin* effect, giving them +6 to AC while transformed. Carried and worn equipment is transformed with the target, becoming part of the tree.

The spell lasts for a base of one day; the druid may extend the effect for another day by spending an effect point. A heroic scale effect extends these to weeks, epic to months, legendary to years, and mythic makes it permanent. The druid may also 'set' the spell to expire sooner—for example, deciding that it will last only an hour.

The druid who cast the spell may end it at any time by speaking a few words within Short range of the 'tree'. Any druid of 5th level

Shaped Walls

The various *wall* spells are shaped to the caster's will when they appear. On land, they are normally formed as walls—however, this may be a less-than-useful shape when dealing with flying opponents, or when underwater. Even on land, it may be useful at times to form them into circles.

The basic 40 ft wall will form a circle just over 7 ft in diameter—a tight fit for most parties. The GM may allow the wall to be shrunk a bit in height, in which case an 8 ft-tall wall will be almost 8 ft in diameter. The 400 sq ft of the basic wall will form into a sphere about 11 ft in diameter, or a hemisphere 22 ft in diameter.

wall length	circle diameter	sphere diameter	hemisphere diameter
40 ft	7 ft	11 ft	16 ft
50 ft	8 ft	12.5 ft	18 ft
60 ft	8.5 ft	14 ft	19.5 ft
70 ft	9.5 ft	15 ft	21 ft
80 ft	10 ft	16 ft	22.5 ft
90 ft	10.5 ft	17 ft	24 ft
100 ft	11 ft	18 ft	25 ft

or higher will recognize the tree as being a transformed person, but may not care, figuring that the druid who did it must have had good reason.

While the target is a tree, *speak with plants* will temporarily 'awaken' them and allow speech with them. They will have little or no knowledge of events since the transformation!

Walk of the Elements

Level: Druid 6

Rank: 12

Commonly Enchanted To: boots, horseshoes

Types: *balance*, *elemental*

Range: touch

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: caster plus additional creatures added through effect points

Spell Sentence: (become) (able to walk upon and through the specified element) and (immune to its effects)

Rank 1 + epic effect (immunity) (10) + short casting time (adventurer, from epic) (2) + secondary effect (movement upon/through the element) (1) - shortened range (touch) (3) + extensible via effect points (1) = Rank 12

The caster chooses one of the following elements: air, earth, fire, water, or wood. They gain abilities as follows, depending on the chosen element:

air: they can 'walk on air', allowing them to move about freely in the air. Vertical movement requires 'climbing stairs', limiting them to a 45 degree angle of ascent or descent. Note, however, that the 'staircase' being used could be a spiral one! A character using the *walk of air* may also voluntarily choose to 'drift' with the

wind, allowing much faster transport, but at the cost of giving up one's free choice of direction. Of course, in combination with weather control spells, this can allow rapid travel with control of the direction!

earth: this variant allows walking through earth. Any natural, unworked earth, rock, or stone qualifies, and normal breathing is unhindered. Further, the recipient can see through the earth to a range of sixty feet. As with air, ascent and descent is limited to a 45 degree angle.

fire: walking through and on fire is possible; this extends to walking on or through molten lava as well. The recipient is able to breathe normally, ignoring smoke effects, or even breathing when immersed in lava. Again, ascent and descent is limited to a 45 degree angle.

water: the recipient can breathe underwater and walks through it as if it were air, but can choose to be supported by it. At any time, the recipient can choose to swim instead; their mode of movement changes to swimming, but all other effects still apply. This variant also keeps the recipient and anything they are wearing or carrying perfectly dry if desired—thus, this spell makes it possible to swim through corrosive, acidic, or poisonous liquids without suffering their effects. It does not protect against heat, however!

wood: the recipient passes freely through living wood and/or wood that has naturally died 'in place' (thus, for example, a fallen tree or the stump of a cut-down tree are not obstacles, but a wooden wall is, since the wood of it has been unnaturally moved). They are immune to any effects plants might otherwise have on them, so thorns will not scratch them, they can pass through poisonous wood varieties freely, and plant-type monsters cannot attack them—their attacks will simply pass through. The insides of trees can be climbed as above, at up to a 45 degree angle of ascent or descent.

The caster may include others in the effect of the spell, paying five effect points for each additional person included. Recipients must be willing, and must be touched by the caster.

Walking the Road

Level: Cleric 4

Rank: 8

Commonly Enchanted To: religious symbols

Types: universal

Range: personal

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: self, can pay effect points to include allies

Spell Sentence: (grant) (immunity to a domain of effect associated with my deity)

Rank 0 + epic effect (immunity) (10) + quick casting (adventurer, from epic) (2) - self only (4) + extensible via effect points at high cost (2) = 8

With this spell, a cleric renders his or herself, and possibly some companions, immune to an effect type which their deity is capable of granting. Thus, for example, a cleric of Thor could grant immunity to lightning, or to effects of thunder and other loud sounds. A cleric of Aphrodite could grant immunity to love and charm effects, and a cleric of Anubis could grant immunity to death magic.

The granted immunity must be specific—immunity to all damage, or to all emotional effects, or to all magic, is outside the possible scope of this spell.

When casting the spell, the cleric may extend the immunity to an additional target for five effect points.

Wall of Darkness

Level: Magic User 7

Rank: 14

Commonly Enchanted To: rods

Types: conjuration, shadow, void

Range: medium

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high

Spell Sentence: (create) (a wall of elemental void)

Rank 0 + heroic area (5) + increasable via effects (1) + quick casting (2) + extended range (1) - short duration (1) + 6d6 effect dice (6) = Rank 14

This spell calls into being a wall that appears to be absolutely black. Anything the wall is touching when it is created is attacked, using the caster's spellcasting attribute and 6d6 damage dice as it is sucked into the piece of elemental void that is the wall. Reduction to zero PHP destroys the target; it's ripped apart as it is sucked in. An extreme effect on an attack may bring the target into the void whole; in such a case, it may be possible to recover the target via powerful magic such as a *wish*, or by venturing to the far portions of the astral plane. The wall is magical in nature, and will remain fixed in position even if cast floating in air.

While the wall persists, anything touching is attacked as above; things that stay in contact are attacked each round.

The caster may extend the wall by five feet in length for one effect point, or may increase the height by a foot as a minor effect. For a major effect, the caster may increase the damage dice by 1d6.

Wall of Fire

Level: Druid 4, Magic User 4

Rank: 8

Commonly Enchanted To: rods

Types: elemental; conjuration, evocation, fire

Range: medium

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high

Spell Sentence: (create) (a wall of fire)

Rank 0 + heroic area (5) + increasable via effects (1) + quick casting (2) + extended range (1) + 3d6 damage dice (3) = Rank 12

Traits:

Fire can easily go out of control.

The fire can be put out.

Rank 12 - two drawback traits = Rank 8

The caster creates a wall of magical fire. Anyone passing through the wall is attacked by it, using the caster's spellcasting attribute and 3d6 damage dice against their physical defence. Anyone in the wall as it is created is attacked by it.

The caster may extend the wall by five feet in length for one effect point, or may increase the height by a foot as a minor effect. For a major effect, the caster may increase the damage dice by 1d6.

Wall of Force

Level: Magic User 6

Rank: 11

Commonly Enchanted To: rods

Types: aether, conjuration, evocation

Range: medium

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high

Spell Sentence: (create) (a wall of invisible force)

Rank 0 + heroic effect (5) + heroic area (1) + increasable via effects (1) + quick casting (2) + extended range (1) + subtle (1) = Rank 11

Trait:

Invisible.

Rank 11 + one mixed trait = Rank 11

An invisible wall is created where the magic user specifies. The wall is magical in nature, and will remain fixed in position even if cast floating in air. A *wall of force* is impenetrable to all ordinary physical attacks. The wall itself is intangible, and may extend through physical objects; when cast, it will attempt to move any physical objects in its path out of the way, moving them randomly to one side of the wall or the other; however, the ground or objects fixed to it will not move. No damage is done by this process.

A *wall of force* is impervious to all physical spells, and is unaffected by *dispel magic* and similar spells. It can be taken down by a *disjunction* or *disintegrate* spell, by a *limited wish*, *full wish*, a *miracle*, or a *lesser miracle*. It can be bypassed through teleportation effects, penetrated by gaze attacks, and does not block purely mental spells and effects such as *sleep*, *charm person*, and so forth. It does, however, block sound, so attempting to persuade or command someone within a spherical *wall of force* may be problematic.

The caster may extend the wall by five feet in length for one effect point, or may increase the height by a foot as a minor effect.

Wall of Ice

Level: Magic User 4

Rank: 7

Commonly Enchanted To: rods

Types: conjuration, fire, void, water

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high, 4 inches thick

Spell Sentence: (create) (a wall of ice)

Rank 0 + heroic area (5) + increasable via effects (1) + quick casting (2) + extended range (1) + 1d6 damage dice (1) + extreme effect (3) = Rank 13

Traits:

Can be melted.

Does not block vision.

Very vulnerable to fire.

Rank 13 - three drawback traits = Rank 7

Upon the successful casting of this spell, a *wall of ice* is created. If the wall is unsupported, it immediately breaks up, doing 3d6 physical damage and 1d6 cold damage to those it falls upon. A supported *wall of ice* forms a barrier which requires an extreme effect to penetrate. It is considered to have a Physical Defence of 10, and an extreme effect allows a single blow, arrow, or what have you to continue through it. To open a breach large enough for a creature to go through requires

doing 20 points of damage to the wall for a Small creature, 30 for a Medium creature, or 50 for a Large one.

Any creature deliberately touching the *wall of ice*, including to make melee attacks against it, is attacked by the cold aura of the wall. This is an attack based on the INT of the conjuring magic user, with a 1d6 damage die.

Once created, the magic invoked is over. The wall of ice itself is a physical item, and will eventually melt if temperatures are above freezing. In a normal environment, consider the wall to take 1d4 damage to each segment of it every turn. Thus, the wall will normally melt in two to three hours. In very hot conditions, increase the damage die. The wall is vulnerable to fire, and is considered to have a Physical Defence of zero against fire attacks.

Wall of Iron

Level: Magic User 5

Rank: 9

Commonly Enchanted To: rods

Types: conjuration, metal

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high, 1 inch thick

Spell Sentence: (create) (a wall of iron)

Rank 0 + heroic effect (5) + heroic area (1) + increasable via effects (1) + quick casting (2) + extended range (1) - subject to normal physical laws (1) = Rank 9

Elemental iron is called forth in the shape of a wall as specified by the caster. The wall must be created in contact with earth or stone, to which it is anchored; if created in a position so that it will immediately fall, the wall does 5d6 physical damage to anyone it falls upon. A *wall of iron* has a Physical Defence of 10, and a heroic effect will allow a single blow, arrow, or what have you to continue through it. To open a breach large enough for a creature to go through requires doing 40 points of damage to the wall for a Small creature, 60 for a Medium creature, or 100 for a Large one.

Once the wall has been created, the magic invoked is over. The wall of iron is a physical item, and will remain in place. Being of iron, it is subject to rust, but this is unlikely to be a factor in normal use.

Wall of Stone

Level: Magic User 5

Rank: 9

Commonly Enchanted To: rods

Types: conjuration, earth

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high, 2 inches thick

Spell Sentence: (create) (a wall of stone)

Rank 0 + heroic effect (5) + heroic area (1) + increasable via effects (1) + quick casting (2) + extended range (1) - subject to normal physical laws (1) = Rank 9

For most practical purposes, this spell is indistinguishable from *wall of iron*, except that the wall created is made of stone rather than iron, and is thicker. Otherwise, it may be treated as a *wall of iron*, with the GM making any judgement calls needed about what effects might affect the two differently.

The Jericho Attack

Inevitably, players are going to try to place a wall so that it collapses on their foes... or, if the GM is feeling nasty, foes will do that to the players. Damage values for the collapsible walls are given above. The GM should bear in mind the nature of hit points—they represent not just physical damage, but also luck, endurance, and so forth. So, a character who takes 20 PHP from a collapsing *wall of stone*, but escapes with 10 PHP left didn't have the wall actually fall on top of them! Rather, they were struck a bruising hit as they dodged out from under the collapsing wall, and are now sore and tired from the effort they had to make!

More specifically, in *MONSTERS & MAGIC*, explicit injuries and problems are represented by effects. Thus, for example, if the GM had chosen to inflict a *pinned by the wall* effect on that PC and 5 PHP damage instead, then they're held down by a piece of the wall, which might be partly supported by a rock, a fold that happened as the wall fell, or the corpse of an orc who was outright killed by the falling wall.

As is normal, removing effects takes generating an equivalent effect—so the answer to the question of “how hard will it be to free them” is, “you need to generate an extreme effect”. Since a *wall of stone* is considered a heroic effect, it's sensible to consider freeing someone from it to be of heroic difficulty—so the other PCs will be facing a difficulty of 25 (from the Difficulties table, *M&M* p 38). Since they need an extreme effect to free their companion, they'd need to generate a check total of 40 to do it in one try.

Wall of Thorns

Level: Druid 4

Rank: 8

Commonly Enchanted To: staves

Types: plant, protection

Range: medium

Casting Time: 1 action

Duration: instantaneous

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high, 3 ft thick

Spell Sentence: (create) (a wall of thorns)

Rank 0 + heroic area (5) + increasable via effects (1) + quick casting (2) + extended range (1) + 1d6 damage dice (1) + major effect (2) = Rank 12

Traits:

Very vulnerable to fire.

Limited creation locations.

Rank 12 - two drawback traits = Rank 8

The druid calls into existence a wall of thick, thorny bushes. These bushes prevent normal movement, but they can be moved through by chopping through them. A foot of progress may be made by causing the bushes 5 PHP of damage (for a pathway large enough for a Small creature), 10 PHP for a Medium creature, or 15 PHP for a Large creature. When hacking such a pathway through, the creature will suffer an attack each round based on the casting druid's WIS and with a 1d6 damage die. The bushes are considered to have a Physical Defence of 10.

Fire will burn a wall of thorns, but since the thorn bushes summoned are green, if it is not as easy as one would expect. The same amount of damage as above is needed, but the wall does not get

to attack back. A normal torch is considered a 1d4 weapon for this purpose.

The created thorn bushes are rooted to the ground, even into stone if necessary. A *wall of thorns* cannot be created in mid-air, floating in or on water, or on a metal surface. If created on good soil, the bushes will establish themselves as normal. Or rocky or inhospitable ground, they will die within a week, drying out either at that time or later, depending on the area. A dried-out *wall of thorns* takes double damage from all attacks.

Wall of Wind

Level: Druid 3, Magic User 3

Rank: 5

Commonly Enchanted To: rods, staves

Types: elemental (air), protection, *weather*; **air**, evocation, transmutation

Range: medium

Casting Time: 1 action

Duration: 1 round / level

Resistance: as difficulty

Area of Effect: a wall 40 ft long and 10 ft high, 5 ft thick

Spell Sentence: (create) (a wall of wind)

Rank 0 + heroic scale (5) + increasable via effects (1) + quick casting (2) + extended range (1) - limited to major effect (2) = Rank 7

Traits:

Doesn't block movement.

Rank 7 - one negative trait = Rank 5

A *wall of wind* may be conjured anywhere there is air, and will maintain itself in place. It creates an area of chaotic winds. This is a minor effect against movement (slowing a character who passes through it in their move by a factor of -2 (-1)), and a major effect against thrown or cast missiles of ordinary size (spears, javelins, arrows, etc.). It does not hinder engine-driven missiles. It may or may not affect spells, subject to the GM's judgement.

The caster may extend the wall by five feet in length for one effect point, or may increase the height by a foot as a minor effect.

Underwater civilizations use a similar spell, *roiling wall*. It has the same effects, but operates only in water.

Water Walk

Level: Cleric 3, Druid 3, Magic User 3

Rank: 6

Commonly Enchanted To: boots, horseshoes

Types: *balance*, elemental, *protection*, *travel*; aether, metamagic, transmutation, **water**

Range: touch

Casting Time: 1 round

Duration: 1 turn / level

Resistance: as difficulty

Area of Effect: creature(s) touched during casting

Spell Sentence: (grant) (water walking ability)

Rank 0 + heroic effect (walk on water) (5) + quick casting (adventurer, from heroic) (1) = Rank 6

The recipient of this spell may walk on liquid as if it were solid ground. This does not prevent the liquid from moving, however, and the GM may require Dexterity checks when crossing waves, ripples, etc. Note that while the spell is called “walk on water”, it actually applies to any liquid; however, the soles of the recipient's feet or shoes will be in contact with the material.

If the target falls down, they hit as if landing on solid ground, and if the liquid is caustic or otherwise harmful, expose the portions of their body or clothing that are touching it to its effects. (This includes

becoming wet, should it be water—it's as if they laid their clothing or skin upon wet ground.)

If cast underwater, this spell causes targets to rise toward the surface at a walking movement rate until they are on the surface, regardless of how much weight they are carrying.

The caster may include one additional creature in this spell for each five effect points spent.

Weapon Transformation

Level: Magic User 2

Rank: Magic User 4

Also Called: Turn Weapon into Animal

Commonly Enchanted To: wands

Types: transmutation

Range: hand to short

Casting Time: 1 action

Duration: 1 round/ level

Resistance: as difficulty

Area of Effect: 1 weapon

Spell Sentence: (replace) target's (weapon) (with animal)

Rank 1 + quick casting (1) - shortened duration (1) + extreme effect (disarm) (3) = Rank 4

A magic user using this spell transforms their own or another's weapon into an animal with one Hit Die, randomly selected from the table below. Magical weapons require a heroic or better effect—heroic for +1 weapons, epic for +2, and so forth. +5 or better weapons cannot be transformed by this spell. Arrows and bolts count as 1d4 weapons for purposes of this spell; sling stones and bullets do not count as weapons at all. This animal has all of the traits and abilities naturally accorded to it, and it will attack the nearest possible target except the magic user.

At the end of the spell's duration, the creature reverts to being the weapon it was before; any damage done to the weapon while it was an animal is ignored.

1 HD Animals

Roll Animal

Stats (summary only; full stats in *COLLECTANEA CREATURAE*)

1 Bobcat

AC 19 (+9), MD 14 (+1), Move 16 (+3), PHP 7, MHP 7, Bite & Claw +7 (+1d4) H, Init P +7 M -3, CC 19

2 Dog

AC 15 (+4), MD 11 (0), Move 16 (+3), PHP 6, MHP 6, Bite & Claw +3 (+1d4) H, Init P +2 M -3, CC 43

3 Eagle

AC 18 (+7), MD 13 (+1), Move 30 (+10), PHP 6, MHP 7, Bite +5 (+1d4) H, Init P +5 M -3, CC 50

4 Giant Rat

AC 19 (+9), MD 9 (-2), Move 15 (+2), PHP 7, MHP 6, Bite +5 H, Init P +5 M -3, CC 108

5 Strix

AC 20 (+9), MD 13 (+1), Move 20 (+5), PHP 7, MHP 7, Grab +7 (+1d6) H, Drain +7 (+1d8, must be grabbed) H, Init P +7 M -3, CC 121

6 Viper

AC 20 (+9), MD 11 (0), Move 9 (-1), PHP 6, MHP 6, Bite +7 (+1d6 +venom) H, Init P +7 M -4, CC 119

Weather Prediction

Level: Druid 1 (0 if cantrip rules in use)

Rank: 0

Commonly Enchanted To: potions

Types: elemental, knowledge, weather

Range: n/a

Casting Time: 1 round

Duration: instantaneous

Resistance: as difficulty

Area of Effect: n/a

Spell Sentence: (predict) (weather)

Rank 0, no modifiers

While outdoors, the druid observes the sky and feels the wind. This provides accurate information about what the local weather will be for the rest of the day. For five effect points, the druid may predict the weather for an additional day.

Note that *weather prediction* predicts natural weather. The spell has no means of knowing whether anyone is going to interfere with the weather!

When used as a cantrip, only today's and the next day's weather can be predicted. (The next day's costing five effect points as above.)

Wish

Level: Magic User 9

Rank: 18

Commonly Enchanted To: lamps, rings

Types: special (generalist magic users only)

Range: unlimited

Casting Time: 1 round

Duration: as appropriate

Resistance: as difficulty

Area of Effect: as appropriate

Spell Sentence: (do) (whatever the caster says)

Rank 0 + legendary scale (15) + casting time reduced to adventurer scale (3) + built-in extreme effect (3) + flexible effect (1) = Rank 22

Traits:

Be careful what you wish for—you may get it.

Accomplishes effects as simply as possible.

Rank 22 - two negative spell traits = Rank 18

The fabled *wish* spell is capable of almost anything someone might reasonably desire. The principal limits on it are that it cannot affect deities and other mythic scale creatures (e.g., demon princes) directly, and that *wish* tends to take the path of least resistance in accomplishing the aims of the caster.

GM Guidelines: *wish* is capable of accomplishing nearly anything. To adjudicate how a *wish* works out, we recommend the following:

First, determine what the effect points required for the request should be. Consider in this physical defences, hit points, scale, and whatever else is needed. For example, the effect points needed for a *wish* that someone falls in love with you is generally their mental AC + 15 (for an extreme effect). If the caster is careful to specify that they should fall in love with him/her forever, it should be mental AC + MHP, if MHP are more than 15.

A *wish* to have a castle is asking for an epic scale construct, and thus, should require effect points appropriate to an epic scale effect (25). A *wish* to be king is asking for a legendary scale role, and would need at least 30 effect points—possibly more if the character also specifies further things, such as a specific kingdom, or having the people of the kingdom love him/her, and so forth.

Second, having determined the effect points required, compare the effect points actually generated to this, adding 15 to the generated effect points for *wish*'s built-in extreme effect. This tells you how far

short the caster was of generating the effect points needed. If they were not short, the *wish* works out alright, unless the GM decides that it *should* go awry and gives the character(s) a hero point for their misfortune. If they were short, however, the GM should use the effect points by which they were short as consequence points, bearing in mind what sort of things could go wrong with the *wish* when assigning consequences.

Note as well that *wish* is only of legendary scale. At the GM's discretion, *wish* may still be capable of some mythic scale effects. And, of course, if the GM *wants* a wish to succeed, they are always free to arbitrarily lower the effect points needed for the request. Perhaps some deity notices the *wish* and intervenes on the character's behalf—you don't have to explain it, you're the GM!

Further, the GM may decide that the Gods may prevent a *wish* from being granted. In this case, the *wish* should simply fizzle; no consequences happen to the caster, but the spell fails.

Wizard's Mark/Rune (reversible to Erase)

Level: Magic User 1 (0 if cantrip rules are being used)

Rank: 1 (0 as cantrip)

Commonly Enchanted To: quills, staves

Types: metamagic, illusion, transmutation (reverse—transmutation, void)

Range: touch

Casting Time: 1 round (1 turn as cantrip)

Duration: special

Resistance: as difficulty

Area of Effect: a single mark, up to roughly one square foot

Spell Sentence: (create) (a mark) (optionally visible only to the wizard or through spells)

Rank 1 - reduced range (touch) (3) + increased duration (3) = Rank 1

The magic user traces a mark upon a surface with their finger, creating an indelible mark upon it. At the magic user's option, this mark may be either visible or invisible. If it is invisible, the magic user who created it can always see it, and anyone using *detect magic*, *true seeing*, or similar spells or effects can see it.

The duration depends on the sort of surface it is made upon: on a stable, lasting surface, it is effectively permanent. If made on an unstable surface (e.g., sand or water), it will last for a day, or until someone who can perceive it actively tries to remove it. On a creature's skin, it will last for one week. In any case, it can be removed with *erase* or *dispel magic*.

Erase will remove not only *wizard's mark*, but also normal writing, affecting an area of about a foot square. The caster may choose to affect a portion of the area—for example, removing only a particular sentence from a letter. This will leave a blank area, and so requires either careful use or use in combination with forgery if letters are to be changed. A *detect magic* spell cast within a month will reveal that *erase* was used upon the surface.

Word of Recall

Level: Cleric 7, Druid 7, Magic User 7

Rank: 13

Also Called: Stepping Stone, Tree of Retreat, Word of Return, Mage's Escape

Commonly Enchanted To: tomes

Types: *balance*, protection, travel; **conjuration**

Range: special

Casting Time: instant

Duration: instantaneous

Resistance: as difficulty

Area of Effect: the caster and additional objects or creatures as below

Spell Sentence: (teleport) the caster (to a predetermined location)

Rank 0 + epic effect (teleportation) (10) + very quick casting (very quick adventurer, from epic) (4) - self only (4) + extensible via effects (1) = Rank 11

Traits:

Destination is a pre-determined location.

No chance of error on the teleport.

Allows escape of bindings.

Rank 11 - one drawback trait + two augmentation traits = Rank 13

Before using this spell, the caster must have prepared a destination. For a magic user, at least one day must be spent preparing the area, creating a *teleportation circle*. A cleric's destination must be a holy place—a temple, a sacred spot, or so forth, and the cleric must be there in order to designate it as their destination. For a druid, the destination is usually a fixed natural object, such as a large stone or a tree, which the druid must be at in order to designate it as the destination.

For all versions, the caster makes a casting check when using the spell. If the check is unsuccessful, the caster remains where they are; consequence points may leave the caster dizzied, erase the spell from their memory, or have other such effects, but will not cause PHP or MHP damage. On a successful check, the caster is returned to the prepared destination with everything they are carrying or wearing. The caster may choose to leave items behind, however, allowing this to be used to escape from bonds.

As a minor effect, the caster may include another willing creature in the spell. The creature must be touching someone else who is also being included in the spell's effect; thus, the caster can carry along a "human chain".

This spell does not work across planes: if the caster is not on the same plane of existence as their designated return spot, it simply fails.

APPENDIX 1: *F*ANTASTIC RACISM & YOU

Fantasy settings are often heavily racist (or speciesist, if you prefer), with some races that are ‘always evil’, designated ‘good guy’ races, and some that are just xenophobic and aloof, regardless of alignment. Even among races that aren’t set up as opposed good-evil, there’s often hatred—elves and dwarves in many fantasy settings simply don’t trust each other, even though they may ally against orcs, goblins, and other stereotypically evil races.

Introducing a whole new set of races means compounding the number of possible race-race interactions. Keep in mind that the following are what races *could* think of one another: these are meant to be suggestions and idea mines for GMs and players, not a straitjacket of a ‘one true way’. Even if the GM is using these as written, *your* character doesn’t have to see the world the same way... but bear in mind that the views of those your character grew up around will influence them—even if it is into holding an opposite set of beliefs!

Classic *D&D* is also rife with fantastic racism in class restrictions. Half-Orcs can’t be magic users. Why not? Not because they have an Intelligence limitation, but simply because they’re not supposed to be. They don’t even have magic resistance as a reason, the way dwarves and halflings do—it’s simply because “half-orcs shouldn’t be wizards!” Feel free to simply ignore any class/race restrictions that you want to.

We do advocate keeping armour restrictions, and the sex restrictions of our single-sex races. Note, however, that just as in real life, one does not have to take on the gender normally associated with their biological sex!

The Blauwnder Point of View

The world’s like this: you didn’t ask to be here, and it didn’t ask you to be here. You’d both like it if you’d just leave the other alone, but you *can’t*. Take what you can, give what you have to, and remember, nobody’s going to do you any favours. If somebody’s being nice to you, it’s only going to be because they want something. It’s just the way things are.

Blauwnder:	Hey! You’re like me!
Brwsmhain:	I heard they eat babies!
Centaur:	Second nicest, after halflings. Just approach ‘em in the open and unarmed, and don’t mind their jokes.
Dwarf:	Buncha prejudiced asses. Taste like dirt when you bite them to get them to back off.
Elf:	Usually won’t even listen long enough for you to say you’re not a goblin before they’re shooting arrows.
Equosi:	Okay folks, at least, the ones who live with centaurs. Seem oddly interested in watching us bite stuff.
Erdeschaufeln:	Dwarf + Gnome = thinks you’re twice as much dirt compared to them.
Faun:	If I could live in the woods and drink all the time, I know I would!
Gnome:	Treat us pretty much like the dwarves do.
Goblin:	As bad as dwarves, just less obvious about it.
Half-Elf:	Yeah, everybody likes the pretty mixed races. Whiners who don’t know how good they’ve got it.
Halfling:	Probably the nicest folk to us, actually. Once they get past thinking you’re a goblin, that is.
Half-Orc:	Really variable, depending on who they were raised with, and how. A lot like us, really.
Human:	They’ll think you’re a goblin. Not worth bothering to correct ‘em, they’ll just try to introduce you to dwarves.
Huruk:	Treat you like you’re a goblin and try to enslave you!
Informis:	What?
Kheiron:	Act just like damn elves.
Kitsune:	Foxxier than most, and they don’t seem to pay us much attention.
Korban:	Pompous at times, but not all that bad. Just keep sayin’ you’re thinkin’ about convertin’.
Lamia:	Something about them freaks me out.
Lannix:	I wish I could swim away from everyone so easily.
Merfolk:	There aren’t any dwarves in the sea. It must be like a paradise.
Mosi:	Useful for light sources, but I hear some of them will drive you mad.
Nymph:	Is there anything more beautiful?
Orc:	At least they treat me like they treat everyone else—as a slave.
Tanuki:	Steal from the rich and pompous? Sign me up!
Wukong:	Live in trees and scream at ya!
Yisisir:	Not actually as nasty as most people say. Sure, they’ll enslave you, but they’re like orcs—upfront about it.

The Brwsmhain Point of View

People are scared of me. I know that. I don’t really know *why*, but I know that much. So, you can either go with it and be a scary bastard, or you can try to keep ‘em from being scared. Or you could just stay home among our own people, but honestly... there’s so much interesting stuff to see out there!

Blauwnder:	Wait. You mean, you can tell the difference between dwarves and goblins?
Brwsmhain:	Nothing all that special, but man, we know how to sing!

Centaur:	Nice enough, but real ground-pounders.
Dwarf:	Keep coming across our cities, then panicking. Or is that goblins?
Elf:	Smart enough to live in trees, not smart enough to do it right-side-up.
Equosi:	Humans breed with everything else, so why not?
Erdeschaufeln:	Dwarves, goblins, gnomes, halflings, now this? I can't tell all these little races apart!
Faun:	Fairly sensible, and their music isn't half bad.
Gnome:	That's another word for dwarf, right?
Goblin:	I'M NOT TRYING TO EAT YOU!
Half-Elf:	It's hard to keep track of who is descended from who when they all look the same to me.
Halfling:	Listen to too many old wives' tales. Coincidentally, they are really lightweight.
Half-Orc:	Can't tell the difference between orcs and humans anyway.
Human:	Be careful, they could be orcs. Usually okay to deal with. Don't mistake their kids for halflings.
Huruk:	Nasty. Look too much like humans, and always attack us.
Informis:	I'm not all that much into going underwater.
Kheiron:	Elves. And centaurs. You're just making this one up.
Kitsune:	Nice people.
Korban:	We don't usually mix, but they're okay. Heard some adopted one of our orphans once.
Lamia:	For people that sometimes live in trees, they aren't terrible neighbors.
Lannix:	Is there anything humans <i>don't</i> breed with?
Merfolk:	Why would people want to live with fish?
Mosi:	STAY AWAY FROM ME!
Nymph:	Some of them know where to find the best trees to hang out in!
Orc:	Isn't that just dwarf-speak for huruk?
Tanuki:	I'm a fan as long as I don't carry anything they want.
Wukong:	Know how to build a sensible house, at least.
Yisisir:	You know how everyone else says we eat their babies? YISISIR REALLY DO EAT OURS!

The Centaur Point of View

The settled peoples have forgotten the lessons of the open sky, the soft ground, the sheltering trees. They think they own everything around them, forgetting that the land was here before them, and will be here after they are gone. We take care of the plants and the animals, so that they will take care of us; we are all brothers and sisters. The 'civilized' folk say that we are rough and crude, when we are merely enjoying the simple pleasures we have. It is their loss, not ours.

Blauwnder:	Their lot in life has been poor, making them more likely to lash out at others.
Brwsmhain:	Strange people. I think all that hanging upside down does something to their heads.
Centaur:	Greetings, friend!
Dwarf:	Skilled weapon and armour-crafters. They are good to trade with, and to drink with.
Elf:	Good people, but they focus on the long view too much. Crush the evil seed before it takes root.
Equosi:	Sometimes, two legs are better than four!
Erdeschaufeln:	Usually like whichever race they grew up with.
Faun:	Flighty and irresponsible, but their hearts are usually in the right place. When they turn bad, they are horrible.
Gnome:	Solid dwellers in the woodlands, trustworthy even if they are a bit odd. Good senses of humour!
Goblin:	Not truly evil, but quick to take advantage, and used to being hated. Welcome them and they can become good friends.
Half-Elf:	Often troubled in their souls, but more understanding and open than either of their parent races.
Halfling:	They seem to fear us unnecessarily. It must be awful, to be so small in such a huge world.
Half-Orc:	Less predictable even than humans. Like Kheiron, those who grow up with orcs become more orc than orcs.
Human:	Friends one day, enemies the next. They speak from the head more than the heart, and take jokes too seriously.
Huruk:	Foul and loathsome destroyers. They blight everywhere they go.
Informis:	Can't say I know them.
Kheiron:	Too often raised among elves, they try hard to be more like the elves than the elves themselves.
Kitsune:	Fox is a sly and cunning hunter, and her daughters are as well, but in different ways. Be careful in how you trust them.
Korban:	They are kind folk, but too focused on changing the ways of others.
Lamia:	Who knew centaurs could hatch from eggs? Many are evil, but many are good. Do not be quick to judge.
Lannix:	Those who come inland are lost seekers. We send them to the sea.
Merfolk:	We rarely meet with them, and their concerns do not overlap with ours.
Mosi:	Beware! There is always the danger of the yggmýrr! Treat them well, but speed them on their journey.
Nymph:	I love the way they sing and look!
Orc:	Like to take centaurs as slaves when they can. That is rare, but horrible—they fear our strength, so keep us torn down.
Tanuki:	They are one of the few other races that really get our humour. Love their pranks!
Wukong:	Their tails seem to get them into trouble at the worst times—always a great laugh!
Yisisir:	Treacherous and vile creatures. Make excellent target practice.

The Dwarven Point of View

The most valuable things are what you make. Gold is pretty when it comes from the ground, but shape it, polish it, and you can make true beauty. Gems look like sparkly rocks when you find them, but when you cut and polish them, they are glorious to look upon. You are the same. No one owes you anything because of your birth—the only value in you is what you make yourself into.

Blauwnder:	Disgusting and unnatural! What were their parents thinking?
Brwsmhain:	Mother used to tell me the brwsmhain would get me if I wasn't good and went exploring in the lower tunnels....
Centaur:	Good drinkers, good to sing with. Too friendly with elves, though.
Dwarf:	Dwarves should stick to their own. No one else really understands the value of hard work.
Elf:	Always on about 'the long view' and 'wait and see'. We'd be overrun by goblins if they had their way!
Equosi:	Isn't that another name for fauns?
Erdeschaufeln:	I've heard they can hear the whispers of the rock. Never met one yet, though....
Faun:	No responsibility, think they can spend all their time drinkin' and frolickin'.
Gnome:	Good people. Honestly, we kind of think of 'em as dwarves. Our somewhat nutty cousins, ya know?
Goblin:	Ugly, mean, sneaky, vicious SOBs. Sometimes you can trade with 'em, but their goods are rarely well-made.
Half-Elf:	Better than an elf, but that's not saying much. Tend to whine about things while you're trying to enjoy your drink.
Halfling:	Weak and scared, like children. They dig holes and craft, but neglect developing themselves.
Half-Orc:	Ugly, mean, sneaky, vicious SOBs. They'll tell you they're not like the rest. Don't believe it 'til a dwarf vouches for 'em.
Human:	Sometimes a little crazy, but usually reliable enough. Good customers.
Huruk:	What? That's just another word for orc, isn' it?
Informis:	Never heard of 'em.
Kheiron:	What? A half of a half-horse? I'm not that drunk!
Kitsune:	Wouldn't mind them so much if they didn't have it out for everyone, the hypocrites.
Korban:	Can't wear armour and live in trees—the exact opposite of a dwarf. Oddly enough, more sane 'n most.
Lamia:	Dunno. I've heard some are good, but most are vicious.
Lannix:	Half-merfolk, half-human? How would that even work?
Merfolk:	Stories say they're good people. I'd trust 'em over a sea elf, fer sure.
Mosi:	I've only ever seen the kind that glow, but I hear there are other types out there.
Nymph:	Nice to look at, but tend to get in your face when you try to spiffy up the place any.
Orc:	Ugly, mean, sneaky, vicious SOBs. Some of 'em make good weapons 'n armour. Take those from their corpses.
Tanuki:	Make sure you don't have any gold on you when these folks are around.
Wukong:	I can't understand a word they're screaming.
Yisisir:	The only good snake is a dead one.

The Elven Point of View

The sky, the land, the sea, and elf-kind—those remain always. All else changes. The younger races have the luxury of not having to live with the consequences of their own actions. We do not. You'll be tempted to try to explain things to them. It won't help—they won't sit still for long enough. Sometimes, you just have to treat them like children... but they are not your children, so you may have to cajole them, or turn unpleasant things into games, to trick them into doing what will be good for them.

Blauwnder:	Reviled by both dwarves and goblins, surely there must be something good about them!
Brwsmhain:	Anyone trying that hard to prove they are not dangerous is hiding something.
Centaur:	Good stewards of the lands they claim, but often short-sighted, and prone to moronic humour.
Dwarf:	Focused only on what they can gain. They are passably polite, more fastidious goblins.
Elf:	Fine, as long as they're the right sort of elf.
Equosi:	The centaurs are a good influence on them; they are usually good people.
Erdeschaufeln:	Odd creatures, their ability to become immune to magic is unsettling.
Faun:	Most are good-hearted and fulfill their place. Those who turn to evil must be hunted.
Gnome:	Better than the dwarves, but too close to them. We must encourage them to gentler ways.
Goblin:	Less violent than orcs, but insidious. They would do anything to gain riches for themselves.
Half-Elf:	It's a pity they are only half-elven. They are our children, though, and must be taught and corrected.
Halfling:	Kind people, but unimaginative and fearful. They need to be sheltered.
Half-Orc:	Too often they represent worst of both their parents.
Human:	Easily led, easily tempted. At their best, they are magnificent; at their worst, viler than any others.
Huruk:	Vile abominations, a poison upon the land.
Informis:	Even to us, little more than legend. The tales are varied, each more improbable than the one before.
Kheiron:	Strong and hardy, but often with too much of the centaur's attitude. Most of them try hard, but it is not quite in them.
Kitsune:	Their hearts pull them strongly, making them quick to love and hate, but they are basically good.
Korban:	A good and simple folk, but a bit too easily fixated on things.
Lamia:	Strange sisters to the yisisir, not nearly as steeped in evil as their brothers. Be wary of betrayal.
Lannix:	An oddity, as they may conquer land and sea. Time will tell if this will benefit the world.
Merfolk:	The humans of the sea. Living in the sea binds them more to the world, but they struggle against it too much.
Mosi:	A curious race. As long as they do not band together, we have nothing to fear.

Nymph:	We honour those who speak for the land itself.
Orc:	Vile and twisted, they respect only violence.
Tanuki:	Most are harmless and annoying, yet there are those who would see evil done.
Wukong:	They are more powerful and capable than they realize. One day, they will find peace.
Yisisir:	Slay them on sight before they can hiss blasphemous curses upon you!

The Equosi Point of View

My mom and my dad loved each other a lot. In the end, though, I had to stay with the centaur half of my family—humans just aren't as accepting of me. People mistake me for a faun a lot, which gets wearing. But even with the centaurs, I don't really quite fit in. They try to make room for me, but it's obvious that they're having to *try*. And... honestly, there's something to be said for having a real roof over your head, that doesn't leak. And for actual fireplaces, where the smoke has somewhere to go that isn't in your face. My centaur relatives are wise, but they seem to think they have all the answers. There's got to be more.

Blauwnder:	Don't they go around biting things?
Brwsmhain:	Nice enough, but a little odd. Okay, maybe a lot odd.
Centaur:	My family's great, but... sometimes I don't think they take me seriously.
Dwarf:	They seem like shrewd traders, and fun people. I don't know how they can stand to live underground, though!
Elf:	Really distant, a lot of the time. They act like they can do no wrong and their view is the only right one.
Equosi:	Hey, you're like me!
Erdeschaufeln:	Dwarves 'n gnomes seem to think these are like gods or something. So why aren't they always getting together?
Faun:	We look absolutely nothing alike! Do we look like we're musicians?!
Gnome:	Great sense of humour, and wow—they can make neat stuff!
Goblin:	Never gamble with a goblin. Buying something from a goblin is always a gamble.
Half-Elf:	Usually nice folks, kind of understand us.
Halfling:	Quiet people. Some of them do pretty good jokes, too.
Half-Orc:	The good ones are understanding, the bad ones are just like orcs.
Human:	They're... not very accepting, sometimes. It kind of hurts.
Huruk:	They're basically really well-organized orcs. And that's no good for anybody.
Informis:	The sea is full of things that I've never heard of.
Kheiron:	It's not fair! They get to look completely like elves, and both their parents love them!
Kitsune:	Good people, fun to be around, but don't get on their bad side.
Korban:	Nice people, but if ones you don't know come visiting, pretend you're not home.
Lamia:	Watch out—there's a lot of bad ones, but the good ones are as nice as nymphs!
Lannix:	The sea is <i>really</i> full of things that I've never heard of. Must be a hard life, though. Would be good to talk to one.
Merfolk:	Heard they're fishy, but I couldn't really say.
Mosi:	I'm not really sure why the centaurs and elves think they're so dangerous.
Nymph:	Who doesn't love these wonderful ladies?
Orc:	They may try to enslave us, but they'll never break our will.
Tanuki:	It's always entertaining to see these guys at work!
Wukong:	An interesting folk if you actually manage to get up a tree with them.
Yisisir:	Everybody says they're horrible, except the lamia.

The Erdeschaufeln Point of View

Beneath the earth is my proper place... but the tunnels do not go everywhere, and sometimes, one must venture out. The perfection of the self is the goal the dwarves taught me, and the gnomes taught me the beauty and wonder that crafting can hold. I want to learn more, to push beyond what is known, and that may take me to strange places. But the goal is ever in my mind.

Blauwnder:	Ugh! Glad I'm not one of them! They're ugly and smelly and everybody hates them!
Brwsmhain:	There aren't <i>really</i> huge caverns full of them waiting to eat people... right?
Centaur:	If they came underground, I'd likely share a pint with them.
Dwarf:	Sometimes it feels like they're expecting me to be someone great just because of what I am.
Elf:	They have a great attention span, and some make beautiful things. But they have too high an opinion of themselves.
Equosi:	What? Never heard of such a thing.
Erdeschaufeln:	Only one of my kind can truly understand how important my work is.
Faun:	Flighty people with nothing but women on the brain. Or so I've heard.
Gnome:	Not as bad as the dwarves about expectations, but they're kind of... unfocused.
Goblin:	The surface ones I don't really care about. The ones down here... they're competition.
Half-Elf:	What's the big deal? As much as you hear about 'em, sounds like they're always having babies together.
Halfling:	I hear they're nice people. Some of them are even miners, but most of them are soft.
Half-Orc:	Ugh. Can't understand why anyone would mate with a human.
Human:	I don't get why everyone's always on about humans. They don't come down here, so who cares?
Huruk:	Scary. Violent and determined, and they want our gold and metals too!

Informis:	Nothing in the sea is more interesting than that beneath the earth.
Kheiron:	Elves and centaurs? Yeah... you've been drinking too much, friend.
Kitsune:	A what?
Korban:	Flying seems crazy. There's nothing there holding you up! I'd rather stay underground.
Lamia:	I hear some of them know interesting places in the mountains. But most of them are evil, they say.
Lannix:	I'm sure they can tell interesting stories of faraway places, but I've got more important things to do.
Merfolk:	There is not enough gold in the world to make me want to try and meet them out in the sea.
Mosi:	Some live down in the deeps, and know secrets from under the earth. I'd love to meet them!
Nymph:	The ones that I've met in underground pools seem okay. Their beauty pales in comparison to gold, though.
Orc:	Always in the market for slaves. If they came, I know some dwarves who would fight them off for me.
Tanuki:	If you touch my gold, I'm going to hurt you!
Wukong:	Trees are only useful when they are cut down to make pickaxe handles. Can't imagine living in one.
Yisisir:	I hear they have dark magic and poison, not that I really worry about such things.

The Faun Point of View

I could live a thousand years, or I could die tomorrow. The elves get all crazy about it, and think they can control things, but it can't really be done, not the way they want to. You can't always tell how the tree will grow from the sapling. I'm trying to do what I can, but I'm not going to lose sight of the fact that nothing about the future is promised. Enjoy what you have now, while you have it. If someone tries to take it, decide whether it's worth fighting for. But don't plan for a hundred years from now, because you really have no idea what could happen by then.

Blauwnder:	Always seem to have a chip on their shoulder. Get them drunk enough and they're fun, though!
Brwsmhain:	I don't get the hanging upside-down thing, but they make some mean fruit brandies.
Centaur:	Fun, but watch out—they can be mean drunks. Takes a lot to get 'em that way, though.
Dwarf:	Can really hold their liquor, into drinking songs, but still... always feels like they're looking for advantage.
Elf:	A mixed bag. Great folks when they party, but a lot of 'em seem to look down on us.
Equosi:	Not sure what their problem is with us.
Erdeschaufeln:	Don't try to out-drink one. If you can even get one into a drinking contest, that is.
Faun:	<HEADBUTT> Let's party!
Gnome:	Pretty good people, when you get 'em out of their tunnels and stuff.
Goblin:	Weird. They get nasty when drunk, and some of 'em start trying to blow things up. Nastier sober, though.
Half-Elf:	Like 'em better than elves or humans.
Halfling:	Fun, when you can get 'em to stop being sticks in the mud.
Half-Orc:	Some of 'em are okay, but some are like orcs.
Human:	Good guests sometimes. Their men are always onto us about 'stealing' women, though.
Huruk:	Their idea of a party is looting, pillaging, raping, and enslaving. Stay far away from 'em.
Informis:	There are many strange things out there that I've never encountered in my lifetime.
Kheiron:	Trying so hard to be elves that they usually forget how to party. Good when you get 'em going, though.
Kitsune:	If they weren't wound up so tightly, I'd be okay with them.
Korban:	Stay away. Always going on about how we need to do something with our lives.
Lamia:	Sure some of them might be bad for ya, but gods are they beautiful!
Lannix:	Whoseix?
Merfolk:	Their ladies are beautiful, but they never want to come on land and party with us.
Mosi:	Their lack of interest in females makes them terrible wingmen! Make good buds, though!
Nymph:	WAIT! I LOVE YOU!
Orc:	Their kind of fun isn't our kind of fun. No, I'm not gonna talk about the mean fauns who hang out with them.
Tanuki:	I like their jokes, but don't see why they are obsessed with shiny things when women are much more fun.
Wukong:	For people who scream and swing through the trees all day, they are way too serious about things.
Yisisir:	They don't seem to believe in fun. Cold-blooded, like snakes.

The Gnomish Point of View

It's easy to miss the big picture. Lots of people do it. The dwarves want to live underground and ignore the surface, but you can't do that—sooner or later, it'll come down to you. Humans live on the surface and think underground doesn't exist, but that doesn't work either. I'm small, sure, but that's no reason to cower like the halflings. You just have to fight back the ways you can.

Blauwnder:	Untrustworthy. They'll try to prey on your sympathies.
Brwsmhain:	The dwarves say they eat babies. All I know is that they look scary!
Centaur:	I appreciate what they do to help the forest, but... their sense of humour's a little rough even for me sometimes!
Dwarf:	Stand-up and hearty folk. There's much to be admired about their craft.
Elf:	Wood elves are good people. The others are too stuck-up.
Equosi:	Like a centaur who can more easily fit in tunnels. Which is a good and bad thing.
Erdeschaufeln:	Their focus and determination is amazing, but they can be too single-minded. Helps to distract them sometimes.
Faun:	Their decided lack of work ethic is good enough reason to avoid them most of the time.

Gnome:	Hey, let me show you this (illusion / contraption)...
Goblin:	Their “inventions” are just going to explode in your face. Their merchants have interesting stuff, sometimes.
Half-Elf:	Usually have the best qualities of both parents. Great people.
Halfling:	It’s nice to talk to someone you don’t have to crane your neck up to deal with. Quiet, simple folk.
Half-Orc:	Usually take too much after their orcish parent. Can’t trust ‘em.
Human:	Good to trade with, and often willing to cooperate for defence.
Huruk:	Nastier than orcs, and more determined. Look to elves or humans for help when they’re around.
Informis:	Being able to shapeshift like that must be wonderful!
Kheiron:	Trying too hard to be like their elven parents. They need to relax some.
Kitsune:	Better than tanuki, but not by much.
Korban:	Pleasant folks, nicer than most others give them credit for.
Lamia:	Scary, especially the ones who like to come into our holes.
Lannix:	It must be odd, to feel you belong in the sea, but to walk on legs. I’d like to talk to one.
Merfolk:	Usually pleasant folk, at least the ones who come upriver to trade.
Mosi:	Odd folk. The lone ones can fit in well, sometimes. When they come in numbers, hide.
Nymph:	Fair, but prone to violent outbursts against those who wrong nature. Tread softly around them.
Orc:	Some of them do good work with weapons and armour... but more of them enslave others to do that!
Tanuki:	Their illusions are weak, and we won’t tolerate their kind stealing our hard-earned gems.
Wukong:	Noteworthy only for their seeming inability to ever be happy with their success.
Yisisir:	Violent, untrustworthy, and generally vile.

The Goblin Point of View

You’ve gotta understand—it’s a scary world out there when you’re small. And sometimes, you’ve gotta hit other people before they can hit you, ‘cause if you let them hit you first, they’re just gonna take you right out. I don’t control what the other goblins and orcs and all that out there do, but people are gonna blame me for it anyway. You deal fair with me, I’ll deal fair with you. But if I think you’re gonna try to take advantage of me, well, I’m gonna do it first if I can.

Blauwnder:	Ugh. Can’t understand how anyone could make it with a dwarf. Lot of ‘em seem to be crazy.
Brwsmhain:	Wait, there’s no rider on that bat... RUN FOR YOUR LIVES!
Centaur:	Suspicious of us, but who isn’t? Mostly okay, live and let live, if you leave them alone.
Dwarf:	Crazy. Always attacking us, even when we ain’t done nothin. Hide if outnumbered, kill ‘em if you can.
Elf:	Only thing crazier than a dwarf. Pretty people, but’ll shoot you as soon as look at you.
Equosi:	Great folks! Just make sure they aren’t fauns when you’re coming up on ‘em.
Erdeschaufeln:	You mean an axe-crazy dwarf and a snotty gnome reproduced?!
Faun:	They know how to party, but get itchy real fast when we try to join in.
Gnome:	Must think they’re dwarves the way they act. At least our gadgets kill things!
Goblin:	Kill us all you like, but we will <i>always</i> outnumber you!
Half-Elf:	Whattya call half an elf? A good thing, if my axe made it that way!
Halfling:	Sneaky, but we can take them on with no problem.
Half-Orc:	Orcs are far worse taskmasters.
Human:	Usually don’t like us, but some of ‘em have traded enough with us to not attack immediately.
Huruk:	Wors’n orcs, they’ll drive you like a slave.
Informis:	What is that?
Kheiron:	Elves and centaurs? You gotta be kiddin’ me.
Kitsune:	Foxes who turn into people? No idea if I like that.
Korban:	Creepy, and you never know where they are. Our bats hate ‘em.
Lamia:	Looking one in the eyes is a good way to wind up dead.
Lannix:	A what?
Merfolk:	Goblins don’t float well and they like to take advantage of that.
Mosi:	Had one once, and it was delicious, but you gotta let some rats nibble ‘em first—could be poison.
Nymph:	They don’t like us. Pretty, but they can get spooky fast when they start bein’ tricky.
Orc:	They think they’re the boss of everyone—and they’re right! At least, when one’s close enough to hear.
Tanuki:	If I could change shape, I’d prank people too.
Wukong:	Just one more reason to stay out of the trees. Weirdos.
Yisisir:	Hell no, no way I’m goin’ near those things! Not unless there’s a whole lot of money in it!

The Half-Elf Point of View

To elves, I’m a child who’s grown up too fast. To humans... well, the humans who were children with me grew up and died, and their grandchildren were adults before I was fully grown. In either society, I’m a freak. Then others... they see pointed ears, they decide you’re an elf. And then they expect you to act just like an elf. Nobody wants to let me just be *me*.

Blauwnder:	Dwarves and goblins? I find that hard to believe, but I kind of feel sorry for them if it’s true.
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Brwsmhain:	I know what it's like to be trying hard to get people to like you.
Centaur:	Very tolerant people, but you have to be able to put up with their jokes. Strangely nice and insensitive at the same time.
Dwarf:	I admire their skill, but they seem very intolerant. I don't think I could put up with them for long.
Elf:	It's a little infuriating to always be treated like a child.
Equosi:	They sort of understand, but they're different enough to never be mistaken for a human or a centaur.
Erdeschaufeln:	They talk about both their parent races thinking they're wonderful like it's a problem. I wish I had that problem!
Faun:	They're good to hang out with when you just want to forget about things for a while, but I can't see staying among them.
Gnome:	Look, I'm not an elf. Let's see how you feel when I call you a dwarf.
Goblin:	Always muttering about cutting us in half. You can't halve the pain that I feel.
Half-Elf:	It's a trying and often torturous existence at times. No one gets us.
Halfling:	They're like little children, it's kind of cute. But annoying when they call me an elf.
Half-Orc:	They have my sympathy, and shouldn't always be seen as evil.
Human:	A lot of them mistake me for an elf. Sometimes I just go along with it, but it's annoying when they make assumptions.
Huruk:	Nastier than orcs, they say.
Informis:	If I could change between looking human and looking elf, things would be a lot easier.
Kheiron:	They need to get that trying to be more elf-y than the elves isn't going to get them anywhere.
Kitsune:	I could point you towards some egotistical elves that need to be taken down a notch.
Korban:	Don't bother trying to save me. I don't need your help.
Lamia:	I hear you can get lost in their eyes. Might be worth trying.
Lannix:	Feeling the call of the sea would actually be relaxing—at least they're not being torn between two worlds!
Merfolk:	Good people to spend some time with, but obviously I can't just stay with them.
Mosi:	It's fascinating how there are so many varieties of them. They seem to fear their own kind so much, though.
Nymph:	There's much to be said about their beauty, and having that connection to everything around you must be wonderful.
Orc:	I've heard they like to do terrible things to half-elf slaves. Apparently they think we're 'easier to catch'.
Tanuki:	Only a child would find their tricks entertaining.
Wukong:	They seem so at home with their place in the forest.
Yisisir:	Better than orcs, in that they tend toward clean kills of victims. Unless they decide they need you for magic!

The Halfling Point of View

So... the people back home think I'm crazy for leaving on adventures. And to be honest, sometimes I think I'm crazy too. There's a point where you're running from a bunch of orcs, and you realize any one of them could rip you apart if they could get their hands on you—and then you find a way to trick them, or a place to hide while they run past, or something to scare them away with, and for a moment, you feel *big*. Like you could do anything, if you can just get past being scared and *do it*. And now... most of the time I'm scared, but I kind of live for that feeling, for the next time it happens. And I'm never going to get it back home in a safe little hole.

Blauwnder:	At first, I thought he was a goblin! But he turned out to be all right—nicer than dwarves, actually.
Brwsmhain:	They mostly come out at night mostly. To eat babies. So stay indoors at night, like you should.
Centaur:	Nothing breaks things like a centaur in the foyer, they say.
Dwarf:	Adventurous folk, but that's easy when you're so big! A little too rough as houseguests.
Elf:	Tall and beautiful, but don't usually have time for simple folk like us.
Equosi:	I didn't know there could be female fauns. Guess my old man was wrong!
Erdeschaufeln:	Can you say that again, slower? Huh. Must be tougher than nails, half dwarf and half gnome!
Faun:	Don't let them lead you into the woods! You might not come back!
Gnome:	Probably the best of the other folk, but too fond of their jokes.
Goblin:	Nothing good ever came from a goblin, Pappy said. Some trade with 'em, but that's a risky business.
Half-Elf:	Well, as I live and breathe, an elf!
Halfling:	The best kind of halfling is one that is never seen by other races.
Half-Orc:	Like humans who don't even try to be friendly.
Human:	They try to be friendly, but they don't understand how dangerous the world is for us.
Huruk:	Isn't that just dwarf-talk for orcs?
Informis:	The sea's too big a water for us.
Kheiron:	I may be small, but that doesn't mean I'm stupid. Elves and centaurs! Could never happen.
Kitsune:	Feminine wiles will be the undoing of many great men.
Korban:	Mum always said that if you listen to what they have to say, they will surely get out of your way.
Lamia:	Where one finds coils and fangs, our kind isn't safe.
Lannix:	I heard an old tale about a fisherman and a mermaid falling in love, but it's just a tale.
Merfolk:	Sailors tell stories of them, but my da says they're just stories.
Mosi:	The only good mushrooms are the ones the pigs dig up.
Nymph:	My Ma said she saw one singing once, and it was the most beautiful thing she ever saw or heard.
Orc:	Hide in your holes and lock your doors. The small tunnels keep them out, 'n better they steal your things than you!
Tanuki:	Never trust a man who pretends to be someone else.
Wukong:	Heard they live in treetops, but climbing that high isn't safe!
Yisisir:	When you hear a hiss, freeze 'n pretend you're invisible. That's what Ma taught me.

The Half-Orc Point of View

People look at me and they see an orc. Or at best, a really ugly human. They're gonna chase you, throw rocks at you, call you nasty names. And if you try to do the same back at them, they'll flat-out kill you, because then you're 'attacking' them. It's not fair, but what can you do? You can either look scary enough to keep 'em away, or grin and bear it and let 'em. Or you can do what I did, and become friends with some bad-ass adventurers who nobody'll mess with.

Blauwnder:	Really, they're just like little cousins, and I sometimes feel the need to look out for them.
Brwsmhain:	Act really strangely, but they treat us alright when they aren't accidentally scaring us.
Centaur:	Slow to warm, and the young ones'll assume you're an orc. Move slow and careful.
Dwarf:	They're just going to assume you're evil. Don't even try.
Elf:	By the time you get your mouth open to say 'hi', you'll be too busy dodging arrows.
Equosi:	Usually just follow along with whatever the centaurs do. Must be nice to be so accepted.
Erdeschaufeln:	Aren't those the dwarves who never come out of their holes?
Faun:	Don't seem to have it out for us either way, and it's a nice change.
Gnome:	I don't like the way they look at me when they think I'm not paying attention.
Goblin:	The isolated tribes are nasty; the ones who trade'll like you just fine.
Half-Elf:	It's always about them and how nobody understands. They don't know how it feels to be shot at just for saying 'hi'.
Halfling:	Run into their houses without giving us a chance to speak.
Half-Orc:	I hate to say it, but a lot of our people are bastards. Figuratively and literally.
Human:	Keep your hood up at first, get them talking. And try not to be showing weapons.
Huruk:	Just stay away. If you can't, pretend you're an orc, and get away when you can.
Informis:	Can't say I've been informed about them.
Kheiron:	Embody all that's wrong with centaurs and elves.
Kitsune:	Make great friends if they aren't out to get you.
Korban:	They seem really friendly, but they'll talk you half to death. Good for a meal if you can get to their houses, though.
Lamia:	Somebody else who gets a bad break 'cause of their relatives.
Lannix:	No different from humans, in how they treat us.
Merfolk:	Usually just think we're ugly humans. Refreshing, but can't stay with them.
Mosi:	Lone ones are usually a bit crazy. In groups they're scary.
Nymph:	They'll hide from you, or call in some of their animal friends for protection. Nice once you prove you're nice.
Orc:	All they respect is strength. Don't show weakness.
Tanuki:	For a people known for stealing things, they are tolerated far more than they should be.
Wukong:	Don't seem to be scared of us, at least. The whole living in trees thing is better for the birds, though.
Yisisir:	Nasty, and you can't trade on the whole, "Hey, I'm an orc, it's okay!" thing.

The Human Point of View

What? I don't have any special point of view. I'm *human*.

Blauwnder:	Those are the bluish goblins, right?
Brwsmhain:	Scary-looking. Not big enough to really be a threat by itself, but I hear they snatch babies and halflings.
Centaur:	It'd be incredible to be able to run like that, but I don't think I'd want to live outside all the time.
Dwarf:	They make the best steel and stonework, but they seem gruff and unfriendly, except when they're drinking.
Elf:	An elf came to town, and my grandfather said it was the same one he'd seen as a little boy, but the elf hadn't aged a day.
Equosi:	Centaur and humans? How would that even work?
Erdeschaufeln:	Gesundheit.
Faun:	Some find them attractive, others annoying. All of us agree that they know how to throw a party, though!
Gnome:	They do some impressive work, and always seem willing to trade.
Goblin:	Small, but don't let that fool you. They're either vicious bandits, or untrustworthy traders. Or both!
Half-Elf:	Even though they are part human, they seem to think they are better than the rest of us since they pretend to be elves.
Halfling:	Like us, but smaller. They get offended if you mistake them for children, so watch out for hairy feet and no shoes.
Half-Orc:	What human in their right mind would mate with an orc?
Human:	Glad to meet another human here!
Huruk:	An orc's an orc, no matter what you call it.
Informis:	What? So... like a doppelganger of the sea? Scary.
Kheiron:	Those are the warrior-elves, the big ones, right?
Kitsune:	If a beautiful woman comes out of nowhere and tries to ingratiate herself to you, she's probably one of these.
Korban:	They're funny-looking and tiny, but no danger. They'll spend all day trying to convert you, though!
Lamia:	Beautiful at first glance, but so dangerous!
Lannix:	Life must be easy for them since they are at home in both land and sea.
Merfolk:	It must be a whole other world, under the sea!
Mosi:	There are so many kinds of them out there. That, and it seems really hard to make them stay dead. Spooky.
Nymph:	I've heard stories about how beautiful they are, and how they sing. I wish I could see if they're true!
Orc:	Slavers and rapists, but cowardly bullies inside. Problem is they're big, strong cowardly bullies.

Tanuki: Tricky folk. They could be anybody or anything, and they always leave you with mud on your face and an empty wallet.
Wukong: Don't seem to be happy no matter how often they win. Who knows what's driving these folks?
Yisisir: I've heard they worship foul gods, and want to sacrifice everyone else to them. Worse, some of them look like humans!

The Huruk Point of View

Life is a struggle with a snake. If you are afraid to attack it, you will die. If you strike too early, you will die. If you strike too late, you will die. But if you are quick and strong and brave and have skill, you can seize it and master it. If you do not have the skill, then take a weapon and kill it, and dine upon its meat.

Blauwnder: They let dwarves and goblins control them. They should rise up and take what they want! But instead, they live as slaves.
Brwsmhain: A frightening face is no proof of power. The weak and stupid fear them—I do not.
Centaur: Strong and fast, and many have magic. Avoid them, or kill them swiftly before they can organize.
Dwarf: They crave treasure as much as orcs, though they deny it. Bribe them if you can, root them out of their holes if not.
Elf: They are plotters who twist words until you do not know what you are hearing. Do not listen to them.
Equosi: Fauns who live with centaurs. They are less of a threat than the centaurs.
Erdeschaufeln: A dwarf is a dwarf.
Faun: Do not let them get you drunk, and most certainly do not let them sing!
Gnome: Dwarves who live in forests and play tricks.
Goblin: Very helpful when you want to blow something up or need someone small to slip into places unnoticed.
Half-Elf: Worse than either of their parents. Never trust one. To keep one safely as a slave, cut out its tongue.
Halfling: They like to hide in their little holes. If they were strong enough to be good slaves, we would root them out.
Half-Orc: Some are clever and skilled troops; others think themselves too clever, and are like humans.
Human: They have learned too much from elves, but are not as clever. Some are doughty fighters; the rest we enslave.
Huruk: Where there are two huruk, one must be master and the other slave. With three, two will ally and overwhelm the third.
Informis: If they even exist, they are of no concern to us, since they must stay in the seas.
Kheiron: An elf is an elf.
Kitsune: Tricky, and often with allies. Do not let one make you divide your force.
Korban: The bird-men are too difficult to catch, too weak to be useful. Let them be unless they dare to attack.
Lamia: They are half-snake, and so you cannot trust them. Ally with them, but do not turn your back.
Lannix: Humans who have deluded themselves.
Merfolk: These fish can have the deeps, for they are of no use to us.
Mosi: A single mushroom is no threat, but in numbers, they can overwhelm. Becoming their slave would be a nightmare.
Nymph: They are tempting, but be careful—they will seek to lead you into traps.
Orc: Good troops, when disciplined well with the lash. Easily led or distracted with promises of treasure.
Tanuki: More skillful than most realize, since they hide behind their tricks. Be wary of unfamiliar faces.
Wukong: Try as they might against us, we will prevail and revel in our victory over them.
Yisisir: They are snakes. What did I just tell you about snakes?

The Informis Point of View

It's safer to stay hidden if you can, and sometimes the best hiding place is a crowd. Remember, others are not like us—they have solid things inside them, and can't squeeze through holes. Use that. If you're careful, you can do all kinds of tricks with your tentacles, even while looking like something else. Above all else, remember: be ready to disappear when you need to, literally and figuratively.

Blauwnder: Like a goblin, but blueish. Not a very useful thing to imitate, though.
Brwsmhain: People who fly? The surface world is a strange place! I don't think I could make wings that work.
Centaur: Don't even try—you won't be big enough, and you can't make legs thin enough and still be able to walk.
Dwarf: The easiest of the smaller races to imitate, since they're bulky. Squat shape makes it easier to walk on land too.
Elf: Sea elves are easy to imitate, even to land elves—harder to each other. Remember elves are old, and have seen much.
Equosi: Same as with fauns, and everyone would think you were a faun anyway.
Erdeschaufeln: We know not what dwells in the depths of the earth.
Faun: Like centaurs, don't try. You can't make legs thin enough and stand on land.
Gnome: Skinnier, smaller dwarves. Beards are more wispy, which can be hard. Practice it.
Goblin: Small and skinny, which is difficult. A lot of them are deformed, though, which makes mistakes easy to pass off.
Half-Elf: Kind of useless shape, really. Just do an elf or human.
Halfling: Like a gnome without a beard, but a little thicker. Easier to do than a gnome, harder than a dwarf or goblin.
Half-Orc: No reason to bother. Be an orc or human instead.
Human: Most common race on land, so everyone knows what they look like, which means getting them right is important.
Huruk: Nobody likes them. Don't pretend to be one unless you think people will run rather than attack.
Informis: What? They're just a myth. Really.
Kheiron: Like an elf, but bigger. Can be easier sometimes.
Kitsune: Their many tails can be hard to replicate, not to mention the abilities they grant them.
Korban: Unnerving creatures. Don't attempt to impersonate one, as you will be found out immediately.

Lamia:	If you can do merfolk, they're easy. Can be helpful to pretend to be one to merfolk.
Lannix:	They look just like humans.
Merfolk:	Learn to imitate them well, for they are everywhere. Most folk are friendly to them.
Mosi:	You could imitate one, but why? They're scared of other mosi!
Nymph:	It's hard to imitate feet properly and their voice is impossible to fake. Best to pose as one when others are farther away.
Orc:	Unliked, but feared by many. Use caution when pretending to be one.
Tanuki:	Magic makes them better shapeshifters than us, but can also unmask them.
Wukong:	Some trees are over the water, so it's important to know their looks and behaviors. Just don't talk.
Yisisir:	Not often seen in the water, but even easier than lamiae to impersonate in some cases. Magic is hard to fake, though.

The Kheiron Point of View

People say we're trying too hard to be elves, but they don't understand. We live a long time, and we mature quickly—we're adults longer than almost anyone except an elf or one of the immortals. So *of course* we have a similar point of view! We like to live in the same places too, and half the other races just think we're elves anyway.

Blauwnder:	It's easy to sympathize with them, but they often prove to be a source of trouble.
Brwsmhain:	Hiding behind their outlandish behavior does not make us forget of the actions some have taken against the smaller folk.
Centaur:	We love the land as much as they do, but they treat us as though our ways are foreign.
Dwarf:	Striving for self-improvement is noble, but they're too focused on changing things because they can.
Elf:	Too rigid, wanting not to change things, even when there could be a better way. They treat us like children too often.
Equosi:	Our cousins, as it were. Sometimes have the same problems with the centaurs we do with the elves.
Erdeschaufeln:	I have not encountered any, yet I hear they can overcome magic in an almost unnatural fashion.
Faun:	Fine for the most part, but they waste too much of their time partying.
Gnome:	Most of them waste time with tricks and useless geegaws.
Goblin:	Not as terrible as orcs, but just as dangerous in larger numbers.
Half-Elf:	The closest to being like us, but they can live among humans easily as well, and there are more of them.
Halfling:	A kindly folk. Their size and demeanor means they need protecting.
Half-Orc:	They often do the evil in their bloodlines proud.
Human:	What's so special about humans? The elves seem to think they're worthy of something just because there's a lot of them.
Huruk:	A poison upon the land that must be removed no matter the cost.
Informis:	An old legend that the elves believe. I think they don't exist.
Kheiron:	We're strong and hardy, and can reproduce quickly! Why aren't there more of us?
Kitsune:	Often ruled by their emotions, they can make loyal friends or terrible enemies.
Korban:	A good and simple folk, but a bit obsessed with sharing their beliefs.
Lamia:	Beautiful sisters to the yisisir, though often not as evil. Best not to judge all by the actions of a few.
Lannix:	The merfolk accept them readily. We envy them somewhat.
Merfolk:	They seem to lead the underwater world more the way we think the elves should lead. We can learn from them.
Mosi:	It is good to be wary of their terrible potential, should they ever appear in numbers.
Nymph:	We cherish those who know the land as they do.
Orc:	A twisted and evil race that respects violence and fears strength.
Tanuki:	I can appreciate their jokes, but worry that some will go too far.
Wukong:	They bravely face every challenge with ease, but know no peace.
Yisisir:	Ready your bow and fill them with arrows, lest they live to spread their evil.

The Kitsune Point of View

Those who abuse power must be punished, and we are the ones destined to punish them. The only punishment fitting for such individuals is the complete and utter destruction of their character and power base, ensuring that they harm no one ever again. Anyone who would join us in our cause will never need fear us, lest they too become proud.

Blauwnder:	More often victims, few of them have any power.
Brwsmhain:	They make themselves seem silly to blunt the fear of others. Most seem hesitant to take power.
Centaur:	Cooperation is the centaur way; it is rare that we have cause to deal with them.
Dwarf:	More likely to seek isolation than power over others, but extremely rigid in their views.
Elf:	The arrogance of the elves is legendary, but they are slow to act and rarely bear ill-will.
Equosi:	They follow the lead of the centaurs, and deserve more pity than anything else.
Erdeschaufeln:	Those dwarves who stay in the deeps are beyond our concern.
Faun:	Most are not prideful at all; the rare evil ones, however, we enjoy working our wiles upon.
Gnome:	Less rigid than the dwarves, but prone to japes like the tanuki. Sometimes must be reminded what isn't funny.
Goblin:	Their traders need reminding that fair value is expected. The violent among them are easily misled.
Half-Elf:	Their self-concern is its own kind of arrogance.
Halfling:	Gentle and simple folk, usually happy to see us take the 'biggers' down a peg.
Half-Orc:	The worst of humans and orcs, combined.

Human:	They believe themselves the measure of other races, and must be reminded that the world is not theirs.
Huruk:	An orc is an orc, whatever you call it.
Informis:	We've heard rumours of a shapeshifting creature from the deeps. As long as they stay there, they are not our concern.
Kheiron:	Elves and centaurs breeding is surely but a myth.
Kitsune:	We are above the powermongering of other races—although some of us forget that.
Korban:	The only other race truly devout to their cause, we respect them. Just try not to let them speak.
Lamia:	Most are evil. We must help others to overcome them.
Lannix:	Under the sea we have no sway, but if they cause trouble on land, we will handle them.
Merfolk:	Of little concern to us, since the sea is not our world.
Mosi:	It is rare that an individual gives us cause to act. In numbers, even we fear their power.
Nymph:	Others are distracted by their beauty, away from their overweening belief that their way is the right way.
Orc:	Arrogant and violent. They are difficult targets for our ways of working, but very deserving ones.
Tanuki:	Some believe them to be just like us, but this is not true! Pranks are not a sufficient punishment.
Wukong:	Given their view of the world, they hardly ever prove a problem. They do make excellent allies.
Yisisir:	They seek to annihilate more than to dominate. We leave them to others.

The Korban Point of View

Looking down from the sky, you see how tiny we all truly are. At any moment, a sudden gust could alter your course, so you must keep track of your goal always. The flock flies more easily than a bird alone, provided each bird maintains their place. So we maintain our place in the world. Sometimes, one must strike off alone, and every flock needs a leader, but these are places of duty, not of honour. All things have their purpose to fulfill, and must be allowed to fulfill it. Going against the natural order brings one's own downfall; weapons are unhappy instruments.

Blauwnder:	These poor souls are at the bottom of the order in this life, but they should not give up faith.
Brwsmhain:	Truly fearsome to behold. There has been enmity in the past, but we both most work together for friendlier skies.
Centaur:	Their strength cannot be meant to merely hold in place! They are grasshoppers who should be ants.
Dwarf:	Enthusiastic embracers of their role, there is much to admire about them. Greed oft misleads them, however.
Elf:	Often too focused on others, missing the beam in their own eye for the mote in someone else's.
Equosi:	They follow the lead of the centaurs too easily, rather than trying to find their own place.
Erdeschaufeln:	Their understanding of the roles of others is often poor.
Faun:	Lazy and shiftless, given to the pursuit of pleasure.
Gnome:	Usually good folk, but sometimes taken to excess in tricks and the construction of fripperies.
Goblin:	Misunderstood by most. They could benefit the world if the other races would but befriend them instead of slaying them.
Half-Elf:	Most are spoiled children who do not understand that their life must have purpose to be meaningful.
Halfling:	Kind and simple folk, usually content with their lot. Sometimes need reminding to respect the gods.
Half-Orc:	Hatred of their lot binds them to it. Give it up and seek peace, and they will be astounded at the results.
Human:	They follow too many gods, leading to a fragmenting of their nature.
Huruk:	Theirs is the foulness of the cockroach or the dung beetle, born of their place. Perhaps they are demons in mortal form.
Informis:	If such creatures exist, they are surely demons.
Kheiron:	They deny the centaur in them and seek to be elves; this is surely not right.
Kitsune:	They have declared themselves the judge, jury, and executioner of the world—we must help them see past this belief.
Korban:	We are strongest when we act together and remember our roles.
Lamia:	The taint of dead gods is upon them, but some of them seek to escape it, and should be aided.
Lannix:	It is up to them to carry the light of the world into the darkness of the deeps. We should aid them where we can.
Merfolk:	Our kind do not often get to interact with them. Hopefully, this will one day change.
Mosi:	It is not natural for plants to walk, nor for bees to wander from the hive. They should not fear the yggmýrr.
Nymph:	These near-immortals are to be adored, save when imagine themselves goddesses, which is surely blasphemy.
Orc:	Sent to try and test us, the orcs too have a place. They eternally seek to be more than they are, and must oft be chastised.
Tanuki:	Tricks and mischief belie their true depth of character. Objects of their attention may be worth investigating.
Wukong:	Far more worthy of knowing peace than they believe. Perhaps we can help them overcome the challenge they must face.
Yisisir:	Serpents who prey upon our kind and would seek to retake the world for dead gods. Stop them at any cost.

The Lamia Point of View

I know you probably think I'm bad. And who isn't, sometimes? The fact is, when people are as likely to attack you as greet you warmly, you have to have a blade or a bite ready at all times. The horrible thing for us is that we need them. We can't have children between ourselves, so we have to risk it. On the bright side, most of them realize that, so they know that we're not always looking to kill them. It gets tiring, though, having to prove your good intentions all the time, and then having people assume that if you're not there to attack, you must be there to breed. Sometimes I just want to talk to someone, or buy supplies!

Blauwnder:	Poor guys get crap from everyone, from what I hear. They usually run away from me.
Brwsmhain:	Funny once you get to know them. Good, non-judgemental neighbours.
Centaur:	Very accepting of us!
Dwarf:	A mixed bag. Happy to trade with anyone (or as happy as they get), but always suspicious.

Elf:	Usually suspicious of us for a little while. Unfortunately, “a little while” for an elf is ten or twenty years.
Equosi:	The fauns who hang out with centaurs are usually nicer. I put it to the centaurs’ good influence.
Erdeschaufeln:	Who-de-what?
Faun:	The worst of the ‘if you’re not here to fight, you must be here to breed’ mindset.
Gnome:	Tend to avoid us. Don’t go in a gnome burrow uninvited!
Goblin:	Usually not a threat, unless they think you’re going to attack them. Afraid of us.
Half-Elf:	Nicer than humans or elves, more understanding.
Halfling:	Believe too many stories.
Half-Orc:	Usually easy to get along with, unless they’ve fallen in with orcs or huruk.
Human:	No, I’m not half-snake. I’m all lamia. Males are almost as bad as fauns.
Huruk:	Thankfully smart enough to fear vengeance from the yisisir if they go after us too much. Opportunistic bastards.
Informis:	Creepy when they imitate us. Creepier when they imitate something else, and you find out later.
Kheiron:	Elves and centaurs? You’re kidding.
Kitsune:	Feels like they have it out for us a lot of the time. It’s probably just jealousy.
Korban:	Almost always assume we’re evil, and then try to encourage others to hunt us.
Lamia:	You stick to your business, I’ll stick to mine.
Lannix:	The ones who live with merfolk are all right. Ones on land are usually like humans.
Merfolk:	When we’re swimming, we sometimes get mistaken for these, which is actually pleasant. And they like us!
Mosi:	Plants aren’t supposed to walk. There really is something a bit freaky about them.
Nymph:	It’s best to be wary around them. They are better at entrancing others into working on their behalf than we are!
Orc:	They’ll make you a slave if they can. Stay away!
Tanuki:	Don’t seem to fear us as much as others do. When they aren’t pranking us, they aren’t half bad company.
Wukong:	Very capable of avoiding us when they wish to do so. Don’t bother approaching them unless there is no other option.
Yisisir:	I won’t pretend they’re nice, but they need us like we need them. Best in small doses, though.

The Lannix Point of View

I always knew I was different. That there was a part of me that belonged somewhere else. Like half my soul was missing. It wasn’t until I made those first steps on the beach that I knew what it really was, though. The land and the sea are both my home now, and I don’t think I could ever abandon either one completely.

Blauwnder:	It must be horrible to have neither of your parents accepting of you.
Brwsmhain:	Those fly about at night, yeah?
Centaur:	Honestly, centaurs are more like the elves from stories than elves are. Wise, close to the forest, all that.
Dwarf:	They just think I’m human. Not that I worry about it—they don’t usually want to be anywhere near the sea!
Elf:	Sea elves are good to hang out with—they can teach you a lot, and are usually friendly. Land elves much less so.
Equosi:	Never met one, but if they’re like centaurs, I’m sure we’d get along.
Erdeschaufeln:	A what?
Faun:	They seem nice enough, although there’s more to life than parties.
Gnome:	I’ve been told that some have made contraptions that let them explore the depths of the sea.
Goblin:	Predatory little things, whether it’s the more literal way, or figuratively as traders.
Half-Elf:	I kind of understand them, I think.
Halfling:	They usually think I’m joking if I talk about being half-merfolk... or crazy. So I don’t bring it up.
Half-Orc:	Humans need to be more accepting of them—then not so many would end up with the orcs.
Human:	I don’t usually even bring up what I am around humans, honestly. It’s easier to just pretend I am one.
Huruk:	Aren’t they just bigger orcs?
Informis:	Hope that you never encounter one on land. If you do, it might be too late to save yourself.
Kheiron:	Elves and centaurs? Okay, I guess I can believe it, considering.
Kitsune:	If you need to escape one’s wrath, head for water and hope they don’t give chase.
Korban:	Never really interacted with them. They don’t come near the sea much.
Lamia:	Always visually striking. It’s sometimes hard to say which ones are more snake than woman, though.
Lannix:	Hey, you’re like me! Let’s talk!
Merfolk:	More than happy that I too can be part of your world.
Mosi:	Walking mushrooms? Now I’m curious!
Nymph:	Nereids are amazing.
Orc:	Dirty and nasty. I’ve heard some of them once kept a lannix as a slave, showed it off by pretending to drown it. Brr.
Tanuki:	I hear they are tricky folk, but I’ve never seen one.
Wukong:	If they liked they water, I think they would enjoy the challenges therein.
Yisisir:	Should they ever take to the sea, it will become more dangerous than ever.

The Merfolk Point of View

I don't really care what they do up there on the land as long as it doesn't affect me. Humans and such can talk about their 'dark lords' all they want—they don't know the real terrors that lurk in the depths, where there's never sunlight.

Blauwnder:	Where would one encounter such a thing?
Brwsmhain:	There are tales of terrors in the skies, but why should we fear such a thing?
Centaur:	Four legs and fast? Why do they not rule the lands, then?
Dwarf:	Can't say I've seen too many while they were still breathing. All that metal armour makes them sink pretty fast.
Elf:	Sea elves are usually friendly enough, and they like deeper waters, so they warn us of approaching dangers.
Equosi:	A what?
Erdeschaufeln:	Sounds like a weird sort of fish.
Faun:	Half-goat? What's a goat?
Gnome:	I met one once in a diving-shell. He was small and quite funny.
Goblin:	I met one of their traders once. It was fun seeing things from all over the land!
Half-Elf:	Half-elf? No, sea-elf merfolk crossbreeds are a myth.
Halfling:	Like smaller humans? How do they deal with the bigger races, if they do not live underground?
Half-Orc:	Orcs and humans? Really?
Human:	They seem to feel that harvesting our fish is their right. But many are kind and good.
Huruk:	Is that another word for orc? Land dwellers have too many languages.
Informis:	They scare me—they could be anywhere!
Kheiron:	I wouldn't know anything about that.
Kitsune:	What is a fox?
Korban:	Are they kin to seagulls?
Lamia:	Those that choose to live on our reefs are wise enough not to quarrel with us.
Lannix:	Our half-human children often serve as envoys to the land-dwelling races.
Merfolk:	The rulers of the world, as we are far more numerous than all of the land-dwellers combined.
Mosi:	What does one do in a mush room?
Nymph:	They're wonderful. What about dryads? What's a dryad?
Orc:	They don't usually bother us, but I've heard terrible things about them treating merfolk like zoo animals.
Tanuki:	A lannix told me that they are more deceptive than an informis!
Wukong:	I could never understand how one could live in a tree. Falling out of one sounds quite dangerous.
Yisisir:	Sea snakes are deadly—I can only assume the actions of such a creature on land would be too.

The Mosi Point of View

It's weird, having your own mind. Everything used to be clear—I was a cog in a machine. I can't say I was *happy*. It's like asking if one of your fingers is happy. I'm not sure there even really was a 'me', even though I can remember those times. At first, when I was separated from the yggmýrr, I was lost. But then I realized that I actually had feelings! And thoughts! And I started to *want* things. I don't know what would happen now if I rejoined the yggmýrr. Would I remember my time as a free mosi? If I do, would I still have my own feelings? I'm terrified to go back. I *like* being me.

Blauwnder:	It's nice to find others to be lonely with. People shouldn't treat them so badly.
Brwsmhain:	They always seem to run—er, fly, away from me. I don't know why.
Centaur:	Centaur always seem to want to rush me off.
Dwarf:	It's comfortable underground, and dwarves are okay, but I don't want to live there all the time.
Elf:	They're nice enough to me, but they seem to think I'm going to start sprouting more bodies at any moment.
Equosi:	One of the few races to treat me normally. I prefer to be around them more than most people.
Erdeschaufeln:	I'm really not sure about all the dwarven religious stuff.
Faun:	It's nice to be around people who are willing to party with me just like I was like everyone else.
Gnome:	Being someone's lamp is not my life's ambition.
Goblin:	Ran into a tribe of goblins once—they tried to lure me into a pot of oil!
Half-Elf:	Always encouraging me to seek out other mosi. That's just what I <i>don't</i> want to do.
Halfling:	I like that I can see eye-to-eye with them, but I get the feeling they want to chop me up for stew.
Half-Orc:	Some friendly, some mean.
Human:	Ones who live near yggmýrr are justifiably cautious. Others are friendly enough.
Huruk:	Isn't that what the centaurs call orcs?
Informis:	I kind of doubt they could pretend to be a mosi. And even if they did, I stay away from other mosi, so....
Kheiron:	Act just like elves. As far as I can tell, they <i>are</i> just elves, but bigger.
Kitsune:	They seem to have a problem with everyone, but tend to keep their distance from me.
Korban:	No, I don't think I should go back to an yggmýrr!
Lamia:	Your charms won't work on me, so don't even try it.
Lannix:	Don't think I've ever met one.
Merfolk:	One of the only races truly safe from the yggmýrr menace.
Mosi:	GET AWAY FROM ME!

Nymph:	I don't get the overall appeal that everyone raves about, yet their voices are almost magical.
Orc:	Don't even want to enslave us... just chop us up and feed us to pigs.
Tanuki:	I hope they would never pose as one of my kind, it would be more than cruel.
Wukong:	Life is a challenge indeed—all must stay out of yggmýrr control.
Yisibir:	They think they can tap into the power of yggmýrr to control others, but they would be enslaved just like everyone else.

The Nymph Point of View

The world is harmony, when things are right and going correctly in their cycles. We dance and sing to that harmony, giving it voice. But when something breaks the harmony, it needs to be restored. People look at me, and they see me as young and, well, naive. Stupid even. Some of us are that, but some are older than you can imagine, older even than the oldest elves. Don't judge us on appearances. And remember, a sleeping cat is beautiful, but when it's awake and angry, it's dangerous.

Blauwnder:	Poor and often damaged souls. When we can, we give them rest and healing.
Brwsmhain:	They live in our trees and respect our power. We give them no need to fear us, as we do not fear them.
Centaur:	Most lack our connection to the land, but they try. Their young are impetuous, but they grow quickly in wisdom.
Dwarf:	The deep underearth is not a place I normally go. Those I have met seem gruff and too serious.
Elf:	Other races imagine them more in tune with nature than they are. Too often, they believe it themselves.
Equosi:	Rare, but a birth to celebrate when they occur.
Erdeschaufeln:	They seem to feel a part of the cycle, but only a very small part, upon which they have fixated too hard.
Faun:	Our brothers, in a way. They're like us, easily mistaken for being less powerful and responsible than they are.
Gnome:	Too often fixated on the false—either their illusions, or the machines they build.
Goblin:	Opportunists. Forced into banditry, they are terrors; allowed to exist as traders, they are... interesting.
Half-Elf:	The best of both races—less set in their ways than elves, with more patience than humans.
Halfling:	Simple folk, normally kind, but set in their ways. Sometimes, one needs to be pushed to take a taste of freedom.
Half-Orc:	A tragedy—many of them are kind and gentle souls within, but come to something else due to the influence of the orcs.
Human:	Highly variable according to the influences around them. They always listen, but rarely pay heed.
Huruk:	Fouler than orcs, if you can believe that.
Informis:	Shy creatures most often, undeserving of their reputation.
Kheiron:	They should listen more to the centaur in them, and less to the elf.
Kitsune:	Their wrath often exceeds our own, and can be frightening. We will not tolerate them disrupting the cycle, though.
Korban:	We agree that all things have their place in nature. Maintaining the balance can be done by heeding their words.
Lamia:	They defend their yisibir brothers. Many have been touched by the foul magics the yisibir practice.
Lannix:	A most harmonious meeting of land and sea. We hope they will choose to aid nature rather than disrupt it.
Merfolk:	Some revere our kind. Others believe that we wish to rule them. Those on land don't realize that we keep them at sea.
Mosi:	Viewed as unnatural by many—this is incorrect, for it is the yggmýrr that are unnatural.
Nymph:	Greetings, sister! Let us dance and sing to the music together!
Orc:	These foul creatures do nothing more than take and destroy. We do not take kindly to those who try to subjugate nature.
Tanuki:	A curious race that maintains the harmony in their own way. They often make stalwart allies.
Wukong:	I do not understand what they mean by challenge, there is only harmony or dissonance.
Yisibir:	They seek to re-awaken dead gods and transform the land. They frighten me like few others.

The Orc Point of View

Life is a struggle, from the moment you come out of your mother's womb, until you are settled into the womb of the earth. Trusting others is foolishness. There is no one who will not betray you if the offer is right. What you can seize and keep by force is yours by right. Other races spit on us and condemn us, but they are no different—they will not share their food with us, nor offer us shelter. Their 'honest work' is but slavery by another name, being forced to serve another's wishes to get food and a dwelling-place; their law is but a twisting of words, meant to confuse us into giving up what is ours.

Blauwnder:	They should rise and fight back against the dwarves and goblins; by failing to do so, they deserve nothing more.
Brwsmhain:	Frightening to the small and weak, but not to us.
Centaur:	Worthy foes, strong and fast, but too attached to their forests. Wood and earth are meant to be used!
Dwarf:	Greedy and grasping, but strong fighters. To pay them off with money robbed from other dwarves is joy!
Elf:	Tricksters and liars, who will not meet in honest, open battle. We have learned to use their own tricks against them.
Equosi:	Fauns who live with centaurs.
Erdeschaufeln:	The dwarves of the deeps are of little concern.
Faun:	Weak in body and spirit, they are no concern to us.
Gnome:	Less strong, but more tricksome than the dwarves. Beware traps in their tunnels.
Goblin:	Don't trust them, just use them. They are but expendable tools for our kind.
Half-Elf:	Make better slaves than elves.
Halfling:	Soft, weak, and useless. Easy to raid; they will hide, and you can take what you wish from that they have left out.
Half-Orc:	The young ones must be toughened, as we do our own children. Humans will raise them too softly.
Human:	Some are much like us, others have foolishly taken after the elves and dwarves.

Huruk:	Strong and bold, they are great leaders.
Informis:	If such creatures exist, they are no concern of ours, nesting in the deep waters.
Kheiron:	The best warriors of the elves.
Kitsune:	Another reason trust is for fools; these scheming creatures are everywhere, and hate us.
Korban:	Silly bird-men who prattle on about gods and one's place.
Lamia:	Powerful allies, but untrustworthy. The nature of the serpent is to kill all, not to join together.
Lannix:	Humans who wish they were merfolk, and could hide in the sea from us!
Merfolk:	We cannot breathe water; those in it are no concern to us, save when we must travel by ship. Prepare bribes for them.
Mosi:	Individually, weak and silly, not even worth enslaving. In numbers, to be feared.
Nymph:	Tempting, but beware—they often have many allies.
Orc:	The most honest of races—an orc will look you in the eye when they stab you.
Tanuki:	Your fellow orc may be one—mistrust any who would prank you, for they are likely one of these.
Wukong:	A powerful and worthy foe on the battlefield. Make sure they never make it there to challenge you.
Yisisir:	Unnatural serpent-things, they band together, and some walk on legs. They will give good money for female slaves.

The Tanuki Point of View

The world is a game. Everyone comes to the same end—you can't win it by thinking about it being something where the end matters. Stay as ahead as you can in the middle, and enjoy it while you've got it. Stack the deck when you can, keep a few cards in your pockets, and remember that knowing when to run is part of the game. And never give a sucker an even break—if you do, someone else'll just take 'em.

Blauwnder:	Seems that the joke is always on them—try to help them out when you can.
Brwsmhain:	Scary SOBs, always swooping down when you don't expect it. Leave 'em alone, unless you like being upside-down.
Centaur:	Rarely have much worth stealing, and their jokes are rough even for us!
Dwarf:	Wouldn't know a joke if one hit them in the face. Have lots of nice shiny stuff, and an attitude that just begs for it.
Elf:	Always fun to take them down a peg, especially since they like to think of themselves as skilled in magic.
Equosi:	Usually like centaurs in attitude.
Erdeschaufeln:	Don't bother. Too single-minded to be much fun to mess with.
Faun:	One of the few it's more fun to spend time around than to prank. They appreciate jokes too.
Gnome:	Good senses of humour, but they think they can get ahead and stay ahead.
Goblin:	Putting one over on a goblin trader is always great fun! Tribal goblin shamans are fun too—make 'em think you're a god.
Half-Elf:	If anybody could use a good joke, it's them. Take things way too seriously.
Halfling:	Easy targets. Don't stick around long, though—they're mean when they realize they've been suckered.
Half-Orc:	Violent bullies who think the world revolves around them. Think about the fun potential there.
Human:	Think the world revolves around them. Always fun to mess with that. They really hate being ignored.
Huruk:	More fun than orcs, even. Give 'em fake orders, or contradictory ones, and watch everybody go nuts.
Informis:	Their shapeshifting without magic is odd and spooky.
Kheiron:	Pretend you're an elf and watch 'em fall all over themselves trying to 'prove themselves'.
Kitsune:	They have a stick up their backsides about everything, and view us as children. Don't incur their wrath, though.
Korban:	They'll preach at you, but they aren't a bad people for the most part. Keep the tricks on them to a minimum.
Lamia:	Evil ones are fun to take down a peg, but dangerous—a lot of 'em have beguiling magic.
Lannix:	Trusted by land and sea dwellers, alike. They can often make it worth your while, given that they know many secrets.
Merfolk:	There are far more riches beneath the waves than they let on to. Follow them into the depths when you can.
Mosi:	The loneliest folks around, so pranking them is no fun. If you encounter them in numbers, you've got a serious problem.
Nymph:	Beautiful beyond comprehension, their behavior is mystifying to even us. Attempting to pose as one is not a good idea.
Orc:	Violent bullies. It's fun to trick them into fighting each other.
Tanuki:	Tricky bastards you can't trust. Sometimes fun to hang out with, though.
Wukong:	Far too serious for our taste, they will often pursue us in retribution for our behavior as some sort of odd "challenge".
Yisisir:	Untrustworthy and power-mad—the perfect target to bring down low.

The Wukong Point of View

We are perfect. We are powerful. We are nothing. This world is empty of true meaning, and the others races do not see this. All are fated to die and be reborn until they can discover and fulfill their purpose, The Challenge. It is up to each of us to find a way to break The Cycle for ourselves—for one cannot be shown happiness. Instead, one must earn it. Only by overcoming The Challenge may one reveal The Cycle to others, opening their eyes to the possibility of enlightenment.

Blauwnder:	Their very existence is a challenge unto itself; surely they have been blessed in this incarnation.
Brwsmhain:	Hiders in the night, eaters of fruit. We try to teach them the truth, but they seem not to listen.
Centaur:	Still persuaded of the reality of this world, they struggle to preserve it, thereby missing their own challenge.
Dwarf:	Seeking always to improve themselves, they have the true seed, but have been misled by this world.
Elf:	They seek the easy path for the future, but that is a road that leads only to stagnation.
Equosi:	They stay sheltered by their parent race, denying themselves challenge. Liberation would be freeing.
Erdeschaufeln:	Without magic at their disposal, they must surely find many challenges for themselves. We may learn much from them.

Faun:	They devote their lives to pleasure, deluding themselves that this world is real.
Gnome:	Their machines are as much an illusion as their magic, and they do not realize this.
Goblin:	Among the most deluded of souls, they think they are challenging themselves, when they are only hiding from challenge.
Half-Elf:	Too focused on the acceptance of others. They must learn to stand on their own.
Halfling:	They seek to avoid challenge, and so weaken themselves. Those who leave their safe homes should be encouraged.
Half-Orc:	They are seekers, nearing the truth of the challenge. Guide them gently.
Human:	So numerous, surely they are among the more deluded souls. They should be shown the way.
Huruk:	They will not accept that power over others is no power at all; not in this life.
Informis:	Surely these are the forms of those running from the challenge!
Kheiron:	Physical strength has been given to them, but they follow the elves, avoiding challenge.
Kitsune:	Striking down one who has been deceived is too easy. They have forgotten how to face life without falsehood.
Korban:	To find one's place in the world is to accept the illusion. They should be given a true challenge to remind them of this.
Lamia:	Beguilers who seek to lead others down the false path of contentment, or to kill those who will not follow; avoid them.
Lannix:	Another perfect specimen. Verily, they will discover the emptiness of this world in time.
Merfolk:	If our kind could travel beneath the waves as well as they, we would surely find challenges aplenty.
Mosi:	They should face the <i>yggmýrr</i> , not run from it. It is not ours to decide for them, but we may aid them, should they do it.
Nymph:	Beauty is but illusion—remind yourself of that when you face these temptresses.
Orc:	They struggle for power over others, losing control of themselves in so doing. These children need to be disciplined.
Tanuki:	These tricksters know the falsehood of the world, but see only the emptiness.
Wukong:	Physical perfection has been achieved, but the spirit is left wanting. Better yourself so that others may better themselves.
Yisisir:	To seek to conquer the world is to try to hold smoke, or pick a reflection from the water.

The Yisisir Point of View

This is the winter of the world. The True Gods sleep, and petty powers that pretend at godhood roam freely, encouraging the mice and ants to think that their time will last forever. We await the summer and seek to speed its coming, when Those who we worship shall return, and power will come to us again. One day soon, we will bask in the warmth of the True Gods' wrath.

Blauwnder:	Too few in numbers to be of any concern. They should rejoice to see their oppressors brought as low as themselves.
Brwsmhain:	Long considered to be the face of evil, they stupidly pretend to be otherwise. Remove them and the Gods will reward us.
Centaur:	They are stronger than the other races think, but they will not be strong enough.
Dwarf:	They think the deeps of the earth will hide them, but the rocks shall cry out, "No hiding place."
Elf:	Even they are not old enough to remember the True Gods. To see their hubris rewarded will be ecstasy.
Equosi:	Weaker than the centaurs; of no real concern.
Erdeschaufeln:	Let them delve in the deeps; may they awaken Those Who Sleep.
Faun:	Most do not take the world seriously, and those that do are dangerous. Best to remove them from the equation entirely.
Gnome:	Break them and they will do as you command. Their contraptions will supplement our magic nicely.
Goblin:	Greedy, willing to trade with us if the rewards are high enough. When Summer comes, we shall keep them as pets.
Half-Elf:	Their magical talent is great. Praise them like a cunning pet, and they will willingly help you enslave their parents' races.
Halfling:	Wiping these soft and simple creatures aside will be no effort at all.
Half-Orc:	These will be useful tools in controlling the orcs.
Human:	An upstart race that has spread like a fungus. We encourage them, for they are weaker than the similarly-fecund orcs.
Huruk:	The orcs rely on them for leaders; removing them will make removing the orcs easy.
Informis:	They do not know their true nature, and it is not yet time to reveal it. Someday, they will join us.
Kheiron:	Too few to matter, these children of the elves.
Kitsune:	You will never find a more vindictive race than this. However, their power is not so great that we cannot crush it.
Korban:	They prattle about places in the world, knowing nothing of the truth.
Lamia:	Our intermittent allies. Some try to play both sides; surely the True Gods will punish them when they return.
Lannix:	The most useful tool for conquering the ocean's depth. Bend them to your will and you will rule land and sea.
Merfolk:	In the end, the deep waters will be just as ineffective a place to hide as the deep earth.
Mosi:	A poison in the world—destroy all you encounter. Should they band together, even we may fall before their might.
Nymph:	Nature is nature. They will accept us when the time comes, as they did before.
Orc:	They shall be our forerunners, to remove the weak and strengthen the mighty, so the glory of their defeat will be greater.
Tanuki:	They think they are the most clever of all, but we know better. Our magic can defeat them easily.
Wukong:	Do not challenge those who seek to be challenged. Instead, ally with them and poison them at the proper time.
Yisisir:	We who have kept faith will be raised up; some will be higher than others, as the True Gods determine.

APPENDIX 2: RACE INFORMATION

Table 20: Lifespans (in Years)

<i>Race</i>	<i>Adulthood</i>	<i>Average Lifespan</i>
Blauwnder	23	100
Brwsmhain	9	35
Centaur	21	100
Dwarf	120	600
Tolkien	40	250
Elf	150	1000
Tolkien	100	effectively immortal
Equosi	19	75
Erdeshaufeln	100	800
Faun	60	effectively immortal
Gnome	90	350
Goblin	16	80
Half-Elf	80	350
Halfling	30	95
Half-Orc	12	42
Human	18	60
Huruk	11	31
Informis	4	300
Kheiron	80	600
Kitsune	99	500
Korban	2	36
Lamia	17	65
Lannix	18	62
Merfolk	19	63
Mosi	-	200
Nymph	80	effectively immortal
Orc	10	35
Tolkien	your guess is as good as ours	
Tanuki	108	450
Wukong	3	45
Yisisir	15	60

Table 21: Height and Weight

Race	Height	Weight
Blauwnder	49/49	65/65
Brwsmhain	62/71	52/78
Centaur	92/85	1150/905
Dwarf	50/49	75/71
Tolkien	55/52	120/102
Elf	62/56	105/81
Tolkien	75/67	180/133
Equosi	73/65	193/142
Erdeshaufeln	48/46	58/52
Faun*	63	110
Gnome	46/44	48/42
Goblin	48/48	50/50
Human	69/60	165/105
Half-Elf	66/58	136/92
Halfling	43/39	43/32
Half-Orc	70/61	180/117
Huruk	76/74	218/205
Informis	76	85
Kheiron	66/60	133/102
Kitsune*	58	92
fox form	22 (length)	10
Korban	47/49	25/30
Lamia*	60/200 (ht/total)	420
Lannix	69/60	175/112
Merfolk	110/91	330/210
Mosi*	48	45
Nymph*	60	100
Orc	72/63	205/138
Tolkien	54	75
Tanuki*	64	165
Wukong	71/62	165/105
Yisisir*		
pre-change	66/220 (ht/total)	560
legged	72	244
legless	78/260 (ht/total)	900

* This race has but one sex.

Note: The heights and weights that we are recommending are more reflective of baseline human medieval measurements. If you wish to have characters in your world fit more to modern measurements, we recommend increasing heights by about 5%, and weights by about 16% (one-sixth). (Weight increases more than height, thanks to the square-cube law.)

Table 22: Racial Modifiers at a Glance

<i>Race</i>	<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
Blauwnder	-1	+1	+1	-	-	-1
Brwsmhain	-2	+2	-	-	+2	-2*
Centaur	-	-	-	-	+2	-2
Dwarf	-	-	+2	-	-	-2
Elf	-	+2	-2	-	-	-
Equosi	+2	-	-	-	-	-2
Erdeshaufeln	-1 or -2	-	+3	-	-	-1 or -2
Faun	-2	-	-	-	-	+2
Gnome	-2	-	+2	-	-	-
Goblin	-2	+2	-	-	-	-2*
Half-Elf	-	-	-	-	-	-
Halfling	-2	+2	-	-	-	-
Half-Orc	+2	-	-	-2	-	-2*
Human	-	-	-	-	-	-
Huruk	+2	-	+2	-2	-	-6***
Informis	-	-2	+2	-	-	-
Kheiron	-	+1	-1	-	+1	-1
Kitsune	-2	-	-2	-	+2	+2
Korban	-	-	-2	-	+2	-
Lamia	-	-	-2	-	-	+2
Lannix	+1	-	+1	-	-2	-
Merfolk	+1	-	-	-	-2	+1
Mosi	-2	-	+2	-	-	-
Nymph	-2	-	-2	-	-	+4**
Orc	+2	-	+2	-2	-	-4*
Tanuki	-	-	-	-2	-	+2
Wukong	+2	+1	-1	-	-	-2
Yisisir	-2	+2	-	+2	-	-2

*—this penalty applies to everyone not of the same or similar race; see individual races for details.

**—in the event that a GM believes this to be too powerful, nymphs may alternately have +2 DEX, +2 CHA.

***—this penalty applies to all non-goblinoids; versus goblinoids, this race is treated as having +2 CHA.

APPENDIX 3: LIST OF SPELLS

Airy Water	182	Everburning Flame	200
Analyze Magic (reversible to Mask Magic)	182	Evil Eye	200
Animal Growth (reversible to Animal Reduction)	183	Expiate (reversible to Scapegoat)	200
Animate Corpse	183	Eyes of the Spider	201
Animate Dead	183	False Teleport	201
Animate Dead Army	184	Feed the Faithful	201
Animate Rock	184	Feed the Multitude	201
Army to Forest	184	Find Animals or Plants (reversible to Conceal Animals or Plants)	202
Beast Rider	185	Find the Trail (reversible to Conceal the Trail)	202
Bilocation	185	Find Undead (reversible to Mask Undead)	202
Binding of the True Form	185	Find Unnatural Things (reversible to Mask Unnatural Things)	202
Blessing of the Field (reversible to Curse the Field)	186	Fireball	203
Blessings Upon the Land (reversible to Curse the Land)	186	Flaming Blade	203
Blindness	186	Flesh to Stone (reversible to Stone to Flesh)	204
Blot the Sun	186	Flight	204
Boiling Blood (reversible to Freezing Blood)	186	Fog Cloud	204
Bolster Will (reversible to Weaken Will)	187	Force Ram	204
Call Messenger	187	Fortify Body (reversible to Exhaust Body)	204
Call the Lightning	187	Fortress of the Spirit	205
Calm the Storm (reversible to Call the Storm)	188	Frost	205
Castle of Thorns	188	Full Illusion	205
Catapult	188	Geas	206
Chariot of Clouds	189	Gift of Tongues	207
Chariot of the Elements	189	Globe of Force	207
Command Animals	189	Glyph of Warding	207
Command Nature	189	Grand Illusion	208
Command the Faithful	190	Greater Animal Growth (reversible to Greater Animal Reduction)	208
Command the Seasons	190	Greater Rebuke	209
Confusion of Battle	190	Greater Servant Call	209
Consign the Soul	191	Hallucinatory Dream	209
Cure Critical Wounds (reversible to Cause Critical Wounds)	191	Heat Metal (reversible to Chill Metal)	210
Cure Disease (reversible to Cause Disease)	191	Hold Animal	211
Cure Serious Wounds (reversible to Cause Serious Wounds)	191	Hold Monster	211
Dark Binding	191	Hold Person	211
Death Grasp	192	Hold Plant	211
Death's Deception	192	Holy/Unholy Army	210
Death Servant	192	Illusionary Feast	211
Deceptive Distance	192	Illusory Object	211
Delay	193	Incite Fervour	212
Detect Astral	193	Incite Fervour in the Multitude	212
Detect Charm (reversible to Conceal Charm)	193	Influence Weather	212
Detect Class (reversible to Mask Class)	193	Inform the Faithful	212
Detect Ethereal	194	Injunction	213
Detect Life (reversible to Mask Life)	194	Invisibility to Animals	213
Detect Polymorph (reversible to Conceal Polymorph)	194	Invisible Stalker	213
Detect Speech	195	Invocation of Lesser Wrath	214
Detect Teleport (reversible to Mask Teleport)	195	Invocation of Mighty Wrath	214
Disjunction of Magic	195	Invocation of Wrath	214
Dispel Illusion	195	Know Emotions	214
Dispel Magic	196	Know the Faithful	214
Distract	196	Know the Land	215
Divine Strength	197	Lesser Chariot of Clouds	215
Dominate	197	Lesser Servant Call	215
Door Ward	197	Life Surge (reversible to Death Surge)	215
Dreams of Guidance	197	Lightning Bolt	216
Dust Devil	198	Locate Object (reversible to Conceal Object)	216
Earthquake	198	Locate Person (reversible to Conceal Person)	216
Elemental Form	198	Mage Armour	216
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Mind Blank221	Starfall240
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Neutralize Poison (reversible to Poison)222	Sustain the Faithful242
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APPENDIX 5: SPELLS BY TYPE

Clerical Domains

The clerical spell domains we are using for this book, and what they're for:

balance (chaos / law)	- preserving the cosmic balance... or unsettling it.
communication	- conveying ideas back and forth.
deception	- trickery, hiding, lying, and so forth.
destruction	- destroying or weakening things, including living creatures.
elemental (by element)	- having to do with one or more of our elements.
emotion	- influencing the hearts and minds of others, or yourself.
healing	- curing damage to the body and mind.
knowledge	- gaining knowledge from the gods.
life	- growth, health, fertility, and so forth. Often overlaps with healing.
natural death	- overseeing the transition from death to life, and opposing tampering with it.
nature	- the world outside of civilization.
necromancy	- raising the dead, influencing the undead, and stealing life, fall under this domain.
night	- dealing with darkness, the moon and stars, and all things that make up the night.
protection	- defending against threats to bodily and mental integrity.
sun	- dealing with light, warmth, and the sun.
travel	- providing support or means of getting to another destination.
universal	- useful and used by all clerics, regardless of alignment.
war	- providing aid on the battlefield, and sometimes in preparation and aftermath.
weather	- allowing influence and control over storms, winds, etc.

How to Use these Lists

As discussed in SECTION NAME, deities in *M&M* have domains of influence. These lists exist to provide guidelines as to what clerical spells might be granted by a deity with a particular sphere of influence. We've further indicated some spells as 'doubtful' - these are in *italics*.

What does it mean for a spell to be doubtful? Well, let's take a few examples. For the domain of healing, we list *cause light wounds* as a doubtful spell. In many mythologies, deities who can heal can also harm - but not in all. Some are incapable of causing harm, or are too gentle to actually do it except in the most dire of circumstances.

Another example is *true sight* for the deception domain. In some myths, deceivers are also excellent at piercing lies, while in others, they aren't. Thus, whether *true sight* can be granted by a deity of deception is variable. For a final example, we've listed the various *servant* spells as doubtful for the domain of war. While the 'warriors of heaven' are usually under the auspices of the deity of war, it's also often the case that the deity of war wants their followers to 'fight fair' and to fight their own battles instead of having someone else do it for them.

With both the first and last examples, note that it may depend on circumstances. A deity of healing may offer *cause wounds* spells to a follower only when they are in dire straits and absolutely *must* fight their way out; a deity of war may offer *servant* spells to a follower only when they know that the follower is going to be facing greatly superior numbers.

One thing the GM should bear in mind is that the deities often know more about what's going to happen than their clerics do - it's perfectly acceptable to change a few of a cleric's requested spells to others that you as GM think they're more likely to need! Also, since clerical magic comes from a deity, it's even possible that a spell that can't normally be changed out 'on the fly' could be allowed to be if necessary! Either, or both, of the above could be the way that clerics get the 'dubious' spells!

Domains that Aren't Here and Limited Domains

Some of the deities described in the Religion chapter have 'special' domains: in their descriptions, these are marked by asterisks. We've done this because, well, historical mythology is weird in places. Deities get certain things associated with them that aren't really part of their primary spheres of influence, but are there because of a certain cultural association, or a remnant from when the deity had a different 'job' in the mythology, or from 'replacing' or 'absorbing' a similar deity from another culture. So, for example, Hecate is associated with dogs, even though she doesn't have any other animal associations. Poseidon is primarily a sea god, but is also god of earthquakes. Among the Norse, Thor's priests presided over weddings, and Skadi was the goddess of skiing. Egypt had a goddess whose job was protecting people from snakes and scorpions, and one for the weaving of the bandages used in mummification.

Why Does Everybody Have Balance?

A big part of balance (law) is "enforcing the natural order", while balance (chaos) includes "violating the natural order". In most mythologies, the gods *are* the "natural order" - thus, many mythological gods have the balance (law) domain. On the other hand, the great enemies of the ruling gods are usually described as wishing to destroy the natural order, which makes balance (chaos) fit them.

This is also part of why balance shows up in so many spells (although often as dubious) - there are a lot of things that can fit well with "enforcing the natural order" or "violating the natural order".

In order to not have dozens of minor domains, we simply note the more important 'special' bits on our deities. Since many of the spells in the universal domain are already generic, allowing the player and GM to simply choose effects based on what's appropriate to their deity, these can be used in conjunction with these special domains.

There are also cases where deities provide limited access to some domains. For example, while Artemis is primarily a goddess of the wilderness and the hunt, she is also a goddess of childbirth. Thus, we've given her the domain of healing (childbirth, animals). This works much like doubtful spells do - the GM might not let a cleric of Artemis normally take healing spells, but might allow one to 'switch out' another spell for a needed healing spell when dealing with a pregnancy, childbirth, or a newborn, or with an injured animal.

Balance

Animate Corpse (chaos)
Animate Dead (chaos)
Animate Dead Army (chaos)
Call the Storm (chaos)
Calm the Storm (law)
Command (law)
Command the Faithful
Conceal Polymorph (chaos)
Cure Disease (law)
Curse the Field (chaos)
Curses Upon the Land (chaos)
Dark Binding (chaos)
Darkness (chaos)
Destruction of the Spirit (chaos)
Detect Evil/Good
Detect Polymorph (law)
Dispel Magic
Dreams of Guidance
Evil Eye
Expiate (law)
Feed the Multitude (law)
Geas (law)
Gift of Tongues
Greater Rebuke
Hold Monster
Hold Person
Holy/Unholy Army
Incite Fervour
Incite Fervour in the Multitude
Inform the Faithful
Invocation of Lesser Wrath
Invocation of Mighty Wrath
Invocation of Wrath
Locate Person
Malediction
Mass Harm
Mass Heal
Mass Spiritual Empowerment (law)
Metal Shaping (chaos)
Pestilence (chaos)
Part the Earth
Protection from Evil/Good
Protection of the Multitude
Punishment
Rebuke
Remove Cursed Item
Remove Enchantment
Restoration of the Spirit (law)
Restore Metal (law)
Restore the Land (law)
Rust Metal (chaos)
Sacrificial Binding
Sanctuary
Scapegoat (chaos)
Shockwave
Speak With Monsters

Speak With the Dead
Spiritual Empowerment (law)
Spiritual Guidance
Spiritual Mark
Stone Shaping(chaos)
Suppress Magic
Tongue of the Speaker
Trap the Soul (chaos)
True Destruction
True Resurrection
True Sight
True Speech
Water Walk
Word of Recall
Youthful Vigour (chaos)

Communication

Command
Command the Faithful
Gift of Tongues
Inform the Faithful
Screaming
Speak With Monsters
Speak With the Dead
Tongue of the Speaker
True Speech

Deception

Conceal Charm
Conceal Object
Conceal Person
Conceal Polymorph
Dispel Magic
Fog Cloud
Incite Fervour
Mask Alignment
Mask Life
Remove Cursed Item
Remove Enchantment
Sacrificial Binding
Scapegoat
Stone Shaping
True Sight
Veil

Destruction

Cause Disease
Cause Critical Wounds
Cause Light Wounds
Cause Serious Wounds
Curse the Field
Curses Upon the Land
Death Surge
Destruction of the Body
Destruction of the Spirit
Dispel Magic
Evil Eye

Exhaust Body
Malediction
Mass Harm
Neutralize Poison
Part the Earth
Pestilence
Poison
Power Word: Death
Remove Cursed Item
Remove Enchantment
Rust Metal
Sacrificial Binding
Suppress Magic
True Destruction

Elemental

Call the Storm
Calm the Storm
Chariot of Clouds (air)
Chill Metal
Conceal Person (void)
Create Water (water)
Darkness (void)
Detect Astral (void)
Detect Ethereal (aether)
Detect Teleport (aether)
Dispel Magic (aether)
Dust Devil (air)
Elemental Form
Fog Cloud (water)
Heat Metal
Hold Monster
Hold Person
Lesser Chariot of Clouds (air)
Light (fire)
Mage Wind (air)
Metal Shaping
Neutralize Poison
Part the Earth (earth)
Restore the Land
Remove Cursed Item (aether)
Remove Enchantment (aether)
Restore Metal
Rust Metal
Screaming (aether)
Shockwave (earth)
Stone Shaping (earth)
Water Walk
Weather Prediction

Emotion

Bolster Will
Command
Command the Faithful
Conceal Charm
Destruction of the Spirit
Detect Alignment

Detect Charm
Detect Evil/Good
Fortress of the Spirit
Gift of Tongues
Hold Person
Hold Monster
Incite Fervour
Incite Fervour in the Multitude
Know Emotions
Mass Spiritual Empowerment
Mast Alignment
Remove Fear
Restoration of the Spirit
Spiritual Empowerment
Succor the Faithful
Tongue of the Speaker
Weaken Will

Healing

Fortify Body
Cause Serious Wounds
Cure Disease
Cure Critical Wounds
Cure Light Wounds
Cure Serious Wounds
Delay Poison
Hold Monster
Hold Person
Life Surge
Mass Heal
Neutralize Poison
Poison
Remove Fear
Restoration of the Body
Restoration of the Spirit
Restore the Land
Sacrificial Binding
True Resurrection

Knowledge

Augury
Detect Alignment
Detect Astral
Detect Charm
Detect Ethereal
Detect Evil/Good
Detect Life
Detect Polymorph
Detect Teleport
Dreams of Guidance
Find Undead
Gift of Tongues
Inform the Faithful
Know Emotions
Know the Faithful
Locate Object
Locate Person
Scrying
Speak With Monsters
Tongue of the Speaker
True Sight
True Speech
Weather Prediction

Life

Blessing of the Field
Blessings Upon the Land
Cause Disease
Conceal Person
Cure Disease
Cure Critical Wounds
Cure Light Wounds
Cure Serious Wounds
Delay Poison
Detect Life
Divine Strength
Feed the Faithful
Feed the Multitude
Find Undead
Fortify Body
Life Surge
Mask Life
Mass Heal
Neutralize Poison
Purify Food and Drink
Rain of Manna
Restoration of the Body
Restoration of the Spirit
Sacrificial Binding
True Resurrection
Youthful Vigour

Natural death

Conceal Person
Consign the Soul
Find Undead
Power Word: Death
Speak With the Dead
True Resurrection

Nature

Blessing of the Field
Blessings Upon the Land
Call the Storm
Calm the Storm
Create Water
Cure Disease
Curse the Field
Curses Upon the Land
Elemental Form

Fog Cloud
Mage Wind
Moonlight
Purify Food and Drink
Pestilence
Poison
Restore the Land
Sunlight

Necromancy

Animate Corpse
Animate Dead
Animate Dead Army
Cause Critical Wounds
Cause Disease
Cause Serious Wounds
Conceal Person
Curse the Field
Curses Upon the Land
Darkness
Dark Binding
Death Surge
Destruction of the Body
Destruction of the Spirit
Evil Eye
Exhaust Body
Find Undead
Hold Monster
Hold Person
Malediction
Mass Harm
Poison
Power Word: Death
Sacrificial Binding
Speak With the Dead
Trap the Soul
True Destruction
Youth's Theft

Night

Darkness
Lesser Chariot of Clouds
Moonlight
Chariot of Clouds

Natural vs. Unnatural Death

Death is, of course, the big inevitability, even less dodgeable than taxes. While the personification of death that arose in medieval times is rather grim and scary, in keeping with the plagues that inspired its creation, death deities in many cultures are much nicer. Odin is a death god, for example, but one who takes great warriors to Valhalla, where they get to pretty much party all the time until they'll be needed at Ragnarok.

Fantasy works sometimes have a dichotomy, between a deity of 'death in its season' and one who seeks to take souls before their time... or to do extremely nasty things to souls. thus, we have a sphere for natural death, for the more friendly death deities, and the sphere of necromancy, which can include the scary I'm-gonna-get-you types of death deities.

Protection

Bless
Blessing of the Field
Blessings Upon the Land
Bolster Will
Chariot of Clouds
Command the Faithful
Conceal Person
Cure Critical Wounds
Cure Light Wounds
Cure Serious Wounds
Delay Poison
Dispel Magic
Divine Strength
Dreams of Guidance
Feed the Faithful
Feed the Multitude
Fortify Body
Fortress of the Spirit
Glyph of Warding
Greater Servant Call
Hold Monster
Hold Person
Holy/Unholy Army
Lesser Chariot of Clouds
Lesser Servant Call
Life Surge
Mask Life
Mass Heal
Mass Spiritual Empowerment
Protection of the Multitude
Protection from Evil/Good
Purify Food and Drink
Remove Cursed Item
Remove Enchantment
Restoration of the Body
Restore Metal
Sacrificial Binding
Sanctification
Sanctuary
Servant Call
Spiritual Empowerment
Spiritual Weapon
Succor the Faithful
Veil
Water Walk
Word of Recall

Sun

Chariot of Clouds
Darkness
Lesser Chariot of Clouds
Light
Sunlight

Travel

Bolster Will
Calm the Storm
Chariot of Clouds
Create Water
Cure Light Wounds
Detect Astral
Detect Ethereal
Detect Teleport
Feed the Faithful
Fortify Body
Fortress of the Spirit
Know Emotions
Know the Faithful
Locate Object
Locate Person
Mage Wind
Part the Waters
Protection of the Multitude
Purify Food and Drink
Rain of Manna
Scrying
Water Walk
Word of Recall

Universal

Bless
Command the Faithful
Dreams of Guidance
Empowered Avatar
Geas
Gift of Tongues
Greater Rebuke
Greater Servant Call
Inform the Faithful
Invocation of Lesser Wrath
Invocation of Mighty Wrath
Invocation of Wrath
Know the Faithful
Lesser Servant Call
Manifestation of Power

Punishment
Rebuke
Sanctification
Servant Call
Spiritual Guidance
Spiritual Influence
Spiritual Influence of the Multitude
Spiritual Mark
Suppress Magic (for one's own spells only)
Sustain the Faithful
Tongue of the Speaker
Walking the Road

War

Animate Dead Army
Bolster Will
Cause Light Wounds
Cause Serious Wounds
Cure Light Wounds
Curse the Field
Curses Upon the Land
Delay Poison
Divine Strength
Empowered Avatar
Fortify Body
Glyph of Warding
Greater Servant Call
Holy/Unholy Army
Incite Fervour
Incite Fervour in the Multitude
Invocation of Lesser Wrath
Invocation of Mighty Wrath
Invocation of Wrath
Lesser Servant Call
Life Surge
Mass Harm
Mass Heal
Mass Spiritual Empowerment
Metal Shaping
Protection from Evil/Good
Restore Metal
Servant Call
Shockwave
Spiritual Weapon

Weather

Call the Lightning
Call the Storm
Calm the Storm
Chariot of Clouds
Dust Devil
Fog Cloud
Lesser Chariot of Clouds
Mage Wind
Weather Prediction

The Universal Domain

Our universal domain contains spells that we think pretty much all deities would give. Some of these are 'flexible' ones that can have varying effects depending on the deity, such as *invocation of wrath* and *walking the road*. Others include functions that almost all deities perform, such as dealing with their own worshippers, sending divine servants to help with things, presiding over ceremonies to mark births, deaths, marriages, and so forth, sending dreams and giving advice to their clerics, and so on.

We've also listed some of these spells in other domains, however, to assist GMs who might wish to take some of these out of 'universal'.

Druids

As a sub-type of clerics, druids mostly use the same spheres that clerics do. However, druids in old-school *D&D* also had many spells that were unique to them. To reflect this, we've added two additional domains for druids: *animal* and *plant*. These could be considered specializations of the *nature* domain.

While all druids get the same spell list as the rules are written, we've divided up the druid-specific spells into domains here. These could be used to allow druids to further specialize, or by GMs who would like to give some clerics access to certain druid spells.

For our purposes, we decided that druids do *not* have access to the domains of communication, deception, destruction, emotion, healing, necromancy, travel, universal, or war. Thus, no druid-only spells are listed as being in those domains. (For healing, they use the life domain... which goes along with many healing spells being higher level for druids in classic *D&D*.)

Animal

Animal Growth/Reduction
Barkskin
Beast Rider
Call Messenger
Charm Animal
Command Animals
Command Nature
Commune With Nature
Eyes of the Spider
Find Animals or Plants
Greater Animal Growth/Reduction
Hold Animal
Invisibility to Animals
Know the Land
Mass Invisibility to Animals
Nature's Army
Nature's Bounty
Nature's Plentiful Bounty
Nature's Mark
Rebuke Animal
Slow Travel
Speak With Animals
Summon Swarm
Swiften Steed

Balance

Animate Rock (chaos)
Army to Forest
Binding of the True Form (law)
Blot the Sun
Castle of Thorns
Chariot of the Elements
Command Nature
Command the Seasons
Conceal the Trail (chaos)
Contaminate Water (chaos)
Earthquake
Find the Trail (law)
Find Unnatural Things (law)
Halt the Sun and Moon
Mass Pass Without Trace (chaos)
Nature's Army
Nature's Mark
Pass Without Trace (chaos)
Plant Merge
Purify Water (law)
Rebuke Animal
Reincarnation
Starfall
Summon Swarm
Swiften Steed
Turn to Tree
Walk of the Elements
Warp Wood (chaos)

Elemental

Airy Water
Animate Rock (earth)
Chariot of the Elements
Contaminate Water
Detect Snares and Pits
Earthquake (earth)
Elemental Form
Endure Elements
Everburning Flame (fire)
Faerie Fire (fire)
Influence Weather
Mass Endure Elements
Moistened Air
Purify Water (water)
Starfall
Summon Lesser Wood Elemental (wood)
Walk of the Elements
Wall of Fire (fire)
Wall of Wind (air)

Knowledge

Beast Rider
Commune With Nature
Eyes of the Spider
Find Animals or Plants
Nature's Mark
Speak With Animals

Life

Airy Water
Find Animals or Plants
Moistened Air
Nature's Bounty
Nature's Plentiful Bounty
Reincarnation
Swiften Steed

Natural Death

Find Unnatural Things
Reincarnation

Night

Blot the Sun
Command the Seasons
Faerie Fire
Halt the Sun and Moon

Plant

Army to Forest
Barkskin
Castle of Thorns
Command Nature
Commune With Nature
Conceal the Trail (chaos)

Detect Snares and Pits
Easy Travel
Entangle
Find Animals or Plants
Find the Trail
Hold Plant
Know the Land
Mass Barkskin
Mass Pass Without Trace
Nature's Army
Nature's Bounty
Nature's Plentiful Bounty
Pass Without Trace
Plant Growth/Reduction
Plant Merge
Slow Travel
Speak With Plants
Summon Lesser Wood Elemental
Transport via Plants
Turn to Tree
Wall of Thorns
Warp Wood

Protection

Airy Water
Animate Rock
Barkskin
Easy Travel
Endure Elements
Hold Plant
Mass Barkskin
Mass Endure Elements
Moistened Air
Nature's Mark
Shillelagh
Swiften Steed
Wall of Thorns
Wall of Wind

Sun

Blot the Sun
Command the Seasons
Faerie Fire
Halt the Sun and Moon

Weather

Command the Seasons
Easy Travel
Frost
Influence Weather
Slow Travel
Wall of Wind

Magic User Schools

Magic users have a completely different way of doing magic from clerics - and thus, instead of having spell domains, they have spell schools. These schools are:

abjuration	- keeping things away, or getting rid of them.
aether	- the element of magic itself, often involved for 'force' spells.
air	- elemental air, often used to push things. Overlaps into generation of electricity.
charm	- directly manipulating and reading minds.
conjunction	- moving things from place to place; teleportation and dimension travel.
divination	- finding things out, extending one's senses.
earth	- elemental earth; a source of strength and solidity.
evocation	- creation and channeling of energy.
fire	- elemental fire, heat, and burning.
illusion	- changing the appearances of things and manipulating the senses of others.
metal	- elemental metal, which overlaps into conduction of electricity, and into strength.
metamagic	- magic that affects other magic.
necromancy	- dealing with souls and life force.
shadow	- the semi-real substance that illusionists work with.
transmutation	- transforming or altering states of matter, shapes, and other aspects of material.
void	- the element of the astral plane, often used in spells that are removing energy.
water	- elemental water, but indicative of most liquids, and also absorption of heat.

There's often more than one way that a spell can work - for example, fire-creating spells can work through evocation, challenging energy into the form of fire; or they can work by conjunction, drawing elemental fire from the elemental planes. To some extent, we've kept to the 'traditional' schools of spells, but we've broadened access to spells in many places.

Note among the schools that some deal more in *how* and others in *what*, while a couple overlap into both. In particular, the schools of abjuration, charm, conjunction, divination, evocation, illusion, and transmutation are more involved on the *how* end, while the various elements and shadow are on the *what*, with metamagic and necromancy standing firmly in the middle. Void, aether, and shadow also overlap into *where*, matching up to the astral, aethereal, and shadow planes respectively.

For the illusionist, we've decided that they specialize illusion and shadow. We have marked some spells as "illusion+" and "shadow+", indicating that those spells require specialization in that school. In these lists, those spells are marked with a trailing +.

We also decided that illusionists are completely barred from the schools of charm (they influence minds subtly, not overtly) and necromancy (which deals with the fundamental reality of souls and life). When it comes to abjurations, conjunctions, evocations, and transmutations, illusionists cannot perform these types of spells unless they involve illusion (generally providing an alternate means) or shadow (allowing them to be formed from this semi-real substance).

While we haven't introduced any other school-specialized magic users in this book, this can easily be extrapolated. A necromancer class, for example, would obviously get necromancy+, allowing them to do at least some necromantic spells more easily, and giving them access to new ones. Since illusionists are barred from necromancy, it would make sense to bar necromancers from illusion, unless the spell has other ways it can be accomplished. Other barred schools and any other specialized school (as illusionists also get shadow) would help to flavor the class.

Lastly, we've done *wish* as a special spell. Since it can do anything, it fits in all the schools of magic. Rather than listing it in each, though, we've decided that only generalist magic users can use it, and omitted it from all the specific school lists.

Abjuration

Conceal Charm
Conceal Object
Conceal Person
Conceal Polymorph
Disjunction of Magic
Dispel Magic
Encompassing Globe
Feather Fall
Globe of Force
Hold Portal
Mage Armour
Mask Life
Mind Blank
Remove Cursed Item
Remove Enchantment
Spellshield
Veil

Aether

Catapult
Detect Ethereal
Detect Life

Detect Teleport
Dispel Magic
Encompassing Globe
Everburning Flame
Evil Eye
False Teleport
Flight
Force Ram
Globe of Force
Glyph of Warding
Levitate
Light
Mage Armour
Mage's Hand
Mage's Mighty Hand
Magic Missile
Mask Magic
Mask Undead
Mask Unnatural Thing
Minor Teleport
Permanency
Reverse Missiles
Shield
Spellshield

Teleport
Teleport Trace
Teleportation Circle
Wall of Force
Water Walk

Air

Airy Water
Blur
Catapult
Dust Devil
Feather Fall
Flight
Fog Cloud
Frost
Force Ram
Ghost Sound
Invisible Stalker
Levitate
Lightning Bolt
Mage's Hand
Mage's Mighty Hand
Mage Wind

Message
Moistened Air
Object Glamour
Reverse Missiles
Shield
Shocking Grasp
Shockwave (air version)
Ventriloquism
Wall of Wind

Charm

Blur
Charm Person
Comprehend Languages
Conceal Charm
Confound Languages
Detect Charm
Detect Thoughts
Distract
Dominate
Evil Eye
Hallucinatory Dream
Hold Person
Hold Monster
Hypnotic Pattern
Illusory Object
Injunction
Know Emotions
Locate Person
Magic Drain
Malediction
Mask Thoughts
Mind Blank
Object Glamour
Ownership
Sleep
Swiften Steed
Touch of Idiocy

Conjuration

Airy Water
Burning Hands
Colour Spray
Darkness
Detect Teleport
Encompassing Globe
Everburning Flame
False Teleport
Hold Monster
Hold Person
Mage's Mighty Hand
Minor Teleport
Moistened Air
Fog Cloud
Frost
Flaming Blade
Invisible Stalker
Power Word: Death
Repair
Scrying
Shadow Doorway
Shadow Monsters
Shadow Steed
Shape Reality
Teleport
Teleport Escape

Teleport Trace
Teleportation Circle
Time Stop
Wall of Darkness
Wall of Fire
Wall of Force
Wall of Ice
Wall of Iron
Wall of Stone
Word of Recall

Divination

Analyze Magic
Bilocation
Comprehend Languages
Detect Astral
Detect Charm
Detect Ethereal
Detect Life
Detect Magic
Detect Polymorph
Detect Speech
Detect Teleport
Detect Thoughts
Door Ward
Find Undead
Identify
Know Emotions
Locate Object
Locate Person
Manikin
Message
Personal Ward
Programmed Illusion
Scrying
Speak With the Dead
Teleport Trace
True Sight

Earth

Dust Devil
Giant's Strength
Flesh to Stone
Lightning Bolt
Mud to Rock
Rock to Mud
Shocking Grasp
Shockwave (earth version)
Sickness of Glass
Stone to Flesh
Stone Shaping
Wall of Stone

Evocation

Analyze Magic
Catapult
Chill Metal
Detect Magic
Dust Devil
Giant's Strength
Gift of Magic
Flaming Blade
Force Ram
Heat Metal
Hold Portal
Levitate

Light
Lightning Bolt
Mage Wind
Mage's Hand
Mage's Mighty Hand
Magic Missile
Mask Magic
Message
Ownership
Shadow Magic
Shocking Grasp
Shockwave
Wall of Fire
Wall of Force
Wall of Wind

Fire

Boiling Blood
Burning Hands
Everburning Flame
Fireball
Flaming Blade
Heat Metal
Light
Wall of Fire

Illusion

Bilocation+
Blindness/Deafness+
Blur
Colour Spray
Conceal Charm
Conceal Object
Conceal Person
Conceal Polymorph
Confound Languages
Confusion of Battle+
Darkness
Death's Deception
Deceptive Distance+
Detect Charm
Dispel Illusion+
Disguise Self
Distract
False Flame+
False Teleport
Fog Cloud
Full Illusion
Ghost Sound
Grand Illusion+
Hallucinatory Dream
Hypnotic Pattern
Illusory Feast+
Illusion's End+
Illusory Object
Injunction
Invisibility
Light
Manikin
Mask Life
Mask Magic
Mask Teleport
Mask Thoughts
Mask Undead
Mask Unnatural Things
Mind Blank

Mirror Image
Object Glamour
Phantasmal Hunter+
Programmed Illusion+
Reflective Gaze+
Remove Greater Illusion+
Shadow Magic
Shadow Monsters
Shadow Steed
Shape Reality+
Silent Image
Silence
Simulacrum+
True Sight
Veil
Ventriloquism
Wizard's Mark
Wracking Pains+

Metal

Chill Metal
Giant's Strength
Heat Metal
Lightning Bolt
Metal Shaping
Restore Metal
Rust Metal
Shocking Grasp
Wall of Iron

Metamagic

Analyze Magic
Conceal Charm
Conceal Person
Conceal Polymorph
Dark Binding
Delay
Detect Magic
Dispel Illusion
Dispel Magic
Disjunction of Magic
Door Ward
Everburning Flame
Gift of Magic
Glyph of Warding
Identify
Illusion's End
Illusory Object
Magic Drain
Manikin
Mask Magic
Mask Teleport
Mask Thoughts
Mask Undead
Object Glamour
Ownership
Permanency
Personal Ward
Programmed Illusion
Remove Cursed Item
Remove Enchantment
Remove Greater Illusion
Spellshield
Suppress Magic
Teleportation Circle
Trap the Soul

Trigger Ward
Veil
Water Walk
Wizard's Mark

Necromancy

Animate Corpse
Animate Dead Army
Boiling Blood
Dark Binding
Death Grasp
Death Servant
Detect Life
Evil Eye
Find Undead
Freezing Blood
Magic Drain
Magic Jar
Malediction
Power Word: Death
Speak With the Dead
Trap the Soul
Youth's Theft

Shadow

Bilocation
Blindness/Deafness+
Conceal Person
Darkness
Fog Cloud
Gift of Magic
Hold Monster
Hold Person
Mage Armour
Mage's Hand
Minor Teleport
Reflective Gaze
Remove Greater Illusion+
Shadow Doorway+
Shadow Form+
Shadow Magic+
Shadow Monsters+
Shadow Steed+
Shape Reality+
Shield
Wall of Darkness

Transmutation

Airy Water
Boiling Blood
Detect Polymorph
Disguise Self
Erase
Evil Eye
Feather Fall
Flaming Blade
Flesh to Stone
Flight
Freezing Blood
Giant's Strength
Hold Portal
Levitate
Light
Message
Metal Shaping
Moistened Air

Mud to Rock
Polymorph Other
Polymorph Self
Repair
Restore Metal
Rock to Mud
Rust Metal
Shadow Form
Shape Reality
Shockwave
Simulacrum
Slickness of Glass
Stone Shaping
Stone to Flesh
Time Stop
Touch of Idiocy
Trigger Ward
Wall of Wind
Water Walk
Weapon Transmutation
Wizard's Mark

Void

Chill Metal
Conceal Object
Conceal Person
Conceal Polymorph
Darkness
Detect Astral
Disjunction of Magic
Dispel Magic
Erase
Freezing Blood
Frost
Invisibility
Mask Teleport
Mind Blank
Remove Cursed Item
Remove Enchantment
Silence
Sleep
Spellshield
Suppress Magic
Touch of Idiocy
Veil
Wall of Darkness
Wall of Ice

Water

Airy Water
Chill Metal
Boiling Blood
Freezing Blood
Frost
Moistened Air
Mud to Rock
Rock to Mud
Shockwave (water version)
Slickness of Glass
Wall of Ice
Water Walk License Info