

Classic Fantasy

Dungeoneering Adventures, droo Style!



EricLofgren

Mythras

THE DESIGN MECHANISM

Rodney Leary & Friends

CLASSIC FANTASY

Dungeoneering Rules for
Percentile Roleplaying

By
Rodney Leary

With

Pete Nash, Lawrence Whitaker
& Carol Johnson

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Christopher J E Brann for running one of the most thorough playtests I have ever had the fortune of benefiting from.

Dedication

I would like to dedicate this book to my wife Carmen Leary, whose weekly mantra of... 'is it done yet?' kept me going for the last 8 years. Thanks, dear.

I would also like to dedicate this book to my best friend Sam Bernier, who is responsible for getting me involved in role playing games almost 40 years ago. All his talk of killing orcs and rescuing princesses finally prompted me to ask, 'What the hell are you talking about?' and changed what I do with my free-time forever.

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Mythras and RuneQuest

CLASSIC FANTASY was developed for use with the RUNEQUEST (RQ6) rules. The system has since been renamed MYTHRAS, although the game rules remain the same. CLASSIC FANTASY is therefore fully compatible with both RQ6 and MYTHRAS. For simplicity we use MYTHRAS throughout this book, but if you own RQ6 and are using CLASSIC FANTASY with that edition of the core rules, you have everything you need to gain the most from this supplement.

Strike Rank & Initiative

MYTHRAS has renamed Strike Rank, a RUNEQUEST term, to *Initiative*. It still works in precisely the same way; it is simply the name that has changed to better reflect the mechanic. Initiative is used throughout this book in place of Strike Rank.

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Introduction

CLASSIC FANTASY is a return to the golden age of roleplaying, a period between the late 1970s through the 1980s. During this time, the concept of roleplaying was relatively new and it had an almost magical feel. There were only a handful of popular fantasy games on the market during this time, with *Advanced Dungeons and Dragons* and *RUNEQUEST* being two of the biggest. CLASSIC FANTASY takes us back to a time when we would gather with our friends and spend countless hours bashing down doors, slaying hordes of orcs and goblins, and throwing another +1 Ring of Protection into our Bag of Holding. Those were the “classic” adventures that my friends and I still talk about to this day. Those were the days of CLASSIC FANTASY.

This is not the first iteration of CLASSIC FANTASY, which had its start as a Monograph for Chaosium’s versatile Basic Roleplaying system. However, when playing CLASSIC FANTASY using that system, I found myself always choosing the options that best mimicked my then favourite version of *RUNEQUEST*, third edition by Chaosium and Avalon Hill published in 1984. Now with the release of *MYTHRAS*, something that did not exist when I wrote the original CLASSIC FANTASY, I have a set of rules that captures all the things that made *RUNEQUEST* great, while modernising and streamlining them.

Back in the early 1980s, I spent many a night converting my “level-based” fantasy campaigns over to *RUNEQUEST* 3rd Edition. Now, almost 40 years later, I have the opportunity and privilege to do it again, but this time in a professional capacity and for what has become my all-time favourite set of roleplaying rules. With this in mind, my aim was to capture the feel of two completely different games and merge them into a workable whole. I do not claim CLASSIC FANTASY to be original; CLASSIC FANTASY echoes many great games and I walk humbly in the footsteps of their designers who are the inspiration for all that follows. This is an homage to the classic dungeon delve and earliest fantasy roleplaying games. The following games were inspirational: *Advanced Dungeons & Dragons* 1st and 2nd Edition, *The Fantasy Trip*, and of course, the various editions of *RUNEQUEST*. The following authors helped to define the way I have spent my weekends for almost 40 years: Bob Bledsaw, Warren James, Steve Jackson, Steve Perrin, Sandy Petersen, Ray Turney, and of course Gary Gygax and Dave Arneson. Finally, I would like

to acknowledge *The Design Mechanism* and its fantastic game system, particularly authors Lawrence Whitaker and Pete Nash, without whose excellent work, this game would not be possible.

Without the aforementioned games and their creators, CLASSIC FANTASY would be but a shadow of the game I hope it will become.

Rip open the Cheetos and pass out the Mountain Dew. It’s time to play some CLASSIC FANTASY!

Rodney Leary, April 2016

Which Rules?

This is not a standalone game. Games Masters and players will need access to either the *MYTHRAS* or *RQ6* rules to play CLASSIC FANTASY (although other d100 rule systems may suffice). Aside from rules, you need only this book, your imagination (and the imaginations of some friends), some dice, and a desire to adventure in the exciting high fantasy worlds of CLASSIC FANTASY.

Using Classic Fantasy

Not everything in *MYTHRAS* is necessary nor appropriate for a CLASSIC FANTASY campaign, and quite simply much of the core system won’t be used; specifically the other magic. This includes Chapters 8-14.

To avoid incorporating elements of *MYTHRAS* that are unnecessary for CLASSIC FANTASY, it is preferable to reference this book first, and refer to *MYTHRAS* when needed or directed. For this reason, many elements of the core rules are duplicated here, sometimes with little modification, to facilitate play.

Experienced Games Masters should feel free to add additional core elements as they become more comfortable with CLASSIC FANTASY on a case-by-case basis.

Organisation

CLASSIC FANTASY is divided into 13 chapters and a set of appendices.

Chapter 1: Character Creation

Everything you need to create a player character, referring to chapters 2 and 3 as needed for additional rules on races and classes.

Chapter 2: Race and Culture

In CLASSIC FANTASY, players have the option of creating characters of several different races, and where humans are concerned, cultures. This chapter details them in full.

Chapter 3: Character Classes and Development

Here are introduced the various classes of CLASSIC FANTASY. Classes differ from Careers as found in the game, in that they come with several special abilities. Many of these abilities are acquired during character creation; others become available in play as characters increase their rank. The available classes are Bard, Berserker, Cavalier, Cleric, Druid, Fighter, Magic-User, Monk, Paladin, Ranger, Thief, and Thief-Acrobat.

Chapter 4: Skills

This chapter details several new skills unique to CLASSIC FANTASY or pre-existing skills that are needed but are not included in the MYTHRAS rules.

Chapter 5: Economics and Equipment

For convenience, this chapter summarises much of the information detailed in the MYTHRAS rules.

Chapter 6: Game Mechanics

The introduction of several new rules unique to CLASSIC FANTASY as per chapter 4.

Chapter 7: Combat

Chapter 7 looks at combat from a slightly different angle than either the MYTHRAS rules, that of the miniatures gamer. It includes a basic miniatures combat system for playing out your engagements on the table top.

Chapter 8: Magic

This is the introductory chapter for CLASSIC FANTASY's magic system. It explores the fundamentals of magic in its various forms. The chapter offers suggestions and advice on how to structure magic in

a CLASSIC FANTASY campaign; create spell scrolls; and gain, manage, and restore Magic Points.

Chapter 9: Arcane Spells

Full descriptions of a myriad of Arcane spells.

Chapter 10: Divine Spells

Full descriptions of a myriad of Divine spells.

Chapter 11: Monsters!

Over 80 monsters and creatures native to the World of Greymoor are the focus of this chapter.

Chapter 12: Treasure!

You killed them, here's their stuff.

Chapter 13: Cosmology

Cosmology details the universe and the deities and demigods of the World of Greymoor.

Appendix

This section contains Wandering Monster tables, Master Spell List, a guide to weights and measures, and a character sheet.

Imperial Weights & Measures

In a departure from other Design Mechanism supplements, CLASSIC FANTASY attempts to facilitate the use of both imperial and metric units. Where possible, both are provided; however, exact conversions are ignored in favour of gameplay. For example, 10 metres is converted to 30 feet, not 32.8 feet. This is an exception to the normal rounding methods previously set down in MYTHRAS. Weights can be exact conversions, such as the weight of a character, or approximate conversions, such as the weight of a rock, as determined when needed.

Most miniatures combat assumes the use of 1.5 metre (5 foot) squares. Simply divide all movement rates, weapon ranges, etc., by 1.5 to determine the actual number of squares.

1: Characters

CLASSIC FANTASY characters follow a very similar creation process to core MYTHRAS characters. When creating a character, just follow the steps laid out in the Character Creation Summary detailed below, referring to other chapters as well as MYTHRAS, as needed. A CLASSIC FANTASY character sheet is included in the appendix of this book and can also be downloaded from The Design Mechanism website.

Character Creation Summary

1: Character Concept

Decide generally on the kind of character to play. Keep it simple for now. More will come.

2: Characteristics

Choose a method to determine characteristics and calculate your character's STR, CON, SIZ, DEX, INT, POW, and CHA based on the desired race.

3: Calculate Attributes

Use the characteristics to determine Action Points, Damage Modifier, Experience Modifier, Healing Rate, Hit Points, Luck Points, Movement, and Initiative, as described on pages [8 to 11](#).

4: Standard Skills

Calculate the Standard Skills by adding together the appropriate characteristics.

5: Race and Culture

If human, decide on a cultural background: Barbarian, Civilised, Nomadic, or Primitive. If demi-human, choose a race: dwarf, elf, gnome, half-elf, half-orc, or halfling. Allocate 100 points amongst the listed Standard Skills and selected Professional Skills for the chosen culture. Skills must have a minimum of 5% and cannot receive

more than 15%. Customs, Language (Common tongue) (a new skill representing a common language spoken by humans and others), and Native Tongue gain +40% each.

Decide on the race/cultural Passions: Typically one Morality (or Alignment) Passion and one of Loyalty, Love, or Hate.

6: Background

Create a detailed backstory, if desired; this step as detailed in MYTHRAS is optional.

7: Class

Choose a character class from those available to your character's culture or race.

Distribute 100 points amongst the class's listed Standard Skills and whatever Professional Skills were chosen. Not all of the available skills need to be improved, but no individual skill can receive more than 15%.

Identify if the class uses magic and consult the Magic chapter as well as the appropriate spell chapter, Arcane or Divine, for the relevant information.

8: Bonus Skill Points

The number of Skills Points depends on previous experience level, but default characters have 100 points, with a limit of assigning no more than 10 points per skill. Choose one additional Professional Skill as a hobby speciality.

9: Money and Equipment

Determine starting money and equipment based on class.

Buy any additional equipment needed using starting money, referring to the Equipment chapter starting on page [74](#).

10: Finally...

Don't forget to give your character a name. Also, look for ways to establish connections with other characters.

Step 1: Character Concept

A good place to start is to have some idea of what sort of character you want to play, a hardened fighter, for example, or a cunning thief. Your character concept does not need to be elaborate at this stage; it is simply an idea that will help guide certain choices such as race (human or demi-human) and class (your profession). A few character ideas are listed to provoke your imagination:

- ⇒ Fierce barbarian berserker
- ⇒ Young, naïve magic-user
- ⇒ Bad-tempered half-orc fighter
- ⇒ Chivalrous and honourable paladin
- ⇒ Overconfident halfling thief
- ⇒ Pious dwarf cleric
- ⇒ Stealthy elf ranger

Human vs. Non-Human Races

Humans are the easiest characters to play and are the most common choice in CLASSIC FANTASY campaigns, but one need not be confined to playing just humans. *Chapter 2: Race and Culture* includes information on playing either humans or one of the other common demi-human races (dwarves, elves, gnomes, half-elves, half-orcs, and halflings). As the detailed write-ups in Chapter 2 show, it is possible to play just about any sapient race in CLASSIC FANTASY, because all creatures, regardless of type, are defined in a consistent and compatible way. As such, *Chapter 11: Monsters!* offers a number of other possibilities for challenging character concepts. However, if this is your first CLASSIC FANTASY character, stick with the rules for human and demi-human characters as given in Chapter 2 before branching out into something more exotic.

For ease of reference, the Racial Characteristics are summarised in the Racial Characteristics Table below.

RACIAL CHARACTERISTICS TABLE

Species	STR	CON	SIZ	DEX	INT	POW	CHA
Dwarf	2d6+9 (16)	2d6+9 (16)	1d3+9 (11)	3d6 (11)	2d6+6 (13)	3d6 (11)	3d6 (11)
Elf	2d6+3 (10)	3d6 (11)	1d6+6 (10)	2d6+9 (16)	2d6+7 (14)	3d6 (11)	3d6 (11)
Gnome	2d6+1 (8)	2d6+6 (13)	1d3+6 (8)	3d6+2 (13)	2d6+8 (15)	3d6 (11)	3d6 (11)
Half-Elf	3d6 (11)	3d6 (11)	2d6+5 (12)	3d6 (11)	2d6+6 (13)	3d6 (11)	3d6 (11)
Half-Orc	2d6+7 (14)	2d6+6 (13)	2d6+7 (14)	3d6 (11)	2d6+5 (12)	3d6 (11)	2d6+1 (8)
Halfling	2d6 (7)	2d6+7 (14)	1d3+6 (8)	3d6+3 (14)	2d6+6 (13)	3d6 (11)	2d6+5 (12)
Human	3d6 (11)	3d6 (11)	2d6+6 (13)	3d6 (11)	2d6+6 (13)	3d6 (11)	3d6 (11)

Valamir's Tale

Throughout CLASSIC FANTASY, we will be following the adventures of the human paladin Valamir Drake as an example character along with his closest friends and companions. His exploits will demonstrate how the CLASSIC FANTASY rules work. His adventures begin here, at character creation. Mark, the player, is creating his first character and decides on the name Valamir Drake. Mark's Games Master, Gary, has informed each player that his CLASSIC FANTASY campaign will be set in the World of Greymoor, a traditional high fantasy medieval setting very reminiscent of medieval Europe, though overflowing with ruins, monsters, dungeons, and dragons. This gives Mark and his fellow players, Carmen, Sam, Laurie, Stacy, and Greg, a better picture of the world.

Step 2: Characteristics and Attributes

These follow the same steps described in *Chapter 1: Characteristics and Attributes* of MYTHRAS.

Calculating Characteristics

The following two methods for calculating characteristics are suggested in place of those mentioned in MYTHRAS rules. These methods have been chosen to aid the player in creating a more heroic-level adventurer. Refer to the Racial Characteristics Table for the average characteristics of each race.

Dice Roll

Roll one extra die as indicated for STR, CON, SIZ, DEX, INT, POW, and CHA as detailed in the Racial Characteristics Table. The player may exchange values among characteristics with the same dice range. For example, when rolling up a human, the player could swap values amongst STR, CON, DEX, POW, and CHA, as they share a 3d6 range, or between SIZ and INT, which share the 2d6+6

range — but they must always be from the same dice range group; you cannot switch rolls from one group to the other. The number in parentheses after each dice score is the racial average and is used as a gauge to rate your character's results.

Points Build

Instead of rolling dice to determine characteristics, players can build their character from a pre-set pool of points. Certain rules apply to the points build option:

- ⇒ Begin with the racial average for each of the seven characteristics as noted in parentheses after each characteristic's die range. This information is noted on the Racial Characteristics Table on the previous page.
- ⇒ Spend 10 points to increase characteristics.
- ⇒ You may also lower a characteristic to gain extra points. For example, reduce STR 11 to 9 to gain 2 points you can then apply to other characteristics.
- ⇒ Characteristics cannot be lower than the minimum possible or greater than maximum possible for that characteristic, as determined by its potential dice roll.

Step 3: Calculate Attributes

Each character also has a set of attributes. These are particular capabilities derived from the characteristics, or determined by them, which are used to govern certain factors of game play. While most of this information is found in MYTHRAS, some are reprinted here to highlight the differences between CLASSIC FANTASY and the core system. The following attributes contain new or additional information; attributes such as Healing Rate, Hit Points, and Initiative remain as per MYTHRAS.

Age

Determine your character's starting age according to race as follows:

AGE TABLE

Race	Age
Dwarf	40+5d6
Elf	100+5d6
Gnome	60+3d12
Half-Elf	15+1d6
Half-Orc	14+1d4
Halfling	20+3d4
Human	15+1d4

Valamir's Tale

Mark prepares to create Valamir Drake, an honourable human paladin. The Games Master has decided that characters in his campaign will use the points-build method. Mark must therefore note the averages for the seven characteristics on a sheet of scrap paper and spend an additional 10 points to raise them, at the same time meeting the prerequisite characteristics for a paladin.

As a human, Valamir starts with the following average characteristics: STR 11, CON 11, SIZ 13, DEX 11, and INT 13, POW 11, CHA 11.

He checks the prerequisites for a paladin and records the following: STR 11, CON 12, INT 13, POW 12, and CHA 14. He can safely ignore STR and INT, as his racial averages already equal the minimums. So he need only concentrate on the required CON 12, POW 12, and CHA 14 to meet the prerequisite requirements.

To start, Mark adds 1 point each to CON and POW, and 3 points to CHA to get the prerequisites out of the way. This leaves him with 5 points to spend.

He adds 2 points to STR, 1 to CON, 1 to SIZ, and 1 to DEX, as they are all very important to any combatant.

Valamir's final characteristic scores are STR 13, CON 13, SIZ 14, DEX 12, INT 13, POW 12, and CHA 14.

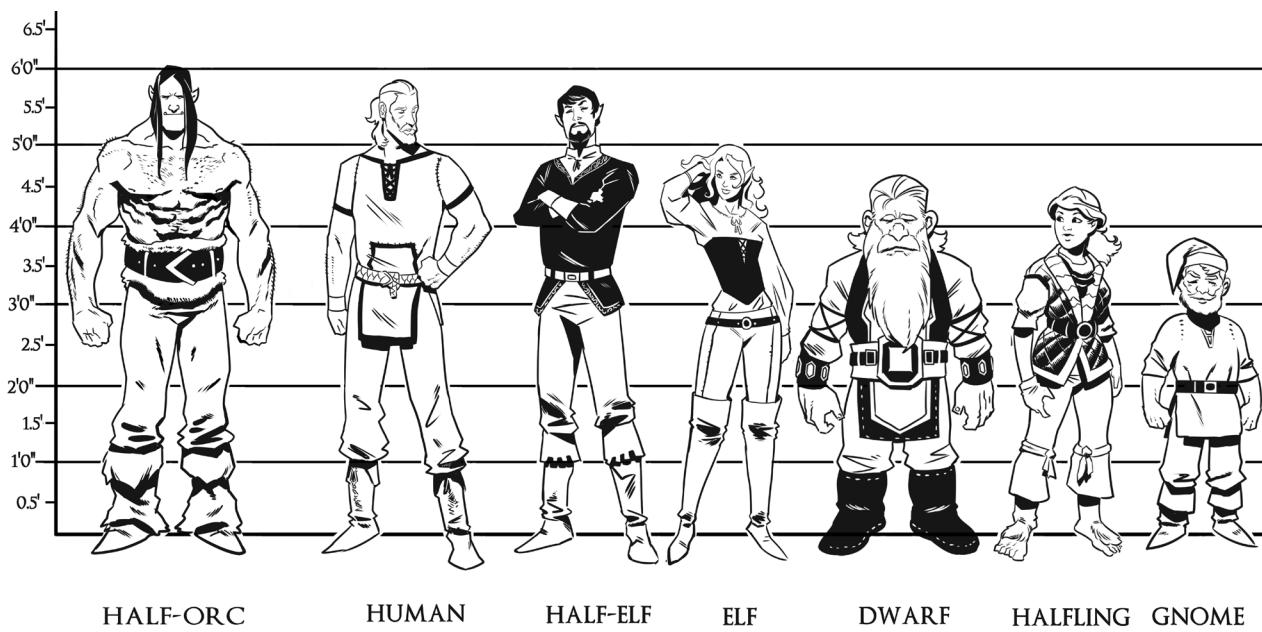
Valamir possesses a slightly above average strength, and is both reasonably healthy and energetic. He is a little above average in size, of average intelligence, and strong of spirit. Valamir shows a slightly above average agility and coordination. He is also especially personable; he is generally noticed when he walks into a room.

Experience Modifier

Humans gain 1 additional Experience Roll over and above any acquired from CHA. Most campaigns are human centric, making it easier to find other humans to train with or be trained by.

Height and Weight

The table on page 9 has been reproduced from MYTHRAS to facilitate imperial weights and measures for those that prefer that system. Demi-human characters typically have heights that differ from the basic human results outlined in MYTHRAS. As such, apply the size modifications for demi-human characters found on the table opposite.



HEIGHT & WEIGHT TABLE

SIZ	Height (Ft)	Lithe (lbs)	Medium (lbs)	Heavy (lbs)
1	Up to 1'6"	0-10	0-15	0-20
2	1'7" to 2'6"	11-20	15-30	21-40
3	2'7" to 3'6"	21-30	30-45	40-60
4	3'7" to 3'11"	31-40	46-60	61-80
5	4'0" to 4'3"	41-50	61-75	81-100
6	4'4" to 4'7"	51-60	76-90	101-120
7	4'8" to 4'10"	61-70	91-105	121-140
8	4'11" to 5'0"	71-80	106-120	141-160
9	5'1" to 5'2"	81-90	121-135	161-180
10	5'3" to 5'4"	91-100	136-150	181-200
11	5'5" to 5'6"	101-110	151-165	201-220
12	5'7" to 5'8"	111-120	166-180	221-240
13	5'9" to 5'10"	121-130	181-195	241-260
14	5'11" to 6'0"	131-140	196-210	261-280
15	6'1" to 6'2"	141-150	211-225	281-300
16	6'3" to 6'4"	151-160	226-240	301-320
17	6'5" to 6'6"	161-170	241-255	321-340
18	6'7" to 6'8"	171-180	256-270	341-360
19	6'9" to 6'10"	181-190	271-285	361-380
20	6'11" to 7'0"	191-200	286-300	381-400
21	7'1" to 7'2"	201-210	301-315	401-420
Each point	+2"	+10	+15	+20

DEMI-HUMAN ADJUSTMENTS TABLE

Species	Typical Male Frame	Typical Female Frame	Modifications to Height
Dwarf	Medium	Lithe	Treat as 4 SIZ lower
Elf	Medium	Lithe	Treat as 2 SIZ lower
Gnome	Lithe	Lithe	Treat as 4 SIZ lower
Half-Elf	-	-	-
Half-Orc	-	-	-
Halfling	Lithe or Medium	Lithe or Medium	Treat as 4 SIZ lower

Luck Points

Humans are currently favoured by the gods, while the demi-humans as a people are on the decline; as a result, humans gain 1 additional Luck Point over and above any acquired from POW. A character of Rank 1 or higher in a class gains 1 additional Luck Point per rank.

Also, character classes are typically available only to player characters and important non-player characters. Additional Luck Points allow the players to take on encounters and challenges that are typically not survivable by the common folk. Additional points at higher ranks are attained to allow them to endure ever deadlier encounters.

Movement Rate

The base Movement Rate for humans is 6 metres (approx. 20 feet), although certain skills can improve this. Other races may have differing rates. The miniatures rules in chapter 7 measure distances in 1.5 metre (5 foot) squares. The following table details the various races along with their base Movement Rate in metres, feet, and 1.5 metre squares.

Valamir's Gale

Characteristics assigned, Mark now figures Valamir's attributes based on his STR 13, CON 13, SIZ 14, DEX 12, INT 13, POW 12, and CHA 14.

Action Points: With an INT and DEX totalling 25, Valamir has 3 Action Points. He can think and act quickly in perilous situations.

Age: Rolling 1d4 and adding the result to 15, we determine that Valamir begins the game at 19 years of age.

Damage Bonus: Valamir's STR 13 and SIZ 14 give a total of 27, which means he has a Damage Bonus of +1d2. His above average strength and size allow him to strike with extra force when attempting to damage something.

Experience Modifier: Valamir, as a human with a CHA 14, gains a +2 Experience Modifier. He has a commanding presence and finds it easy to make friends and gain the trust of others.

Healing Rate: Valamir's CON 13 results in a Healing Rate of 3. He is above average in terms of fortitude and endurance, healing from his wounds faster than the average adventurer.

Height & Weight: Mark has decided that he would like Valamir to be of average build. So he cross references Valamir's SIZ on the Medium column for his Weight. At SIZ 14, he is between 5'11" and 6' tall – Mark settles on 6' – and he weighs between 196 and 210 lbs. Mark decides that Valamir is at the upper end of the scale and opts for 210 lbs. Mark reasons that Valamir is fit and well-muscled, but not overly so.

Hit Points: CON 13 and SIZ 14 mean Valamir's Hit Points will be above average. Adding CON and SIZ gives a result of 27, which denotes that he has 6 Hit Points in his Head and Legs, 8 in his Chest, 7 in his Abdomen, and 5 in his Arms. Valamir's above average fitness and size means he can take a fair bit of punishment.

Luck Points: Valamir has a POW of 12, which grants him 2 Luck Points plus another Luck Point for being human. As Valamir is a player character at Rank 1, he gains a further Luck Point for his class. Thus, four times a game session, he can call upon these Luck Points to aid him in a variety of ways.

Magic Points: POW 12 gives Valamir 12 Magic Points. For now, these aren't all that important to him, but later when he has advanced as a paladin, he'll gain the ability to cast Divine spells. At that point, he'll be glad he has them.

Movement Rate: Being human, Valamir possesses a Movement Rate of 6 metres (20 feet).

Initiative: With INT 13 and DEX 12, Valamir has a Initiative Bonus of 13. His average intelligence is offset by his above average reaction speed, sometimes allowing him to seize the initiative.

Class Restrictions and Cultural/Racial Prerequisites

Class	Prerequisites	Common Species/Culture
Bard	STR 11, CON 11, DEX 12, INT 13, POW 11, CHA 12	Human: Barbarian, civilised, nomadic, or primitive. Elf or half-elf
Berserker	STR 12, CON 14, DEX 12, POW 12	Human: Barbarian or primitive. Dwarf or half-orc
Cavalier	STR 11, CON 12, DEX 11, INT 13, POW 10	Human: Civilised. Demi-Human: Elf or half-elf
Cleric	POW 11	Any
Druid	POW 11, CHA 11	Human Barbarian, civilised, or primitive. Elf or Half-elf
Fighter	STR 11, CON 11	Any
Magic-user	INT 14, DEX 11, POW 12	Human: Civilised or nomadic. Elf, gnome (illusionist only), or half-elf
Monk	STR 11, CON 11, DEX 14, POW 12	Human: Civilised
Paladin	STR 11, CON 12, INT 13, POW 12, CHA 14	Human: Barbarian, Civilised
Ranger	STR 11, CON 12, INT 14, POW 12	Human: Barbarian, civilised, or nomadic. Elf or half-elf
Thief	DEX 11	Any
Thief-acrobat	STR 11, DEX 12	Human: Civilised. Demi-human: Any

MOVEMENT RATE BY RACE TABLE

Species	Move (Metres)	Move (Feet)	Move in Squares
Dwarf	4	15	3
Elf	6	20	4
Gnome	4	15	3
Half-Elf	6	20	4
Half-Orc	6	20	4
Halfling	4	15	3
Human	6	20	4

Step 4: Standard Skills

By default, every adventurer has a range of Standard Skills allowing a variety of actions to be performed with varying degrees of expertise. These skills are detailed more fully in MYTHRAS. A basic list is reproduced below with the corresponding characteristics on which the base percentage is calculated.

STANDARD SKILLS TABLE

Skill	Basic Percentage
Athletics	STR+DEX
Boating	STR+CON
Brawn	STR+SIZ
Conceal	DEX+POW
Customs	INT x2
Dance	DEX+CHA
Deceit	INT+CHA
Drive	DEX+POW
Endurance	CON x2
Evade	DEX x2
First Aid	INT+DEX
Influence	CHA x2
Insight	INT+POW
Locale	INT x2
Language (Common tongue/Native Tongue)	INT+CHA
Perception	INT+POW
Ride	DEX+POW
Sing	CHA+POW
Stealth	DEX+INT
Swim	STR+CON
Unarmed	STR+DEX
Willpower	POW x2

Combat Styles

A Combat Style is a skill relating to fighting and using weapons. It is a diverse skill with many specialisations related to the character class to which it pertains. Most fighting traditions encompass training in multiple weapons of the same type, along with the techniques required to use them all effectively. Therefore a Combat Style is an umbrella skill that melds together many related aspects of fighting under a single ability, removing the need to purchase multiple sub skills.

All Combat Styles have a basic percentage equal to STR+DEX.

Since most people can pick up a weapon and instinctively either swing, throw, or fire it, Combat Styles are considered Standard Skills.

Characters learn Combat Styles as part of their chosen class, as described in Chapter 3.

Valamir's Tale

To recap, Valamir's characteristics are STR 13, CON 13, SIZ 14, DEX 12, INT 13, POW 12, and CHA 14

His Standard Skills work out as follows:

Athletics 25%, Boating 26%, Brawn 27%, Combat Style 25%, Language (Common tongue) 27%, Conceal 24%, Customs 26%, Dance 26%, Deceit 27%, Drive 24%, Endurance 26%, Evade 24%, First Aid 25%, Influence 28%, Insight 25%, Locale 26%, Perception 25%, Ride 24%, Sing 26%, Stealth 25%, Swim 26%, Unarmed 25%, Willpower 24%. His Combat Styles have a base of 25%.

Clearly at this stage, Valamir is pretty well balanced with all of his skills being within a few points of each other.

These raw talents will be further improved by his cultural upbringing and chosen class, as described in the following two chapters.

Skills & Character Rank

It is desirable (but not necessary) for characters to begin a CLASSIC FANTASY campaign at Rank 1. To do so, the character must possess 5 skills important to their class at 50% or higher. These skills are known as Prerequisite Skills and are noted in the relevant class write-ups in Chapter 3. If these prerequisites are not met, the characters will instead begin as Rank 0 members of the class and will be required to attain Rank 1 in play following the normal rules for advancement.

Step 5: Race and Culture

Choose the character's race and/or culture. If human, you must decide on one of four cultural backgrounds: *Barbarian*, *Civilised*, *Nomad*, or *Primitive*. Demi-human characters must choose from one of the following: *dwarf*, *elf*, *gnome*, *half-elf*, *half-orc*, or *halfling*. Demi-humans require no further cultural information beyond race. Finally, each player must choose appropriate Passions, which govern what is important to and drives the character. While each human culture is thoroughly detailed in MYTHRAS, CLASSIC FANTASY adds subtle differences to the Skills and Passions; therefore, Chapter 2 provides all the information relevant to character creation within this milieu.

Step 6: Background

Players can develop a background story, as desired, and how to do so is well detailed in MYTHRAS. Note that CLASSIC FANTASY ignores social class, subsuming it into the character's professional class as detailed in Chapter 3.

Step 7: Class

Choose a character class from those available as appropriate to race and culture, as detailed in Chapter 3. The classes allowed in a standard CLASSIC FANTASY campaign are *Bard*, *Berserker*, *Cavalier*, *Cleric*, *Druid*, *Fighter*, *Magic-User*, *Monk*, *Paladin*, *Ranger*, *Thief*, and *Thief-Acrobat*.

In CLASSIC FANTASY, the rules for Cults and Brotherhoods in MYTHRAS are built into each of the classes detailed in Chapter 3 and are now called *orders* and *guilds*, in keeping with a more medieval theme. This information is summarised as it pertains to CLASSIC FANTASY on page 32, under the heading *Class Rank Structure*.

Creating NPCs

In CLASSIC FANTASY, NPCs are typically created following all the rules noted in this chapter with the exception of class. Classes are the heroic version of MYTHRAS careers and are typically reserved for player characters and important NPCs. Everyday characters in CLASSIC FANTASY tend to have the Commoner career (aka Careers in MYTHRAS): *Agent*, *Alchemist*, *Beast Handler*, *Courtesan*, *Courtier*, *Crafter*, *Entertainer*, *Farmer*, *Fisher*, *Herder*, *Hunter*, *Merchant*, *Miner*, *Official*, *Physician*, *Sailor*, *Scholar*, *Scout*, *Smith*, *Thief* and *Warrior*.

Using careers for NPCs enables Games Masters to integrate NPCs from other official MYTHRAS scenarios and books with little to no



conversion. Of course, Games Masters who wish to add an important NPC from another scenario can convert that NPC's career to an equivalent CLASSIC FANTASY class to emphasise their expertise. Such NPCs should possess the characteristics, attributes, and skills of their former career, except where they conflict in some way. Note that the RUNEQUEST careers of Mystic, Priest, Shaman, and Sorcerer correspond to the CLASSIC FANTASY classes of Monk, Cleric, Druid, and Magic-User, respectively, in most situations. When converting a primitive monster such as a goblin, orc, etc., that has the Shaman career, the Games Master should convert it to the Cleric class; Cleric is used instead of a Druid, as most monster races cannot be Druids in a typical CLASSIC FANTASY campaign.

Step 8: Bonus Skill Points

At this stage, every character gains an additional pool of 'free' skill points based on Experience Level, which can be distributed amongst existing skills. These are provided to round out the character, adding particular interests or areas of expertise. The default for fresh beginning characters is a pool of 100 points, with a limit of assigning no more than 10 points per skill. If characters are more experienced, then the number of Skill Points and restrictions will differ, as previously indicated on the Experience Table.

Bonus Skill Points are used in the following ways:

- ⇒ Allow the character the option of choosing one final new Professional Skill for free, reflecting a personal hobby or interest.
- ⇒ Distribute points amongst whatever skills the character currently has, increasing each skill by 1% for every point spent on improving it. No individual skill can receive more points than indicated by their Experience Level.
- ⇒ Save for the optional hobby speciality, no points may be assigned to Professional Skills not learned as part of their culture or class.

Creating Experienced Characters

How experienced is your character? It is recommended that beginning characters start fresh, at Rank 1 with little or no practical experience. Of course, the level of the characters will depend greatly on the setting and whether the game will be a short one-off adventure or a long-running campaign. It is also common for a player to create a more experienced character if replacing one that has died in play or when joining an existing campaign.

A table is provided, breaking experience into Experience Categories. A character's Experience has a direct correlation to age and skill competence; more experienced characters naturally have more life experience than their younger compatriots. However, the noted

Age Bonus should be treated as approximate, as campaigns advance at different rates — some campaigns have lots of game time pass between adventures while others are one long string of unbroken adventures. When converting an existing character, simply substitute the actual age for that noted in the table opposite.

This table may also be used for NPCs, whether built using a class or a career, and follows the same rules. There is one exception: NPCs built as part of a career have no special abilities, including the extra Luck Points, which are reserved for player characters and significant NPCs only. Note that a starting NPC built as a career is Rank 1 by default, and most racial write-ups are considered Rank 1 warriors unless noted otherwise.

EXPERIENCE TABLE

Rank	Age	Bonus Skill Points	Maximum Skill Increase	Average Skill Level
1: Fresh (1-4)	By species	100	+10	50-60
2: Low Level (5-9)	+1d6	300	+30	65-75
3: Mid. Level (10-14)	+1d6+5	500	+50	85-95
4: High Level (15-19)	+1d6+10	700	+70	105-115
5: Epic Level (20+)	+1d6+20	900	+90	125-135

Experience Table Notes

- ⇒ Experience rank is a rough descriptive guide to compare characters of differing skill levels. The number in parentheses may be used as a gauge when converting existing characters from level-based games.
- ⇒ Age is determined by calculating age according to species and adding any noted bonus. It is more of a guideline than a hard and fast rule, as time passes differently from campaign to campaign.
- ⇒ Bonus Skill Points determine how many additional Skill Points the character has to spend on developing skills.
- ⇒ Maximum Skill Increase limits how many of the Bonus Points can be applied to any one particular skill.
- ⇒ Average Skill Level shows the typical range for a character's most important class-related skills at each Experience Level. It is included for reference purposes and assumes base characteristics of 16, with maximum Skill Points spent during each step. Actual results will vary.



Step 9: Starting Gear

Every character begins with some starting money and equipment determined by their class (see the table below). In addition, they may augment their belongings by buying additional items (or upgrading ones they already have) from the equipment listed in *Chapter 5: Economics and Equipment*.

Step 10: Finally...

Don't forget to give your character a name. Also, look for ways to establish connections with other characters if desired.

STARTING EQUIPMENT BY CLASS TABLE

Class	Clothing	Weapons	Armour	Miscellaneous Gear	Starting Funds
Bard	1d6+1 sets of clothing, made of good quality fabrics and a modest level of decoration	1d2+1 weapons suited to culture and class: Bastard Sword, Broadsword, Club, Dagger, Dart, Falchion, Javelin, Knife, Longsword, Rapier, Scimitar, Shortsword, Sling, Spear, or Staff	Full set of leather armour	Musical Instrument & Spell Component Pouch. Arcane bards start with a travelling spell book	2d6x5 SP
Berserker	Two sets of common, undecorated clothes	1d2+1 weapons of choice: Axe, Sword, Mace, Shield, Spear Bow, Great Weapon, and so on	Studded leather armour on chest, abdomen, and head	Nil	5d4x5 SP
Cavalier	1d6+1 sets of clothing, made of good quality fabrics and a modest level of decoration	1d3+1 weapons of higher status and/or quality: Sword, Mace, Shield, Great Weapon, and so on	Full set of chain mail armour	Riding Mount	5d4x5 SP
Cleric	One set of common, undecorated clothes and one set of robes or vestments according to order, faith or religion	1d2+1 weapons suited to culture and class: Club, Flail, Hammer, Mace, Shield, Staff, and Staff Sling	Full set of scale armour	Holy Symbol & Spell Component Pouch	1d3+1x5 SP
Druid	Two sets of common, undecorated clothes	1d2+1 weapons suited to culture and class: Club, Dagger, Dart, Hammer, Sickle, Scimitar, Shield (Wooden), Sling, Spear, Staff, Staff Sling, and Whip	None	Sprig of Mistletoe & Spell Component Pouch	1d3+1x5 SP
Fighter	Two sets of common, undecorated clothes	1d2+1 weapons of choice: Axe, Sword, Mace, Shield, Spear Bow, Great Weapon, and so on	Full set of scale armour	Nil	5d4x5 SP
Magic-User	Two sets of common, undecorated clothes	1d2 simple weapons suited to the culture and class: Dagger, Dart, Knife, Sling, or Staff	None	Travelling Spell Book & Spell Component Pouch	1d4+1x5 SP
Monk	Two sets of common, undecorated clothes	1d2 weapons suited to culture and class: Atlatl, Bo Stick, Caltrop, Club, Crossbow, Dagger, Falchion, Garrote, Hatchet, Javelin, Jo Stick, Knife, Polearm, Spear, or Staff	None	Nil	1d4+1 SP
Paladin	1d6+1 sets of clothing, made of good quality fabrics and a modest level of decoration	1d3+1 weapons of higher status and/or quality: Sword, Mace, Shield, Great Weapon, and so on	Full set of chain mail armour	Riding Mount	5d4x5 SP
Ranger	Two sets of common, undecorated clothes	1d2+1 weapons of choice: Axe, Sword, Mace, Shield, Spear Bow, Great Weapon, and so on	Full set of studded leather armour	Nil	5d4x5 SP
Thief	Two sets of common, undecorated clothes	1d2+1 weapons suited to culture and class: Broadsword, Club, Dagger, Dart, Falchion, Garrote, Hand Crossbow, Knife, Longsword, Shortbow, Shortsword, or Sling	Full set of studded leather armour	Lock picks and thieves tools	2d6x5 SP
Thief-Acrobat	Two sets of common, undecorated clothes	1d2 weapons suited to culture and class: Broadsword, Club, Dagger, Dart, Falchion, Garrote, Knife, Longsword, Shortsword, or Sling	Full set of studded leather armour	3 metre pole (10ft), lock picks, and thieves tools	2d6x5 SP

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA Luck Points

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Attributes

Action Points	Damage Mod	Exp. Mod	Healing Rate	Initiative	Move Rate	Initiative Penalty	Magic Points
○	○	○	○	○	○	○	○

Character Information

Player _____

Character _____ Race/Culture _____

Class _____ Rank _____

Hometown _____ Deity _____

Age _____ Gender _____ Handedness _____

Frame _____ Height _____ Weight _____

Description/Portrait

Passions

_____ %

_____ %

_____ %

_____ %

Hit Locations

Id	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/	_____ ○	_____ ○
04-06	Left Leg	/	_____ ○	_____ ○
07-09	Abdomen	/	_____ ○	_____ ○
10-12	Chest	/	_____ ○	_____ ○
13-15	Right Arm	/	_____ ○	_____ ○
16-18	Left Arm	/	_____ ○	_____ ○
19-20	Head	/	_____ ○	_____ ○

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	____%
Boating	STR+CON	____%
Brawn	STR+SIZ	____%
Conceal	DEX+POW	____%
Customs	INT x2	____%
Dance	DEX+CHA	____%
Deceit	INT+CHA	____%
Drive	DEX+POW	____%
Endurance	CON x2	____%
Evade	DEX x2	____%
First Aid	INT+DEX	____%
Influence	CHA x2	____%
Insight	INT+POW	____%
Locale	INT x2	____%
Perception	INT+POW	____%
Ride	DEX+POW	____%
Sing	POW+CHA	____%
Stealth	INT+DEX	____%
Swim	STR+DEX	____%
Unarmed	STR+DEX	____%
Willpower	POW x2	____%

Professional Skills

Skill	Characteristics	%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%
_____	_____	____%

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-1m	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-2m	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose	No Activity Possible				48 hours
<input type="checkbox"/>		Dead				Never

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Combat Styles

Style	%	Weapons
_____	____%	_____
Unarmed	____%	_____

Notes

2: Race & Culture

Players may choose one of seven races for their characters: *dwarf, elf, gnome, half-elf, half-orc, halfling*, or *human*. If human, they must further define their character by choosing one of four cultural backgrounds: *Barbarian, Civilised, Nomadic*, or *Primitive*. For humans, culture determines the kind of society in which the character was raised, and so prescribes certain outlooks and philosophies he or she might have. More practically, culture helps define the values of the various skills that shape the character's overall capabilities. For the non-Human races, more commonly known as demi-humans, it is impossible to separate race from culture. Therefore, when choosing a demi-human character, there is no need to choose an additional cultural type. While this is fully explained in MYTHRAS, we detail it here as well to better facilitate character creation.

Race/Culture

A description of each racial background follows, incorporating a list of appropriate Skill Bonuses. Players choosing a human character will incorporate further details based on the selected culture. Players should apply the Skill Bonuses immediately to the Standard Skills on their character sheet and add the additional new skills, known as Professional Skills (introduced in the next chapter), to the appropriate section of the sheet. In many cases, a race lists a range of skills and invites the player to pick one or more to which a bonus will apply. In this way, players from identical racial backgrounds can ensure that their adventurers are distinct, in that they have each developed skills in a different combination of areas.

Racial/Cultural Passions

Also note that each race comes with several Passion choices. Racial and cultural Passions can add a great deal of depth and characterisation to the adventurer being creating, defining ingrained preferences and prejudices, as well as the character's ethical and moral values.

The first Passion chosen of all characters is that of a *Moral Philosophy*. Moral Philosophies are *Good, Neutral* or *Evil*. These are sometimes referred to as an *Alignment*, and play a huge role in CLASSIC FANTASY. Once the specific Moral Philosophy is chosen, one or two traits should be selected that further define it. For example: Good (Lawful and Trustworthy) or Neutral (Selfish and Greedy). Note that Passions are more fully detailed at the end of this chapter.

Racial Skill Points

Each race lists a variety of Standard Skills that characters learn as part of their formative development within the society of their youth. These are core abilities which all characters from the same specific culture improve to some degree. Characters also learn a number of more specialised or esoteric Professional Skills according to their personal interests.

Professional Skills are further explained in the Skills chapter of MYTHRAS, but, in brief, they represent those skills that cannot be attempted without years of rigorous study and specialised training. Whereas all characters have a basic ability in all Standard Skills, they have no ability in any Professional Skill unless they chose them as part of their cultural upbringing or class.

When applying racial Skill Bonuses perform the following steps:

- ⇒ Apply the static bonuses to Language (Common tongue) — a new language for CLASSIC FANTASY) and Customs: these are +40% to each, irrespective of the culture chosen. Each demi-human species may speak also their Native Tongue at +40% in addition to Language (Common tongue), as detailed in their respective write-ups.
- ⇒ Select three Professional Skills from the options offered.
- ⇒ Distribute 100 points amongst the listed Standard Skills and chosen Professional Skills, increasing that skill by 1% for every point spent on improving it. Players are free to choose how much each skill is improved by, but each skill must receive a minimum of 5% and cannot receive more than 15%.

Chosen Professional Skills start off at their Base Characteristic value as per Standard Skills. Some Professional Skills, such as Craft,

Language, or Lore, offer choice of a specialisation. In these cases, the speciality chosen should be one that suits that culture.

A Note on Characters and Rank

Keep in mind that many classes require a skill level of at least 50% in five Prerequisite Skills to begin at Rank 1. A character may choose to start at Rank 0 with lower prerequisites and attain Rank 1 in play, if desired, but to begin with, in order to cast spells, use class traits, and gain the first bonus Luck Point, these prerequisites must be met. While a player may not spend points during this step on skills that are not part of the character's race or culture, some Prerequisite Skills may still be available. Assuming players have decided on a character class, they may want to start developing those skills now. Players are given additional points in the Character Class and Development chapter (3) to expand their characters further. The



Prerequisite Skills for all classes are listed below and should be noted and accessed during the remainder of character creation:

- ⇒ Bard (Arcane): Arcane Casting, Arcane Knowledge, Athletics, Influence, Sing
- ⇒ Bard (Druidic): Athletics, Channel, Influence, Piety (Nature Deity), Sing
- ⇒ Berserker: Brawn, Combat Style (Berserker), Endurance, Evade, Unarmed
- ⇒ Cavalier: Combat Style (Cavalier), Courtesy, Endurance, Ride, Willpower
- ⇒ Cleric: Channel, Influence, Insight, Piety (Specific Deity), Willpower
- ⇒ Druid: Channel, Locale, Perception, Piety (Nature Deity), Willpower
- ⇒ Fighter: Brawn, Combat Style (Fighter), Evade or Endurance, Lore (Strategy and Tactics) or Craft (any weapon or armour related), Unarmed
- ⇒ Magic-user: Arcane Casting, Arcane Knowledge, Perception, Insight, Willpower
- ⇒ Monk: Acrobatics, Evade, Mysticism, Unarmed, Willpower
- ⇒ Paladin: Channel, Insight, Combat Style (Paladin), Piety (Specific Good Deity), Willpower
- ⇒ Ranger: Athletics, Channel, Combat Style (Ranger), Piety (Specific Nature Deity), Stealth
- ⇒ Thief: Athletics, Deceit, Evade, Slight, and Combat Style (Thief)
- ⇒ Thief-Acrobat: Acrobatics, Athletics, Combat Style (Thief-Acrobat), Perception, Stealth

Humans

Humans can inhabit just about any location in a fantasy world, and can have had contact with any and every species at one point or another. Some of the demi-human and humanoid races look upon humans as their staunchest of allies, others view them as the most vindictive of enemies. They can reach ages close to 100 years, sometimes even exceeding it, though rarely naturally. Humans tend to be fast learners and are more adaptive to change than any of the other races. Many believe that humans are the chosen race of the gods, a belief that is not without some merit, as the demi-human races seem to be on the decline in comparison to humans. Of course, some demi-human races attribute this to the voracious nature of human expansion.

Special Rules

All human characters receive the following attribute and racial talents.

- ⇒ Movement Rate: 6 metres (20 feet)
- ⇒ Lucky: Humans receive an *extra Luck Point* beyond that which is gained from POW.
- ⇒ Gifted: Humans receive an *extra Experience Roll* beyond that which is gained from CHA.

The following write-up details an average CLASSIC FANTASY human NPC warrior, irrespective of culture, and is included here as reference.

Human	Attributes
STR: 3d6 (11)	Action Points: 2
CON: 3d6 (11)	Damage Modifier: None
SIZ: 2d6+6 (13)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6 metres (20')
INT: 2d6+6 (13)	Initiative: 7 (includes -5 Penalty)
POW: 3d6 (11)	Average Lair: 500
CHA: 3d6 (11)	Treasure Type: B (Varies)

1d20	Hit Location	AP/HP
1 – 3	Right Leg	3/5
4 – 6	Left Leg	3/5
7 – 9	Abdomen	5/6
10 – 12	Chest	5/7
13 – 15	Right Arm	3/4
16 – 18	Left Arm	3/4
19 – 20	Head	8/5

Passions: Any, but typically Good or Neutral (one or two traits) at 52%

Armour: Chainmail and studded leather with a steel helm

Abilities: Lucky and Gifted (Player characters only).

Skills: Athletics 52%, Brawn 54%, Language (Common tongue) 64%, Customs 46%, Deceit 44%, Endurance 52%, Evade 52%, Insight 54%, Locale 66%, Perception 44%, Stealth 44%, Unarmed 42%, Willpower 42%.

Combat Style & Weapons	Traits & Notes
Human Warrior (Choose two or three from: Axe, Bow, Crossbow, Dagger, Flail, Hammer, Mace, Polearm, Shield, Spear, or Sword)	52%

Natural Weapons	Size/Force	Reach	Damage	AP/HP
Hands & Feet	S	T	1d3	As for Limb

Human Culture

Of all the playable races, only humans choose a separate culture, which helps them to further define themselves. Note that each culture can be even more granular and can be altered to be very much region-specific. Demi-humans in comparison are less widespread, and as a result, their culture is more homogeneous and entirely subsumed under race. The following information details the four types of human cultures. While their descriptions can be found in MYTHRAS, the information relevant to character creation is reproduced here for convenience.

Barbarian

Skills

Standard Skills: Athletics, Brawn, Endurance, First Aid, Locale, Perception; and either Boating or Ride.

Professional Skills: Animal Training or Lore (Any), Craft (Any) or Language (Any), Healing, Musicianship, Navigate, Seamanship, Survival, Track.

Cultural Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two additional Passions from the following:

- ⇒ Loyalty to Clan Chieftain
- ⇒ Love (friend, sibling or romantic lover)
- ⇒ Hate (creature, rival or clan)
- ⇒ Fear (arcane magic)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Classes

Bard, Berserker, Cleric, Druid, Fighter, Paladin, Ranger, Thief.

Civilised

Skills

Standard Skills: Conceal, Deceit, Drive, Influence, Insight, Locale, Willpower

Professional Skills: Art (any), Commerce, Craft (any), Courtesy, Language (any), Lore (any), Musicianship, Streetwise.

Valamir's Tale

Gary, the Games Master, has already decided that the characters are residents of the civilised Duchy of Bethany, loosely based on the rural areas of medieval Europe. Valamir is an exception, coming from the borderlands at the edge of the duchy, and is therefore from a barbarian culture.

Mark begins by adding the default 40% bonus to Language (Common tongue) and Customs, then chooses the three Professional Skills he learned growing up in Bethany, deciding upon Healing 25% (INT+POW), Language (Elven) 27% (INT+CHA), and Lore (Geography) 26% (INTx2).

Valamir now has 100 points to assign to the listed Standard Skills and the three Professional Skills he selected. He applies them thusly: Athletics +10, Brawn +10, Customs +5, Endurance +10, First Aid +5, Healing +15, Influence +10, Insight +5, Ride +15, Unarmed +5, and Willpower +10.

Finally, for his Passions, Mark, knowing he wishes Valamir to be a Paladin chooses Good (Lawful) as required, he also chooses Love (Sibling). The specifics will be determined later.

After applying his cultural modifiers Valamir's skills are: Athletics 35%, Boating 26%, Brawn 37%, Combat Style 25%, Language (Common tongue) 67%, Conceal 24%, Customs 71%, Dance 26%, Deceit 27%, Drive 24%, Endurance 36%, Evade 24%, First Aid 30%, Influence 38%, Insight 30%, Locale 26%, Perception 25%, Ride 39%, Sing 26%, Stealth 25%, Swim 26%, Unarmed 30%, Willpower 34%; Healing 40%, Language (Elven) 27%, and Lore (Geography) 26%.

Cultural Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from the following:

- ⇒ Loyalty to Town/City
- ⇒ Love (friend, sibling, or romantic lover)
- ⇒ Hate (rival, gang, district, or city)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Classes

Bard, Cavalier, Cleric, Fighter, Magic-User, Monk, Paladin, Ranger, Thief, Thief-Acrobat.

Nomadic

Skills

Standard Skills: Endurance, First Aid, Locale, Perception, Stealth; and two of the following: Athletics, Boating, Swim, Drive or Ride (depending on the primary mode of travel).

Professional Skills: Craft (any), Culture (any), Language (any), Lore (any), Musicianship, Navigate, Survival, Track.

Cultural Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from the following:

- ⇒ Loyalty to Tribal Chieftain/Khan
- ⇒ Love (friend, sibling, or romantic lover)
- ⇒ Hate (creature, rival, or tribe)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Classes

Bard, Cleric, Fighter, Magic-User, Ranger, Thief.

Primitive

Skills

Standard Skills: Brawn, Endurance, Evade, Locale, Perception, Stealth; and one among Athletics, Boating, or Swim.

Professional Skills: Craft (any), Healing, Lore (any), Musicianship, Navigate, Survival, Track.

Cultural Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from the following:

- ⇒ Loyalty to Chief/Headman
- ⇒ Love (friend, sibling or romantic lover)
- ⇒ Hate (something that scares or intimidates you)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Classes

Bard, Berserker, Cleric, Druid, Fighter, Thief.

Demi-Human Races

Demi-human characters are created in almost exactly the same way as humans. Characteristics are determined using the characteristic dice for that species, which will result in different characteristic values and ranges, but otherwise all the other elements: attributes, culture, class, and so on, are factored as normal.

Dwarf

Dwarves make their homes deep inside mountain strongholds, where extensive tunnels burrow deep into the earth. The average dwarf is strong, tough, and untiring in battle. By nature they are excellent crafters, often having a propensity for mining and metallurgy, with an accompanying love for treasure and all things material. Their goods are highly sought after by all.

Dwarves are short of stature and somewhat stocky, being just over 1.40 metres (4½ feet) tall on average. Hair colour is generally black, grey, or dark brown, but a few are known to exhibit reddish hair. Their skin is ruddy or earth coloured. All male dwarves favour long beards, often spiked, braided, or forked. Some dwarven women also grow beards; however, most prefer to keep their faces clean-shaven.

Dwarves are naturally suspicious of anyone espousing a different way of life to their own, but are not necessarily antagonistic towards them. They get along best with gnomes, who share a distant kinship, despite their annoying sense of humour and penchant for practical jokes. In addition, dwarves tend to get along well with humans; however, they have a low tolerance of elves due to ancient wars and long memories. Dwarves tend to dislike halflings, whose carefree lifestyle clashes with their gruff, stern nature. Their hatred for orcs, which they view as filthy and bestial, is legendary.

Dwarves are long-lived and can reach ages of up to 450 years and more. They have a distinct aversion to magic and as such find themselves naturally resistant to Arcane spells; Divine spells affect them normally. Because of this, dwarven magic-users are unheard of.



Dwarven Culture

Dwarves are social creatures bonded into clans and tribes that share the great underground halls and cities. In this respect, they most closely resemble the Barbarian culture, although there are certain key differences. First of all, gender does not matter in dwarven society: males and females share duties and responsibilities equally. This includes child-rearing, manual labour, hunting, and war. Secondly, dwarves tend to downplay the individual in favour of the society.

Dwarves know that strength comes from numbers and that the wants and needs of the individual are always outweighed by the many. They are, however, an acquisitive and materialistic society, jealously guarding their discoveries and achievements. Dwarves like things, and when removed from the clan a lone dwarf can become selfish and individualistic very quickly, because the overall dwarven culture is absent to guide and control the baser instincts.

Skills

In addition to Language (Common tongue), apply a static bonus of +40% to Language (Dwarvish).

Standard Skills: Athletics, Brawn, Endurance, Evade, Locale, Perception, Willpower

Professional Skills: Commerce, Craft (any), Engineering, Language (any*), Lore (any), Mechanisms, Oratory, Survival.

* During character creation, additional languages are limited to *gnome, goblin, kobold, and orc*.

Racial Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from the following:

- ⇒ Loyalty to Clan
- ⇒ Love (Something Materialistic)
- ⇒ Hill Dwarves: Hate (Orcs, half-orcs, goblins, and hobgoblins as a group)
- ⇒ Mountain Dwarves: Hate (Orcs, Goblins, Evil Giants, and Dark Elves as a group)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Special Rules

All Dwarven characters receive the following attribute and racial talents.

- ⇒ Movement: 4 metres (15 feet)
- ⇒ Magic Resistance: Dwarves are highly resistant to Arcane magic; their Willpower Checks 1 grade easier when used to resist. This resistance has no effect on Divine magic. They may not use certain magic items not specifically designed for dwarves or their class. This resistance to magic items applies to all Arcane items, including wands, staves, rods, rings, amulets, potions, horns, and jewels. Only magic weapons such as shields, armour, gauntlets, and girdles can be used without restriction, as can magic items of a divine nature, such as potions of healing. Because of this arcane resistance, dwarves may not be magic-users.
- ⇒ Poison Resistance: Dwarves are also highly resistant to poison, with Endurance Rolls that relate to poisoning being 1 grade easier.
- ⇒ Infravision: Dwarven infravision enables them to see up to 18 metres (60 feet) in darkness. Infravision is covered in more detail on page 96 under Visibility Underground.
- ⇒ Tunnel Sense: Due to their subterranean nature, dwarves can detect certain underground phenomena by succeeding at an Easy Perception skill roll. This Perception test may be further augmented by Lore (Mineral) if possessed by the character. Augmenting is detailed in MYTHRAS. Tunnel Sense may be used to detect stonework pits, deadfalls, and traps; a slope or grade; approximate depth underground; new tunnel or passage construction; and shifting or sliding walls or rooms. The range of this detection is limited to 3 metres (10 feet).

Classes

Berserker, Cleric, Fighter, Thief, Fighter/Thief, Fighter/Thief-Acrobat, or Fighter/Cleric

The following write-up details an average CLASSIC FANTASY dwarf NPC warrior and is included here as reference.

Dwarf	Attributes
STR: 2d6+9 (16)	Action Points: 2
CON: 2d6+9 (16)	Damage Modifier: +1d2
SIZ: 1d3+9 (11)*	Magic Points: 11
DEX: 3d6 (11)	Movement: 4 metres (15')
INT: 2d6+6 (13)	Initiative: 7*
POW: 3d6 (11)	Average Lair: 40-400**
CHA: 3d6 (11)	Treasure Type: Bx5 (N, Cx20)

1d20	Hit Location	AP/HP
1 – 3	Right Leg	3/6
4 – 6	Left Leg	3/6
7 – 9	Abdomen	5/7
10 – 12	Chest	5/8
13 – 15	Right Arm	3/5
16 – 18	Left Arm	3/5
19 – 20	Head	8/6

Passions: Typically Good, or Neutral (one or two traits) at 52%

Armour: Chainmail, studded leather and helm. None naturally.

Abilities: Magic Resistance, Poison Resistance, Infravision, Tunnel Sense.

Skills: Athletics 47%, Brawn 56%, Craft (Metallurgy) 54%, Craft (Masonry) 54%, Customs 76%, Endurance 62%, Evade 42%, Insight 44%, Languages (Common tongue and Dwarvish. Occasionally Gnome, Goblin, Kobold, and/or Orc) 56%, Locale 66%, Lore (Underdeep) 56%, Native Tongue (Dwarfish) 56%, Perception 54%, Stealth 44%, Survival 47%, Unarmed 57%, Willpower 42%

Combat Style & Weapons

Traits & Notes

Dwarven Warrior (Choose two or three from Axe, Crossbow, Hammer, Mace, Polearm, Shield, Spear, Sword) 57%

Natural Weapons	Size/Force	Reach	Damage	AP/HP
Hands & Feet	S	T	1d3+1d2	As for Limb

*-5 Initiative Penalty already applied

** This represents a normal "village-sized" community. Dwarves do not typically group in larger populations.

A Note on Dwarves & SIZ

Dwarven SIZ represents mass, not height. When creating a dwarf male, typically calculate weight based on the Medium frame and females on Lithe. Treat the Height as being 4 SIZ points lower.

For instance, an average SIZ 11 dwarf male would be 71–77 kg (151–165 lbs), but his height would be between 141–150 cm (4'8" to 4'10"), while a SIZ 11 female would be around the same height, but weigh 51–55 kg (101 to 110 lbs).

Elf

Elves are a little shorter than humans averaging just over 1.5 metres (5 feet) in height and possessing graceful and slender builds. Very few elves actually leave their woodland realm and take up the adventuring life, instead preferring a peaceful woodland existence. Those that do are a mystery to even their own kind. Though elves get along reasonably well with halflings and gnomes, they do not mesh well with dwarves due to their rather gruff nature. Even humans are viewed with suspicion. Of all the races, orcs and goblins are despised above all due to a longstanding animosity based on endless wars and petty skirmishes. Like dwarves, elves are very long-lived, but even more so, reaching ages in excess of 1,100 years. However, long before this, elves often feel the need to depart the realms of men. To where they go is a mystery to all but themselves.

Elves are distinctive with their fine bone structure, narrow tapering skulls, and narrow pointed ears. Eye colours vary through the spectrum, from the human tones through to the colour of brilliant gems. Elven society is frequently monarchical, usually governed by a king, queen, or both.

Elves are otherworldly. They often seem remote from mundane events yet exhibit a comprehension of them that proves baffling for humans to understand. Nature is of great importance to the elves and so they take great care to preserve their environments. As a long-lived species, they do not accept or appreciate time in the same way as humankind, and are often unconscious of the passing of small time increments.

Elven Culture

Elven culture is akin to civilised. Great store is placed on learning and understanding. Deeds, conduct, and integrity are important and desired qualities amongst elves and in others. Dignified manners are expected, and loutish, uncouth behaviour viewed with disdain and mistrust. Most elven societies have a king or queen, so loyalty to the monarch is paramount. Elves have trouble understanding societies that lack such structure, wondering how people can be properly ordered without a clear, royal leader to guide and represent them.

Skills

In addition to Language (Common tongue), apply a static bonus of +40% to Language (Elvish).

Standard Skills: Conceal, Influence, Insight, Locale, Perception, Stealth, Willpower

Professional Skills: Animal Training, Art (any), Commerce, Craft (any), Courtesy, Language (any*), Lore (any), Musicianship, Survival.

** During character creation, additional languages are limited to gnome, halfling, goblin, hobgoblin, orc, and gnom.*

Racial Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from the following:

- ⇒ Loyalty to King/Queen
- ⇒ Love (Something emotional)
- ⇒ Hate (any enemy of grace and beauty).
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Special Rules

- ⇒ Movement: 6 metres (20 feet)
- ⇒ Infravision: Elven infravision enables them to see up to 18 metres (60 feet) in darkness. Infravision is covered in more detail on page 96 under Visibility Underground.
- ⇒ Resistance to Sleep and Charm: Elves find Willpower Rolls to resist sleep and charm spells 2 grades easier. They may drop this resistance and accept the magic's effects if they choose.
- ⇒ Unaffected by Raise Dead: Elves are unaffected by the casting of Raise Dead, requiring other methods of revival to be found if they are to be resurrected.
- ⇒ Stealthy: Elves wearing nothing more restrictive than light armour find Stealth tests 1 grade easier.
- ⇒ Secret and Concealed Object Detection: Due to their acute senses, an elf that succeeds at a Formidable Perception skill test has a chance of noticing a concealed object when merely passing within 3 metres (10 feet) of it. Actively searching allows full Perception as normal.

Classes

Bard, Cavalier, Cleric, Fighter, Magic-user, Thief, Thief-Acrobat, Ranger, Fighter/Magic-user, Fighter/Thief, Fighter/Thief-Acrobat,

Magic-user/Thief, Magic-user/Thief-Acrobat, Fighter/Magic-user/Thief, or Fighter/Magic-user/Thief-Acrobat.

The following write-up details an average CLASSIC FANTASY elf NPC warrior and is included here as reference.

<i>Elf</i>	<i>Attributes</i>
STR: 2d6+3 (10)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: -1d2
SIZ: 1d6+6 (10)	Magic Points: 13
DEX: 2d6+9 (16)	Movement: 6 metres (20')
INT: 2d6+7 (14)	Initiative: 13*
POW: 3d6 (11)	Average Lair: 20-200**
CHA: 3d6 (11)	Treasure Type: Bx5 (N, Cx20)

1d20	Hit Location	AP/HP
1 – 3	Right Leg	2/5
4 – 6	Left Leg	2/5
7 – 9	Abdomen	3/6
10 – 12	Chest	3/7
13 – 15	Right Arm	2/4
16 – 18	Left Arm	2/4
19 – 20	Head	2/5

Passions: Typically Good or Neutral (one or two traits) at 52%

Armour: Leather and studded leather. None naturally.

Abilities: Infravision, Resistance to Sleep and Charm, Stealthy, Secret and Concealed Door Detection, Unaffected by Raise Dead.

Skills: Athletics 56%, Brawn 40%, Conceal 57%, Customs 58%, Deceit 55%, Endurance 42%, Evade 52%, Insight 57%, Languages (Common tongue and Elvish. Occasionally Gnoll, Gnome, Goblin, Halfling, Hobgoblin, and/or Orc) 65%, Locale 68%, Native Tongue (Elvish) 65%, Perception 57%, Stealth 60%, Unarmed 46%, Willpower 56%

Combat Style & Weapons	Traits & Notes
Elven Warrior (Choose two or three from: Mace, Sword, Spear, Shield, Bow) 56%	

Natural Weapons	Size/Force	Reach	Damage	AP/HP
Hands & Feet	S	T	1d3-1d2	As for Limb

*-2 Initiative Penalty already applied

** This represents a normal "village-sized" community. Elves do not typically group in larger populations.

A Note on Elves & SIZ

Elven SIZ represents mass, not height. When creating an elf male, typically calculate weight based on the Medium frame and females on Lithe. Treat the Height as being 2 SIZ points lower.

For instance, an average SIZ 10 elf male would be 64–70 kg (136 to 150 lbs), but his height would be between 151–155 cm (4'11" to 5'), while a SIZ 10 female would be around the same height, but weigh 46–50 kg (91 to 100 lbs).

Gnome

At just over 1 metre (3½ feet) in height, gnomes are even smaller than their dwarven kin. Possessing brown or tan skin, white hair, and considerably larger noses, they are, however, less rotund overall. Possessing an almost uncontrollable tendency for practical jokes and a sense of humour that could get them killed in the shadier parts of world, gnomes balance these problematic traits with a keen love of nature almost equalling that of the elves. Like dwarves, gnomes particularly love gems and jewellery, and many are masters of the gem-cutting craft. They dwell in mines and burrows found in areas of rolling hills and woodlands secluded from humans. Gnomes are suspicious of races much larger than themselves, and apart from dwarves and halflings, that's pretty much everyone. They tend to gauge a person's true intention with a test of his or her sense of humour, not the wisest of methods surely, but it seems to work for them. Gnomes are master tellers of tall-tales and wild stories. Of all the races, they get along best with dwarves, but in general are more willing to accept others. Typically, gnomes can live more than 700 years.

Gnomish Culture

Gnomish culture is similar to the Barbarian. They are a clannish society, which spends much of its time mining and crafting fine jewellery. Their lives are well organised with their leadership culminates in a chief, with religious matters handled by the chief's clerical advisors. In this way, their culture is similar to that of their dwarven kin; however, gnomes spend an inordinate amount of their time on games and practical jokes, a devotion their squat cousins find baffling. Their love of animals and nature means that in addition to dwarves, gnomes relate well to elves and other woodland beings

Skills

In addition to Language (Common tongue), apply a static bonus of +40% to both Language (Gnomish) and Language (Small Burrowing Animals). Gnomes are able to communicate with small natural burrowing animals such as moles, badgers, weasels, shrews, ground squirrels, etc.

Standard Skills: Deceit, Evade, Insight, Locale, Perception, Stealth, Willpower

Professional Skills: Animal Training, Commerce, Craft (any), Engineering, Language (any*), Lore (any), Mechanisms, Oratory, Survival.

**During character creation, additional languages are limited to dwarf, halfling, goblin, and kobold.*

Racial Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired, typically Loves Nature if Good or Respectful of Nature if Neutral.

In addition, choose one or two Passions from the following:

- ⇒ Loyalty to Clan
- ⇒ Love (Something Materialistic)
- ⇒ Hate (Typically, kobolds, and goblins as a group)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Special Rules

- ⇒ Movement: 4 metres (15 feet)
- ⇒ Magic Resistance: Like dwarves, gnomes are highly resistant to Arcane magic; Willpower Checks are 1 grade easier when used to resist. This resistance has no effect on Divine magic. Gnomes may not use certain magic items not specifically designed for them or their class. This resistance to magic items applies to all Arcane items, including wands, staves, rods, rings, amulets, potions, horns, and jewels. Only magic weapons, shields, armour, gauntlets, and girdles are able to be used without restriction, as are magic items of a Divine nature, such as potions of healing. Unlike dwarves, and for reasons known only to the gods, gnomes may be magic-users provided they specialise in the School of Illusion.
- ⇒ Poison Resistance: Gnomes are also highly resistant to poison, with Endurance Rolls that relate to poisoning being 1 grade easier.
- ⇒ Infravision: Gnomish infravision enables them to see up to 18 metres (60 feet) in darkness. Infravision is covered in more detail on page 96 under Visibility Underground.
- ⇒ Tunnel Sense: Due to their subterranean nature, gnomes can detect certain underground phenomena by succeeding at an Easy Perception skill roll. This Perception test may be further augmented by Lore (Mineral) if possessed by the character. Tunnel Sense may be used to detect stonework pits, deadfalls, and traps; a slope or grade; approximate depth underground; new tunnel or passage construction; and shifting or sliding

walls or rooms. The range of this detection is limited to 3 metres (10 feet).

Classes

Cleric, Fighter, Magic-user (Illusionist), Thief, Thief-Acrobat, Fighter/Cleric, Fighter/Magic-user (Illusionist), Fighter/Thief, Fighter/Thief-Acrobat, Cleric/Magic-user (Illusionist), Cleric/Thief, Cleric/Thief-Acrobat, Magic-user (Illusionist)/Thief, or Magic-user (Illusionist)/Thief-Acrobat

The following write-up details an average CLASSIC FANTASY gnome NPC warrior and is included here as reference.

Gnome	Attributes
STR: 2d6+1 (8)	Action Points: 3
CON: 2d6+6 (13)	Damage Modifier: -1d2
SIZ: 1d3+6 (8)	Magic Points: 11
DEX: 3d6+2 (13)	Movement: 4 metres (15')
INT: 2d6+8 (15)	Initiative: 12*
POW: 3d6 (11)	Average Lair: 40-400**
CHA: 3d6 (11)	Treasure Type: Bx3, (M, Cx20)

1d20	Hit Location	AP/HP
1 – 3	Right Leg	2/5
4 – 6	Left Leg	2/5
7 – 9	Abdomen	3/6
10 – 12	Chest	3/7
13 – 15	Right Arm	2/4
16 – 18	Left Arm	2/4
19 – 20	Head	2/5

Passions: Typically Good or Neutral (one or two traits) at 52%

Armour: Leather and studded leather. None naturally.

Abilities: Infravision, Magic Resistance, Poison Resistance, Tunnel Sense.

Skills: Athletics 51%, Brawn 36%, Customs 60%, Deceit 56%, Endurance 56%, Evade 56%, Insight 56%, Languages (Common tongue, Gnomish, and Small Burrowing Animals. Occasionally Dwarf, Goblin, Halfling, and/or Kobold) 66%, Locale 70%, Native Tongue (Gnomish) 66%, Perception 56%, Stealth 58%, Unarmed 41%, Willpower 52%

Combat Style & Weapons		Traits & Notes		
Gnome Warrior (Choose two or three from: Club, Sword, Spear, Bow, Shield, Sling) 51%				
Natural Weapons	Size/Force	Reach	Damage	AP/HP
Hands & Feet	S	T	1d3-1d2	As for Limb

*-2 Initiative Penalty already applied

** This represents a normal "village-sized" community. Elves do not typically group in larger populations.

A Note on Gnomes & SIZ

Gnomish SIZ represents mass, not height. When creating a gnome, typically calculate weight based on Lithe frame. Treat the Height as being 4 SIZ points lower.

For instance, an average SIZ 8 gnome of either gender would be 36–40 kg (71 to 90 lbs), but their height would be between 106–120 cm (3'7" to 3'11").

Half-Elf

Half-elves are the offspring of an elf and a human, granting them a mixture of traits from both parents. Their appearance is closer to their elven heritage; they tend to possess attractive features and a height taller than that of an elf, yet shorter than a human. Half-elves lose some of the abilities of elven heritage and do not have the same lucky or gifted nature as humanity; instead, they fall somewhere in-between. Half-elves possess their human parent's wanderlust and the love of nature of their elven heritage. They are also long-lived, reaching ages in excess of 300 years. In some parts of world, half-elves are regarded with suspicion due to their mixed heritage, but they are generally accepted everywhere elves and humans are, though they tend to receive the greatest amount of bigotry from the elven people.

Half-Elf Culture

Half-elves have no communities of their own but can be found living wherever humans and elves co-mingle, and they will typically share the culture of the race that raised them. For example, if raised among humans they will share the culture of their human parent (one of the four detailed under humans), if raised among elves they will share their elven parent's culture.

Skills

In addition to Language (Common tongue), apply a static bonus of +40% to Language (Elvish).

Standard Skills: Choose from a human culture skill list or the following elf skill list: Conceal, Influence, Insight, Locale, Perception, Stealth, Willpower.

Professional Skills: Choose from a human culture or from the following elf skill list: Art (any), Commerce, Craft (any), Courtesy, Language (any*), Lore (any), Musicianship, Survival.

**During character creation, additional languages are limited to gnome, halfling, goblin, hobgoblin, orc, and gnoll.*

Racial Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from those detailed under human or elf, depending on society raised in.

Special Rules

- ⇒ Movement: 6 metres (20 feet)
- ⇒ Infravision: Half-elven infravision enables them to see up to 18 metres (60 feet) in darkness. Infravision is covered in more detail on page 96 under Visibility Underground.
- ⇒ Resistance to Sleep and Charm: Half-elves find Willpower rolls to resist Sleep and Charm spells 1 grade easier. They may drop this resistance and accept the magic's effects if they choose.
- ⇒ Stealthy: Half-elves wearing nothing more restrictive than light armour find Stealth tests 1 grade easier.
- ⇒ Secret and Concealed Object Detection: Due to their acute senses, a half-elf that succeeds at a Formidable Perception skill test has a chance of noticing a concealed object when merely passing within 3 metres (10 feet) of it. Actively searching allows full Perception as normal.

Classes

Bard, Cavalier, Cleric, Druid, Fighter, Ranger, Magic-user, Thief, Thief-Acrobat, Fighter/Cleric, Fighter/Druid, Fighter/Thief, Fighter/Thief-Acrobat, Fighter/Magic-user, Cleric/Ranger, Cleric/Druid, Cleric/Magic-user, Druid/Magic-user, Magic-user/Thief, Magic-user/Thief-Acrobat, Fighter/Magic-user/Cleric, Fighter/Magic-user/Druid, Fighter/Magic-user/Thief, or Fighter/Magic-user/Thief-Acrobat

The write-up (below) details an average CLASSIC FANTASY half-elf NPC warrior and is included here as reference.

Half-Elf	Attributes
STR: 3d6 (11)	Action Points: 2
CON: 3d6 (11)	Damage Modifier: None
SIZ: 2d6+5 (12)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6 metres (20')
INT: 2d6+6 (13)	Initiative: 10*
POW: 3d6 (11)	Average Lair: N/A**
CHA: 3d6 (11)	Treasure Type: B

1d20	Hit Location	AP/HP
1 – 3	Right Leg	2/5
4 – 6	Left Leg	2/5
7 – 9	Abdomen	3/6
10 – 12	Chest	3/7
13 – 15	Right Arm	2/4
16 – 18	Left Arm	2/4
19 – 20	Head	2/5

Passions: A Moral Philosophy appropriate to the race and/or culture that raised the character (with one or two traits) at 52%

Armour: Leather and studded leather. None naturally.

Abilities: Infravision, Resistance to Sleep and Charm, Stealthy, Secret and Concealed Door Detection.

Skills: Athletics 52%, Brawn 43%, Customs 56%, Deceit 54%, Endurance 42%, Evade 52%, Insight 54%, Languages (Common tongue, Gnomish, and Small Burrowing Animals. Occasionally Dwarf, Goblin, Halfling, and/or Kobold) 66%, Locale 66%, Native Tongue (Elvish) 64%, Perception 54%, Stealth 54%, Unarmed 52%, Willpower 52%

Combat Style & Weapons	Traits & Notes
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Elven Warrior (as per cultural heritage: Elf or Human) 52%

Natural Weapons	Size/Force	Reach	Damage	AP/HP
Hands & Feet	S	T	1d3	As for Limb

*-2 Initiative Penalty already applied

** Half-elves do not have their own communities and as such will typically be grouped with other humans or elves unless encountered in small groups.

Half-Orc

Originating in the wilder frontiers of world, where orcs and humans come into conflict, half-orcs are the result of the unlikely union between these two races. Genetically, half-orcs exhibit more orcish traits than human ones, standing taller than a human on average, with large prominent teeth, an extended lower jaw, and greenish skin covered with coarse dark hair. They are warlike by nature and have no interest in the more refined of pursuits. Half-orcs are on poor terms with the other races due to their orcish blood, enmity with the elves and dwarves being the greatest; but given time, a trust can develop even with these unlikely races. Of all the races the half-elves tend to be the most sympathetic, understanding the life of the outcast all too well. Strangely enough, gnomes and halflings tend to be generally accepting of half-orcs, the former because half-orcs tend to be able to take a joke, and the latter due to their curious and



accepting natures. Half-orcs have natural lifespans in excess of 80 years.

Half-Orc Culture

Like half-elves, half-orcs have no native lands, most often living among orcish tribes. Those not living among other orcs, range towards human lands. Because they are frequently not accepted by society, half-orcs are usually drawn towards violent careers befitting their great strength and temperament, usually finding companionship among adventurers, many of whom are fellow wanderers and outsiders. Half-orcs typically share the culture of the race that raised them. For example, if raised among humans, they will share the culture of their human parent; if raised among orcs, they will share their orcish parent's culture.

Skills

In addition to Language (Common tongue), apply a static bonus of +40% to Language (Orcish).

Standard Skills: Choose from a human culture skill list or the following orc skill list: Athletics, Brawn, Endurance, First Aid, Locale, Perception; and one of Boating, Evade, or Ride.

Professional Skills: Choose from a human culture skill list or the following orc skill list: Craft (any), Healing, Lore (any), Musicianship, Navigate, Survival, Track.

Racial Passions

If raised in human society:

As per the appropriate human culture

If raised in orcish society:

Moral Philosophy: Any, but typically Neutral or Evil. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from the following (those raised by humans choose from the appropriate human culture instead):

- ⇒ Loyalty to Clan Chieftain
- ⇒ Love (friend, sibling, or romantic lover)
- ⇒ Hate (magic, creature, rival, or clan)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Special Rules

- ⇒ Movement: 6 metres (20 feet)
- ⇒ Infravision: Half-orc infravision enables them to see up to 18 metres (60 feet) in darkness. Infravision is covered in more detail on page 96 under Visibility Underground. Unlike their orcish parent, half-orcs do not suffer light sensitivity.

Classes

Berserker, Cleric, Fighter, Thief, Thief-Acrobat, Fighter/Cleric, Cleric/Thief, Cleric/Thief-Acrobat, Fighter/Thief, or Fighter/Thief-Acrobat.

Half-Orc	Attributes
STR: 2d6+7 (14)	Action Points: 2
CON: 2d6+6 (13)	Damage Modifier: +1d2
SIZ: 2d6+7 (14)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6 metres (20')
INT: 2d6+5 (12)	Initiative: 7*
POW: 3d6 (11)	Average Lair: N/A**
CHA: 2d6+1 (8)	Treasure Type: B

1d20	Hit Location	AP/HP
1 – 3	Right Leg	3/6
4 – 6	Left Leg	3/6
7 – 9	Abdomen	5/7
10 – 12	Chest	5/8
13 – 15	Right Arm	0/5
16 – 18	Left Arm	0/5
19 – 20	Head	8/6

Passions: A Moral Philosophy appropriate to the race and/or culture that raised the character (with one or two traits) at 52%

Armour: Chain mail and studded leather with a steel helm, none naturally.

Abilities: Infravision,

Skills: Athletics 55%, Brawn 48%, Deceit 50%, Endurance 56%, Evade 52%, Languages (Common tongue and Orcish) 60%, Perception 53%, Unarmed 55%, Willpower 52%

Combat Style & Weapons		Traits & Notes		
Half-Orc Warrior (Choose two or three from: Axe, Bow, Crossbow, Dagger, Sword, Flail, Pole Arm, Shield, and Spear) 55%				
Natural Weapons	Size/Force	Reach	Damage	AP/HP
Hands & Feet	S	T	1d3+1d2	As for Limb

*-5 Initiative Penalty already applied

**Half-orcs do not have their own communities and as such will typically be grouped with other Humans or Orcs unless encountered in small groups

Halfling

Peaceful, civilised folk who live a largely agrarian existence, halflings are diminutive humanoids who are shorter than dwarves by around a head, but lighter of frame. Their homes are farms and steads with villages forming close-knit communities. Halflings are the least adventurous of the races and can go largely unnoticed as they pose no kind of threat to anyone.

At first glance halflings might be mistaken for children, but the differences are obvious upon close inspection. Halflings have pointed ears, and skin, hair, and eye colours that run the normal range. They have large, rugged feet that are oversized for the body, and typically quite hairy. Shoes and boots are shunned; the soles of the feet are extremely thick, providing more than adequate protection against rocks and stones.

Whilst they are generally unadventurous, halflings are inquisitive. They like to know, and share, secrets. They adore stories, myths, and fables and have enquiring minds. This means that, when abroad, the world is a fascinating place to be questioned and taken in—and this can lead halflings into trouble. Otherwise, halflings are a rather prosaic, content race that keeps to itself and prefer neither to interfere with the wider world nor have it interfere with them.

To most other races, halflings are short hairy-footed kleptomaniacs, a not entirely unfounded view, as most that take up a life of adventure can easily incorporate a little stealth and subterfuge due to their small size and quick fingers, but other classes can and do exist. There is an old dwarf saying which goes, “if there is a halfling in your party check your money pouch, if it’s missing check his”.



Despite being physically smaller and weaker than most other sapient species, halflings compensate with a certain nimbleness that serves them well in sticky situations. Although cautious, they are not cowardly: halflings might say they are, but when it comes to fighting for their homes and way of life, they can summon enormous reserves of courage. In short, halflings make for good player characters, especially for those players who prefer sneaking around to stalking boldly across the moorland. They are long lived, with lifespans in excess of 170 years.

Halfling Culture

Halfling culture is akin to civilised. They live in small communities called shires, closely knit villages and small towns with several extended families forming the basis of the community. Their industries are basic: agriculture primarily, but also handicrafts such as pottery, weaving, leatherworking, and textiles. They do work metals but very infrequently for weapons and armour. Like elves, most halflings will never leave their communities. They prefer instead to stay at home, eating their twelve meals a day, smoking pipe weed, and drinking while socialising with friends and loved ones. But every once in a while, a halfling comes along that gets the urge for adventure. The common cultural unit for halflings is the riding, an area bounded by three shires, which makes the size of each riding vary considerably. A borough is formed of three ridings.

Skills

In addition to Language (Common tongue), apply a static bonus of +40% to the Language (Halfling).

Standard Skills: Dance or Sing, Evade, Insight, Locale, Perception, Stealth, Willpower

Professional Skills: Art (any), Commerce, Craft (any), Courtesy, Language (any*), Lore (any), Musicianship, Streetwise.

**During character creation, additional languages are limited to dwarf, elf, gnome, goblin, and orc.*

Racial Passions

Moral Philosophy: Typically Good or Neutral. From the chosen philosophy, select one or two Traits as desired.

In addition, choose one or two Passions from the following:

- ⇒ Loyalty to Shire, Riding, or Borough
- ⇒ Love (Something emotional)
- ⇒ Hate (Heavy Industry)
- ⇒ Or add an additional Trait to the chosen Moral Philosophy

Special Rules

- ⇒ Movement: 4 metres (15 feet).
- ⇒ Magic Resistance: Like dwarves, halflings are highly resistant to Arcane magic with Willpower Checks being 1 grade easier when used to resist. This resistance has no effect on Divine magic. They may not use certain magic items not specifically designed for them or their class. This resistance to magic items applies to all Arcane items, including wands, staves, rods, rings, amulets, potions, horns, and jewels. Only magic weapons, shields, armour, gauntlets, and girdles are able to be used without restriction, as are magic items of a Divine nature, such as potions of healing. Because of this Arcane resistance, halflings may not be magic-users.
- ⇒ Poison Resistance: Halflings are also highly resistant to poison, with Endurance Rolls that relate to poisoning being 1 grade easier.
- ⇒ Stealthy: Halflings wearing nothing more restrictive than light armour find Stealth tests 1 grade easier.
- ⇒ Exposure Tolerance (Feet): Halflings suffer no adverse effects from exposure when going around barefoot, regardless of temperature. They do suffer from exposure normally as far as the rest of their body is concerned.

Classes

Cleric, Fighter, Thief, Thief-Acrobat, Fighter/Thief, or Fighter/Thief-Acrobat

Halfling	Attributes
STR: 2d6 (7)	Action Points: 3
CON: 2d6+7 (14)	Damage Modifier: -1d4
SIZ: 1d3+6 (8)	Magic Points: 11
DEX: 3d6+3 (14)	Movement: 4 metres (15')
INT: 2d6+6 (13)	Initiative: 12*
POW: 3d6 (11)	Average Lair: 30-300**
CHA: 2d6+5 (12)	Treasure Type: B (M)

1d20	Hit Location	AP/HP
1 – 3	Right Leg	2/5
4 – 6	Left Leg	2/5
7 – 9	Abdomen	3/6
10 – 12	Chest	3/7
13 – 15	Right Arm	2/4
16 – 18	Left Arm	2/4
19 – 20	Head	2/5

Passions: Typically, Good or Neutral (one or two traits) at 52%

Armour: Leather and studded leather. None naturally.

Abilities: Infravision, Magic Resistance, Poison Resistance, Stealthy, Temperature Tolerance (Feet).

Skills: Athletics 51%, Brawn 35%, Craft (Cooking) 57%, Customs 56%, Dance 46%, Deceit 55%, Endurance 58%, Evade 58%, Insight 54%, Languages (Common tongue and Halfling. Occasionally Dwarf, Elf, Gnome, Goblin, and/or Orc) 65%, Locale 66%, Native Tongue (Halfling) 65%, Perception 54%, Sing 43%, Stealth 57%, Unarmed 41%, Willpower 52%.

Combat Style & Weapons	Traits & Notes			
Halfling Warrior (Choose two or three from: Club, Sword, Spear, Bow, Shield, Sling) 51%				
Natural Weapons	Size/Force	Reach	Damage	AP/HP
Hands & Feet	S	T	1d3-1d4	As for Limb

*-2 Initiative Penalty already applied

** This represents a normal "village-sized" community. Halflings do not typically group in larger populations.

A Note on Halflings & SIZ

Halfling SIZ represents mass, not height, so calculate weight based on Lithe or Medium frame. Treat the Height as being 2 SIZ points lower.

For instance, an average SIZ 8 halfling would be 36–40 kg (71 to 90 lbs) if lithe frame, or 50–56 kg (106 to 120 lbs) if medium. Their height would be between 131–140 cm (4'4" to 4'7").

Passions

Using Passions in CLASSIC FANTASY can greatly assist the players and the Games Master in deepening the nature of the characters, introducing plot hooks based on a characters' desires or prejudices, and helping the players to understand who their characters are, what drives them, and so on. Not all classes require Passions, but for some, like the cleric, druid, and paladin, Passions are necessary for the further development of the character. These Passions are known as Moral Philosophies.

All sapient creatures in CLASSIC FANTASY possess a Moral Philosophy. From this, one or two traits are derived, which are the chosen philosophy's defining attributes. *For example: Lawful (Reliable, and Obedience to Legitimate Authority); or Evil (Enjoys Harming, Oppressing, and Killing Others).*

Passions represent several things:

- ⇒ Ethical and moral codes (sometimes referred to as an alignment)
- ⇒ Loyalties or allegiances
- ⇒ Strongly held beliefs or ideals
- ⇒ Emotion felt towards someone or something

Passions are measured in the same way as skills, that is, they have a starting value based on two characteristics and are rated between 1 and 100 (or higher). A Passion can be improved in the same way as a skill or it can be either increased or decreased by the Games Master depending on circumstances.

Lorissa, for example, may have Loyalty to Tabor, her clan chief, at 70%. However if Tabor were to make an alliance with an enemy clan that Lorissa disapproves of, then the Games Master could, quite reasonably, have Lorissa's Loyalty drop to, say, 50%, representing an erosion of her fidelity. Conversely, Tabor might grant Lorissa a favour, which increases Loyalty to 80%, demonstrating their strengthening bond.

A Passion can be for anything — a person, an organisation, an ideal, or even an object. Passions are typically described by a verb such as Comfort, Desire, Despise, Destroy, Espouse, Fear, Flee, Foreswear, Hate, Love, Loyalty to, Protect, Repudiate, Respect, Seek, Subvert, Torment, or Uphold.

The verb describes the nature of the relationship. Loyalty, for instance, does not always indicate respect; respect does not always indicate love. Despising something is not the same as hating it. Loving someone is not the same as being loyal to them. The verb used should therefore reflect how the character feels either personally or culturally towards the subject.

PASSIONS TABLE

<i>Moral Philosophy</i>	<i>Examples</i>	<i>Starting Percentage</i>
Moral Philosophies. Choose one or two defining traits.	<p>Good: Adheres to Tradition, Altruistic, Friendly, Gentle, Helpful, Honest, Honourable, Kind, Lawful, Loves nature, Merciful, Pacifist, Trustworthy, Reliable, Sainly</p> <p>Neutral: Conceited, Dishonest, Egotistic, Greedy, Independent, Lack of morality, Pompous, Respectful of nature, Self-centred, Strives for harmony, Unbiased, Vain, Well balanced</p> <p>Evil: Betrayer, Bloodthirsty, Cannibalistic, Chaotic, Cruel, Hateful, Heartless, Murderous, Sadistic, Slaver, Spiteful, Wicked</p>	30% plus character's POWx2
<i>Other Passions</i>		
A person in a romantic or familial context	Lover, Sibling, Wife, Parent, Aloof, Unsuspecting Object of Desire	30% plus loved one's POW+CHA
A person in a platonic context (a friendship or loyalty, for example)	Leader, Teacher, Ruler, Master, Rescuer, Priest, Enemy	30% plus character's POW and subject's CHA
A person in an aversive context	Enemy leader, Rival worker, Husband of Desired Lover, Murderer of Friend, Thief	30% plus character's POW and subject's CHA
An organisation or group of people	Family, School, Temple, Religion, Local Community, Military Unit, Guild, Nobles	30% plus character's POW+INT
A race or species	Foreigners, Non Humans, Tigers, Supernatural Beasts, Ghosts, Primitives	30% plus character's POW x 2
A place	A Country, Home Town, Holy Place, Capital City, Graveyards, Mountains, Forests	30% plus character's POW+INT
An object or substance	The Iron Throne, Diabolic Relic, Magic, Darkness, Ancient Heirloom, Gemstones	30% plus character's POW x 2

A Passion can be established at any point in the game — either during this phase of character creation or, perhaps most interestingly, during game play. All a character needs to do to establish a Passion is stipulate that an intention to form the Passion and give it an appropriate adjective: Love (Amoretta the Bard), for example, or Shun (Magic).

The starting value of the Passion varies according to its type — see the Passions Table.

All the Starting Percentages may be modified by the Games Master to reflect deeper or lesser devotion. Thus, Love (Amoretta the Bard) might begin for a character at 55%, using the basic Starting Percentage calculation, but, because the character is so faithful to Amoretta (a childhood sweetheart), the Games Master decides

instead to increase the Starting Percentage to 75%, reflecting the lifelong devotion.

Where a person or people are concerned, the Passion does not need to be reciprocated. It is up to the Games Master to decide if it is or not, and the player must decide if unreciprocated love will strengthen a character's Passion or weaken it. If the decision is made to strengthen the Passion (unrequited love often drives the heart to deeper fondness or infatuation), then the Passion value can be increased (or decreased, if the depth of feeling is diminished) by 1d10%.

Unlike normal Passions, all characters require a Moral Philosophy. So if the chosen philosophy is reduced to 0, then a new one replaces it at base level, per the character's recent actions. *For example, a character willingly commits one or more murderous acts, resulting in his Good being reduced to 0 and causing him to gain Evil at base level. This may have detrimental effects on any class that requires a specific Moral Philosophy as part of an oath; see Chapter 3.*

This section only details what Passions represent and their default values. How Passions are used in the game is discussed in Chapter 6.

Valamir's Gale

From his barbarian background, Valamir chose the Passions of Good and two Traits: Lawful (required as a paladin), and Honourable. He also chooses Love (Miranda). Mark decides Valamir comes from the small town of Dunfel and has one younger sister, Miranda, who is training to be a bard.

The values for each are calculated. This results in Good (Lawful and Honourable) at 54%, however, for Love (Miranda), he needs to determine Miranda's POW and CHA, which are 12 and 16, respectively, giving Love (Miranda) 58%.

Neutrality

Neutral characters have the same compunctions against killing innocent creatures that a Good character would have, but lack the commitment to make sacrifices to protect or help others. A Neutral character may display a lack of conviction or bias, rather than a commitment to neutrality. They tend to believe that Good is

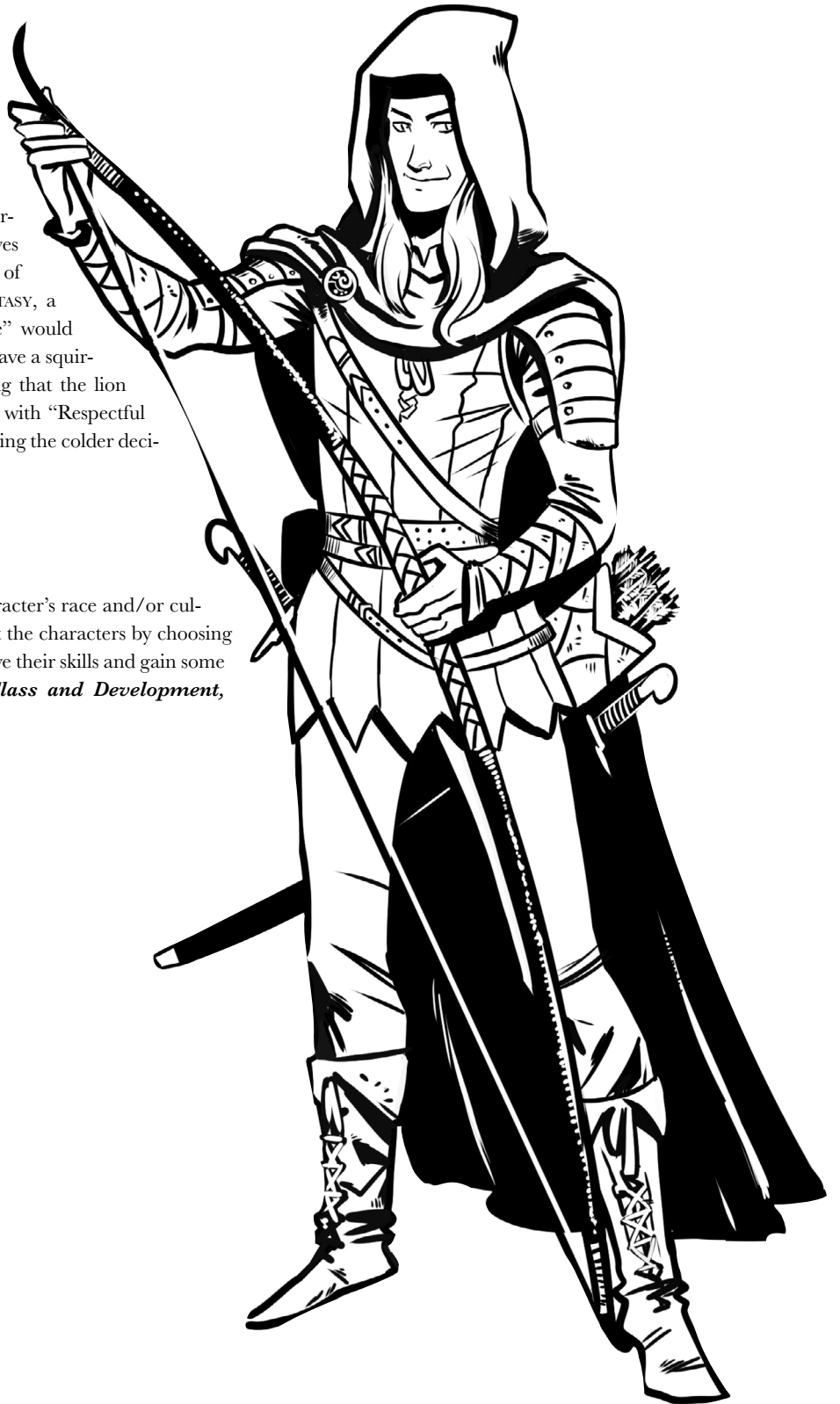
better than Evil—after all, everyone would prefer good leaders or neighbours than evil ones. However, they would not personally be committed to upholding Good in any abstract or universal way.

Loves Nature vs. Respectful of Nature

Some players might question the difference between the Passions Good (Loves Nature) and Neutral (Respectful of Nature). With regards to CLASSIC FANTASY, a character that possesses “Loves Nature” would be more likely to go out of their way to save a squirrel from a mountain lion, even knowing that the lion has to eat to survive. While a character with “Respectful of Nature” would be more prone to making the colder decision to let nature take its course.

Next Steps

Now that we know more about the character’s race and/or culture, it is time to complete rounding out the characters by choosing a class, which will enable them to improve their skills and gain some equipment. *Chapter 3, Character Class and Development*, takes us through this process.



3: Classes

Classes develops the character's skills through picking a class (a sort of a heroic version of a career), allocating Bonus Skill Points, selecting some starting equipment, and determining what magic the character might (or might not) possess. Classes differ from the careers found in MYTHRAS in that they offer special abilities in addition to a skill list, and are only available to player characters and important non-player characters (NPCs). All of the careers found in Mythras still exist in CLASSIC FANTASY, but are only used for NPCs of less heroic stature. Such NPCs can be thought of as having "Commoner" careers.

About Classes

Every CLASSIC FANTASY character starts the game having been trained in a class. This class is the career the character has embarked on as part of the transition to adulthood and it further defines the character's skills development.

Players are normally free to choose which class they wish their character to play provided it is racially and culturally appropriate, and that the Games Master deems it suitable. The two tables on page 33 give some guidance as to the common classes available to each racial/cultural type. These lists are not definitive and may need to be altered significantly to suit more exotic game settings. For example, in a campaign based on a dying desert world, where the halflings are a tribal, savage people, it would not be out of the question to allow them to become berserkers. The players shouldn't view these race/culture restrictions as hard and fast rules, but rather as standard starting point. Players should feel free to suggest alternatives to their Games Master who, in turn, may allow a normally unusual combination of race and class to fit a more out-of-ordinary campaign setting or reward a creative background story.

Similar to cultural backgrounds, each class offers the chance to improve a range of Standard and Professional Skills commonly used by that occupation. Unlike cultural backgrounds, characters need not invest their points in every available skill, but may tailor which ones are taken as those fitting for their specific role or culture.

Characters develop their class skills in the following way:

- ⇒ Select up to 3 skills from the Professional Skills available to that class.
- ⇒ Distribute 100 points amongst the class's listed Standard Skills and whatever Professional Skills were chosen, increasing each skill by 1% for every point spent on improving it. Not all of the available skills need to be improved, but no individual skill can receive more than a 15% increase.
- ⇒ All classes include a Combat Style that encompasses the weapons that class is typically trained in the use of. This may be as few as 4 or 5 simple weapons as in the case of the magic-user, to all weapons and shields as in the case of the fighter. Where a Combat Style is included in the list of Standard skills, it is treated as such and may be improved with class Skill Points. Where a Combat Style is omitted, as is the case of the magic-user, it may only be improved using Bonus Skill Points during Step 8 of character creation.

Newly chosen Professional Skills and the class Combat Style start at their base characteristic value. Choosing a Combat Style or Professional Skill previously gained via cultural background simply allows the character to further apply some of their class Skill Points at this stage. Some of these skills, such as Craft, Language, or Lore, offer the choice of a specialisation. In these cases, the speciality selected should be one that suits the character's culture.

Class Rank Structure

CLASSIC FANTASY uses the MYTHRAS Cults and Brotherhood rules to determine a character's rank. However, these organisations are now referred to as "orders" and "guilds" in keeping with a more medieval theme.

Rank is used as a tool to guide character development and most class structures are arranged in a pyramidal hierarchy. Common members (Rank 0) form the base of the pyramid and are the most numerous members of a class.

Higher ranks (Rank 1–5) represent professional members of the class, who are working or being educated full time under its edicts.

HUMAN CLASSES BY CULTURE

<i>Civilised</i>	<i>Barbarian</i>	<i>Nomad</i>	<i>Primitive</i>
Bard (Arcane or Druidic)	Bard (Druidic)	Bard (Druidic)	Bard (Druidic)
Cavalier	Berserker	Cleric	Berserker
Cleric	Cleric	Fighter	Cleric
Druid	Druid	Magic-User	Druid
Fighter	Fighter	Ranger	Fighter
Magic-User	Ranger	Thief	Thief
Monk	Thief		
Paladin			
Ranger			
Thief			
Thief-Acrobat			

DEMI-HUMAN CLASSES

<i>Half-Elf</i>	<i>Elf</i>	<i>Dwarf</i>	<i>Gnome</i>	<i>Half-Orc</i>	<i>Halfling</i>
Bard (Arcane or Druidic)	Bard (Druidic)	Berserker	Cleric	Berserker	Cleric
Cavalier	Cavalier	Cleric	Fighter	Cleric	Fighter
Cleric	Cleric	Fighter	Magic-User (Illusionist)	Fighter	Thief
Druid	Druid	Thief	Thief	Thief	Thief-Acrobat
Fighter	Fighter	Thief-Acrobat	Thief-Acrobat	Thief-Acrobat	
Ranger	Magic-User				
Thief-Acrobat	Ranger				
Magic-User	Thief				
Thief	Thief-Acrobat				

Lorissa's Tale

Carmen sits down and starts creating her character. After looking through the options, she decides that she would like to play a half-elf berserker, which is something not typically allowed according to the elven class restrictions. She mentions it to Gary, her Games Master, who explains to her that in the world of Greymoor, only humans, dwarves, and half-orcs may be berserkers unless she can come up with a compelling background story to allow it. After thinking about it for a bit, she tells Gary that many years ago, after a severe storm, a ship was destroyed on the jagged rocks off the coast of a small settlement of the northern barbarians. The next morning, one survivor was found washed up on shore, a beautiful elven maiden. She was accepted into the tribe, fell in love with a young barbarian fighter and together they conceived a half-elven child. This child would grow up to become a powerful berserker. Liking the character background and knowing that a 1.4 metre (4.5 foot) tall berserker isn't going to unbalance his game, Gary allows the character, and Lorissa of Stormholm, half-elven berserker, is born.



Numbers diminish as one advances up through the ranks until only a handful of individuals, or even only one, occupy the upper echelons. Advancement brings greater privilege, prestige, learning, and sometimes, magic or other benefits.

Increasing in Rank

Characters seek to rise in the ranks in the pursuit of greater respect, reputation, or responsibility, or simply out of a thirst for knowledge and power. Progression is sometimes limited by the nature of the class; all classes base advancement on the skills of the character. However, some classes, such as druids and monks, block promotion until a space in the ranks opens up.

Each class requires 5 Prerequisite Skills for advancement. When the character is first created, these skills will determine the character's initial rank. Having all 5 skills at 50% or greater will place the character at Rank 1, since it demonstrates that the person is capable and worthy of the talents and special abilities of that rank. Otherwise, the character begins at Rank 0. When the character finally becomes Rank 1, all Rank 1 abilities may be acquired at no cost in Experience Rolls, as the character can be assumed to have been practising these abilities in play.

When a specific degree of mastery is reached, based on the character's Prerequisite Skills, the character is increased in rank. At that point talents and spells rated at that rank and below may be learned, as the character has demonstrated the necessary level of comprehension and skill. Talents of Rank 2 or higher typically cost the character a number of Experience Rolls and require a period of training. This will be detailed in the specific write-ups. For the most part, as long as the character is in good standing with any oaths required of the class and possesses the required skills, the character will automatically increase to the appropriate rank. Each rank also allows characters to add another Luck Point to their total, giving them a better chance of surviving deadlier dungeons and tougher encounters without without needing to artificially increase their Hit Points.

Each class possesses a table detailing the Prerequisite Skills and requirements per

rank, as well as a summary of any available ranked talents and/or abilities. The following provides a description of each element within these tables:

- ⇒ **Prerequisite Skills:** The skills important to class that determines at what point the character increases in rank.
- ⇒ **Rank:** A numerical representation of the character's rank.
- ⇒ **Title:** The title granted a character of the appropriate rank.
- ⇒ **Max Spell:** If applicable, this shows the highest level of spell able to be cast by the character in question.
- ⇒ **Prerequisites:** The number of Prerequisite Skills and the required skill level needed to gain the relevant rank.
- ⇒ **Luck Points:** Each rank above Rank 0 grants the character an additional Luck Point. Therefore, most player characters will begin the game with 1 additional Luck Point over and above their starting quota.

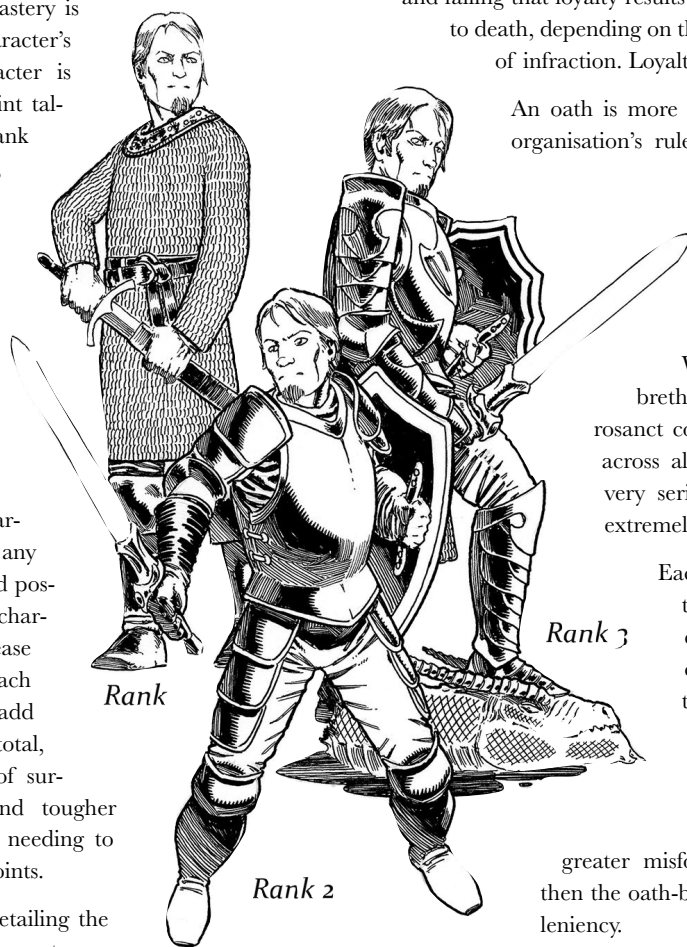
Oaths

Many character classes require loyalty to either an order or guild, and failing that loyalty results in repercussions ranging from rebuke to death, depending on the nature of the group and the degree of infraction. Loyalty is pledged in the form of an oath.

An oath is more than just a promise to abide by the organisation's rules. It is a pledge of allegiance and commitment on a par with making a lifelong devotion to a god, which, in some cases, is exactly what is occurring. The oath itself does not accord any special powers or provide access to magic.

What it does is bind the swearer to the brethren, and is viewed as a deep and sacrosanct commitment. Throughout history and across all types of societies, oaths are taken very seriously: breaking such an oath is an extremely serious matter.

Each class that requires an oath, details the specific requirements that oath entails. Failing in any one of these commitments results in a breaking of the oath. Obviously, some situations occur where there is no option and, if the oath-breaker can prove to his or her peers that not breaking the oath would have resulted in much greater misfortune or detriment for the group, then the oath-breaker's position may be viewed with leniency.



Oaths are a type of Passion and calculated as described on page 34: 30% plus the character's POW+INT.

The oath is used in the following circumstances.

Tough Choices

If forced into a choice that would mean breaking an oath, a character must make 2 rolls: one for the oath and one for Willpower. If the oath roll wins the contest, then the character abides by the oath – taking whatever consequences come with it. If Willpower prevails, then a character has summoned the reserves necessary to break the oath and must similarly deal with whatever repercussions that might have – if the organisation discovers the transgression.

If Willpower beats oath in this way, the value of the oath is reduced by 1d4+1%: if a character can ignore an oath once, ignoring it in the future is likely to become easier.

Proving Integrity

If in a situation where characters need to prove their integrity, they can use their oath in one of the following ways:

- To augment their Influence (or skill appropriate to the circumstances), thereby gaining a bonus.
- To use their oath directly to prove their integrity beyond doubt: “As a sworn member of the Holy Order of paladins, you have my word that we shall bring your daughter home safely”.

The oath can be opposed by Willpower, Insight, or another appropriate skill, depending on the circumstances. Much depends, of course, on how that particular organisation is viewed by those with whom the character is interacting.

Group Standing

The value of the oath is unconsciously reflected in a character's conduct and carriage when dealing with peers. In this way, the value of the oath can be used comparatively to distinguish between members of the same order or guild. Two mercenaries, for example, equally skilled and loyal but vying for a position of trust with their Captain, can compare oath values. The higher oath value is more likely to gain favour or sway opinion. People who take their oaths seriously and are committed to them have a natural way of reflecting their commitment through body language, emotional signals, and so forth.



Valamir's Tale

Coming from the border settlement of Dunfel, Valamir's player has a nice selection of classes he can choose from. Having been raised with a strict belief in the values of honour and valour, it was an easy guess that Valamir would opt for paladin.

As a young teen, Valamir had reoccurring dreams in which he explored the edge of a secluded, mist-enshrouded lake, deep within some unknown forest. These dreams persisted for several years, until at the age of 16, while out exploring, Valamir found they were true. Wandering far beyond the borders of his little village, Valamir pushed through an especially thick patch of overgrown vegetation and found himself standing on the banks of an enchanted lake enshrouded in mist – the very one from his dreams! The fog began to swirl and Valamir fell asleep.

Weeks later, Valamir emerged from the fog a changed man, a paladin of Nimue, the Lady of the Lake. From the paladin class, Mark selects the following 3 Professional Skills for Valamir: Channel 25% (INT+POW), Courtesy 27% (INT+CHA), and Piety – Nimue 24% (INT x2).

Mark then spends his 100 points, dividing it amongst the available class skills thusly: Customs +5, Influence +15, Insight +10, Willpower+15; Channel +15, Courtesy +10, Piety (Nimue) +15; Combat Style (paladin) +15.

The paladin Combat Style consists of all melee weapons and shields, except those that are commonly associated with the lower social classes or deemed dishonourable. As such, it excludes the use of polearms and missile weapons.

After applying the class modifiers, Valamir's skills are now Athletics 35%, Boating 26%, Brawn 37%, Language (Common tongue) 67%, Conceal 24%, Customs 76%, Dance 26%, Deceit 27%, Drive 24%, Endurance 36%, Evade 24%, First Aid 30%, Influence 53%, Insight 40%, Locale 26%, Perception 25%, Ride 39%, Sing 26%, Stealth 25%, Swim 26%, Unarmed 30%, Willpower 49%; Channel 40%, Courtesy 37%, Healing 40%, Language (Elven) 27%, Lore (Geography) 26%, Piety (Nimue) 39%; Combat Style (Paladin) 40%.

deeply committed. Indeed, those traitors and potential oath-breakers driven by ambition might reasonably gain positions of high trust in their order or guild.

Oaths beyond Membership

Oaths need not – and indeed should not – be confined to joining orders and guilds. Oaths can be sworn to lords, masters, and even other characters. The rules work in exactly the same way and represent the same thing. Remember, though, that oaths are a very big, very serious undertaking. Being oath-bound represents an obligation to the holder of the oath. It comes with responsibilities and consequences. It binds two people together. An oath can override casual responsibilities, friendships, and relationships. A character may loathe the queen, for example, but is oath-bound to serve and protect her.

A character can only be absolved from an oath if the oath-holder decides to relieve the obligation. This is dependent on many circumstances but absolving an oath tends to happen under the following circumstances:

- ⇒ A particular obligation or debt has been fulfilled. If absolving the oath is the best way forward.
- ⇒ The oath-holder's trust in the oath or the oath-bound has diminished to such a point that the oath is now meaningless.
- ⇒ The oath-holder dies (although some oaths are sworn to a position rather than an individual: the hated queen's passing does not absolve her servants' oaths to the crown).

Generally, the oath-bound cannot force the absolution of an oath. They might suggest it if the conditions are appropriate, but the accepted convention is that an oath remains in force until its holder decides to absolve it.

Bard

(Arcane or Druidic)

Bards are proficient with sword, song, and subterfuge, and are able to draw on charisma and a quick wit to extricate themselves from the most delicate of situations. They are adequate thieves and spell-casters, as well as capable fighters. Able to rally friends and allies in times of peril using their captivating virtues, the bard can raise morale with but a spoken word. Bards are the principal musicians, storytellers, and poets of the World of Greymoor, as well as the proverbial jacks-of-all-trades. Bards come in two varieties. The first, skalds, are warrior-bards, members of a druidic order dating back over 1,500 years, who can cast Divine (nature-based) magic. The more recent type of bard, dating back only about 300 years, represents a more civilised take on the profession and are members of one of

the prestigious bardic colleges found in the civilised regions of the World of Greymoor. Such bards practise the art of Arcane magic. There has never been any animosity between the two types of bard; in fact, the organisations have offered aid to each other on more than one occasion.

Species/Culture

Human: Barbarian (druidic only), Civilised (arcane or druidic), Nomadic (druidic only), Primitive (druidic only).

Demi-human: elf (druidic), half-elf (arcane or druidic)

Prerequisites

STR 11, CON 11, DEX 12, INT 13, POW 11, CHA 12

Passion Requirements (Arcane)

Arcane bards are not restricted by Passion choices

Passion Requirements (Druidic)

Neutral (Any) 30% plus character's POWx2

Your character's Moral Philosophy must be Neutral with the traits *Respectful of Nature*, and *Strives for Harmony*.

Passion (Druidic Oath) 30% plus character's POW+INT

In addition to racial/cultural Passions, all druidic bards swear an oath to the druidic order and practise The Old Ways, as detailed in Chapter 13. This oath includes the protection of woodland areas and animals from the encroachment of civilisation. In addition to all the normal rules and strictures set forth on page 34, the oath prohibits bards from wearing metal armour, limiting them to light armours only. They may wear elven chain, however. In addition, they vow to use no weapons except the club, dagger, dart, javelin, long sword, rapier, shield (if of wooden construction), short sword, sling, scimitar, spear, or staff.

Skills

Bardic characters must choose a single Professional Skill list, either druidic or arcane. Due to their "jack-of-all-trades" nature, all bards possess more skill choices than the standard allotment. They are not, however, permitted to choose more than 3 Professional skills, nor do they receive any extra Skill Points, ensuring they are truly a "master of none".

Standard Skills: Athletics, Combat Style (Bard), Dance, Evade, Influence, Insight, Locale, Sing, Stealth

Professional Skills (Arcane): Arcane Casting, Arcane Knowledge, Acting, Lore, Oratory, Mechanisms, Musicianship (All)*, Seduction, Sleight, Streetwise

Professional Skills (Druidic): Acting or Animal Training, Channel, Lore, Oratory, Mechanisms, Musicianship (All)*, Piety (The Old Ways), Seduction, Sleight, Survival

**The bard does not have to choose a type of instrument when taking Musicianship, as like the fighter with regards to weapons, their training is all encompassing*

Bard Combat Style

The bard Combat Style includes the use of a bastard sword, broadsword, club, dagger, dart, falchion, javelin, knife, longsword, rapier, scimitar, shortsword, sling, spear, and staff.

Arcane Bardic College

Most bards that hail from the civilised regions are members or graduates of a bardic college. Like magic-users, bards require a spell book to record their known spells and are rated by rank. Note that bards are, however, more limited in their advancement. When a specific degree of mastery is reached, Arcane spells of the noted rank under Max Spell may be learned, as the bard has demonstrated the necessary level of comprehension. When this comprehension is reached is based on their current skill levels with a set of Prerequisite Skills.

Prerequisite Skills: Arcane Casting, Arcane Knowledge, Athletics, Influence, Sing

ARCANE BARD RANKS

Rank	Title	Max Spell	Prerequisites	Luck Points
0	Student	Rank 0 Cantrips	-	-
1	Lyryst	Rank 1 Arcane	5 skills at 50%	+1
2	Minstrel	Rank 1 Arcane	5 skills at 70%	+2
3	Bard	Rank 2 Arcane	4 skills at 90%	+3
4	Master Bard	Rank 2 Arcane	3 skills at 110%	+4
5	Grand Master Bard	Rank 3 Arcane	2 skills at 130%	+5



Druidic Order of Bards

Bards that hail from less civilised societies are typically members of a druidic order and have trained in druidic Divine magic. However, some members of civilisation forsake their way of living and take up the life of the druidic bard. Members of a druidic order respect and practise The Old Ways, and through this devotion gain access to their spells and abilities. They advance as their civilised counterparts and assuming they meet the prerequisites, start as a Rank 1 Lyryst with a number of Rank 1 spells known equal to 1/20th their Piety skill, otherwise they begin as a Rank 0 Lay Member with no spells.

Druidic Bard Rank Structure

Druidic bards use the same rank structure as their civilised arcane counterparts, with the exception of Rank 0 being known as a Lay Member as opposed to Student.

Prerequisite Skills: Athletics, Channel, Influence, Piety (The Old Ways), Sing

Spheres of Influence

Druidic bards possess access to All, Animal, Charm, and Plant. See the cleric class on page 42 for more detailed rules on Spheres of Influence.

Abilities & Talents

Cantrips (Arcane): Arcane bards are taught to cast cantrips as per magic-users. See the magic-user write-up for additional information.

Spell Caster: Druidic bards practise nature magic and can bring the very forces of the wilderness to their aid when needed through the casting of their spells, whereas civilised bards with their arcane education learn spells of offense and defence in equal measure. All Arcane spells require precise gestures and movements (the spell's somatic component) during casting, which are hindered by wearing armour. Note also that many forms of armour are contrary to the druidic oath with regards to Divine spell casting. See Casting in Armour on page 121 for specific information.

Starting Spells: A civilised bard begins with a number of Rank 1 spells equal to 1/20th Arcane Knowledge, while their druidic counterparts begin with a number of Rank 1 spells equal to 1/20th Piety.

Spells in Memory: Bards, of either persuasion, can memorise INT/6 number of spells. They also gain the ability to memorise additional spells per rank for each spell rank below their current bardic rank. See Memorising Spells in Chapter 8.

Example: Miranda has just become a Rank 3 bard. With an INT of 14, she can now memorise 5 spells of Rank 1 (14 INT/6 = 2.33, rounded up to 3, +2 for being 2 ranks above the rank required to cast them). She can now also cast Rank 2 spells, of which she may memorise 3 (14 INT/6 = 2.33, rounded up to 3, but she gain no addition spells of Rank 2 since as she is not yet a higher rank than that required).

Artful Dodger: This talent requires you to be Unburdened (ENC less than STRx2) and wearing nothing more restrictive than light armour. You possess fast reflexes and gain 1 extra Action Point, which may only be used to Parry or Evade. In addition, you may use the Evade skill to dodge a melee attack without falling prone. Against a ranged attack, you only end up prone if you fail the roll.

Language (Druids' Cant) (Druidic): Druidic bards know a secret form of communication limited to only dealing with nature and other natural events. This is known as *druids' cant*. It cannot be used to convey more detailed information about other subjects. This jealously guarded language is never taught to outsiders. Like all Languages, it is a Professional Skill and starts at Base Level +40%.

Language (Thieves' Cant) (Arcane): Arcane bards know a secret form of communication called *thieves' cant*. This Language skill consists of slang and implied meanings and is used between thieves as a way to discuss pursuits of an illicit nature in public, without giving away information to other interested parties. This communication is limited to discussions about breaking and entering, con games, mugging, and other illegal behaviour, and cannot be used to discuss items of a more mundane nature. Like all Languages, it is a Professional Skill and starts at Base Level +40%.

Charm: With this talent, you have a chance of charming those within 18 metres (60 feet) that are listening to you sing or play an instrument. You must attempt to charm all within range; you cannot select individual targets; however, friends and allies are immune to your charm. If you succeed at an Opposed test using Sing or Musicianship vs. the audience's Willpower, they will remain entranced during the performance and for 1 minute after you finish. The audience will find it 1 grade easier to resist if they are distracted, such as being overly hungry or having been previously attacked. This ability will automatically fail if attempted in combat. Those that successfully resist the charm are aware of the attempt and will react accordingly.

Those under the effects of charm may have a suggestion implanted, as per the spell of the same name. The suggestion allows those targeted an additional Willpower roll to resist and requires the normal expenditure of Magic Points. If the suggestion is included as part of the performance, the audience will find the effects of the charm to be 1 grade more difficult to resist. Those that successfully resist

the suggestion remain entranced, but are no longer susceptible to further suggestion attempts.

The charm is instantly negated by physical attack or from any form of loud noise, and cannot be used on the same creature more than once in a 24-hour period.

Inspiration: With this talent, you may, through the use of word, music, or song, inspire your companions to great deeds, decreasing the Difficulty of all skill rolls by 1 grade for 1 Scene at a cost of 3 Magic Points. You must perform for 2 consecutive Combat Rounds and then succeed at a skill roll with any of the following skills: Influence, Oratory, Musicianship, or Sing. There is no need to continue performing throughout the entire Scene and you yourself are unaffected by the effects of your own inspiration. Scenes are detailed fully in MYTHRAS.

This may be done before combat to boost courage and morale, after combat to bolster the efforts of the healers, or even in the midst of combat to inspire greater effort and confidence. This act of inspiration can, therefore, take the form of a tale of heroism, a tragic poem, a fiery speech, a haunting tune played on a harp, mandolin, or lute, or even shouts of encouragement during melee combat.

Counter Song: With this talent, you may counter the magical effects of a haunting background melody, the charming song or music of an opposing bard, or the audible abilities of monsters, such as a siren's song or a harpy's scream. The effects of counter song will last 1 Scene and requires an Opposed skill roll of Sing or Musicianship versus an appropriate skill roll by the opponent. Counter song assumes you continue to perform throughout the full Scene. If successful, those within earshot (approx. 18 metres or 60 feet) are immune to audible enchantments.

Magic Items: Arcane bards can read scrolls normally useable only by magic-users and are able to use miscellaneous magic items that are permitted to fighters and thieves. They may not use rods, staves, or wands that are not permitted by fighters, thieves, or designated as any class. The following magic items (dealt with in the CLASSIC FANTASY *Unearthed Companion*) are superior when used by a bard:

- ⇒ Drums of Panic- Resistance roll is 1 grade more difficult
- ⇒ Horn of Blasting - Damage x1.5
- ⇒ Lyre of Building - Double effects
- ⇒ Pipes of the Sewer - Double number of rats

Berserker

The frozen north is a land of towering glaciers, barren tundra, sudden blizzards, and long dark winters. This world is a land shunned by the more civilised of peoples; it is home to the hardest inhabitants, the land of the barbarians, and home of the berserkers. Berserkers are also found among the more primitive cultures to the south, living among the tropical rain forests and dark jungles. Berserkers are deadly combatants and may choose to enter into an almost inhuman rage. While in this state, self-preservation becomes of secondary importance, but their offensive combat abilities increase by several orders of magnitude. They are natural born warriors, and the most powerful, respected, and feared of their people. Berserkers have a deep-rooted suspicion of magic and have a difficult time accepting those who embrace such pursuits.

Species/Culture

Human: Barbarian, Primitive

Demi-human: dwarf, half-orc

Prerequisites

STR 12, CON 14, DEX 12, POW 12

Passion Requirements

Berserkers are not restricted by Passion Choices; however they must take the following additional Passion if it wasn't taken culturally.

Fear (Arcane magic) 30% plus character's POW x2

You have a deep-rooted fear and distrust of Arcane magic and one of your chosen Passions must be Fear (Arcane Magic). This fear of magic operates as noted in the Fear of Arcane Magic boxed text.

Skills

Standard Skills: Athletics, Brawn, Combat Style (berserker), Endurance, Evade, Stealth, Unarmed

Professional Skills: Animal Training, Acrobatics, Craft (Hunting Related), Lore (Regional), Lore (Regional or Specific Species), Navigation, Survival, Track

Berserker Combat Style

The berserker Combat Style includes the use of all weapons and shields.



Berserker Rank Structure

Berserkers, like all character classes are rated by rank, which is a rating of power and skill. A berserker's rank does not represent being part of an organisation and is used for comparative purposes only. Assuming you meet the prerequisites, your character begins as a Rank 1 Berserker with the appropriate talents noted below; otherwise, you are a Rank 0 Warrior with no current talents.

Prerequisite Skills: Brawn, Combat Style (Berserker), Endurance, Evade, Unarmed

BERSERKER RANKS

Rank	Title	Prerequisites	Luck Points
0	Warrior	-	-
1	Berserker	5 skills at 50%	+1
2	Berserker	5 skills at 70%	+2
3	Berserker	4 skills at 90%	+3
4	Berserker	3 skills at 110%	+4
5	Berserker	2 skills at 130%	+5

Berserker: Fear of Arcane Magic

Berserkers suffer an irrational fear of all forms of Arcane magic and are subject to the following penalties. Barbarians other than berserkers with the Passion (Fear Arcane magic) may suffer the following restrictions at the Games Master's discretion.

Willpower rolls to resist fear are only allowed if the character first succeeds at their Passion (Fear Arcane magic) roll.

Anytime you are forced to interact with Arcane magic or an arcane caster, a standard roll is made against the Passion to determine how strongly your character thinks and feels about the situation. If the roll is a success, then you are ill at ease with the subject of your fear and find all skill tests used during the current scene 1 grade more difficult to perform. If the roll fails, then you can act freely without feeling constrained by the Passion's drives and suffer no penalties. However, see below.

You may enter your enraged state to strike out against the subject of your fear. In this situation, you may ignore any penalty normally incurred while attacking the subject of your discomfort. During the current Scene, you may add 20% of the value of the Passion to whatever relevant skills is being used.

Other party members may be assumed to have proven themselves trustworthy with the Games Master's permission and may act freely around you without causing the aforementioned penalty. However, they will still cause you to feel slightly ill-at-ease until you have lowered and removed the Passion, overcoming your fear of magic.

Your fear of magic may be raised with Experience Rolls as normal; however, you may also choose to lower your fear of magic using the inverse of the normal system. For example, you could choose to lower your fear of magic by spending 1 Experience Roll and attempting to roll the current percentage or lower. If successful (roll lower), the skill is reduced by 1d4+1%, and if the roll fails (roll higher), the Passion is reduced by 1%. In this way, your character may become used to Arcane magic over time and eventually overcome this fear.

The Games Master may choose to modify your fear of magic independent of the above system based on extenuating circumstances. Passions are detailed fully on page 29.

Abilities & Talents

Artful Dodger: The Artful Dodger talent requires you to be Unburdened (ENC less than STRx2), wearing nothing more restrictive than light armour. You possess fast reflexes and gain 1 extra Action Point, which may only be used to Parry or Evade. In addition, you may use the Evade skill to dodge a melee attack without falling prone. Against a ranged or area attack, you only end up prone if you fail the roll.

Combat Proficiency: Being a master of armed and unarmed combat, berserkers gain a further +5% to their Combat Style.

Eyes in the Back of Your Head: Due to this talent, if attacked from behind, you may attempt a Formidable Perception check, and if successful, you may turn to face your attacker before they can strike, and then Parry or Evade their attack. The entire reaction, including the defensive action, costs you 1 Action Point.

Detect magic and Illusions: This talent allows you to use your Willpower to detect magical auras, areas, and items. The nature of the magic is not revealed, only the presence of magic.

Berserk Rage: Using this talent, you may work yourself up into a fury, overcome with bloodlust. This imbues you with tremendous stamina and toughness. For the duration of the rage, you gain the following superhuman benefits and drawbacks:

- ⇒ Your Damage Modifier is increased 1 step for every 2 ranks.
- ⇒ The Size of your weapon counts as 1 step larger for the purpose of penetrating parries.
- ⇒ You take only half the remaining damage that gets through armour.
- ⇒ You are immune to all the detrimental effects of Serious Wounds and Fatigue. A Major Wound will still incapacitate.
- ⇒ All Endurance and Willpower rolls that if successful will allow your character to remain in combat are automatically 1 grade easier.
- ⇒ All Brawn rolls are automatically 1 grade easier.
- ⇒ All attempts to Parry or Evade are 1 step more difficult.
- ⇒ You may not benefit from the Artful Dodger talent.
- ⇒ Normally, the berserk rage state lasts for a number of rounds equal to the character's CON, but Games Masters may allow a berserk character to shake off the effects early with a Willpower test.
- ⇒ At the end of the duration, the berserker suffers 1 automatic level of Fatigue loss in addition to those normally deferred.
- ⇒ While berserk, you may not retreat from an area where enemies remain and must attempt to engage an opponent every round if possible. You will single out the largest or most threatening targets, only stopping to engage weaker individuals if they stand between you and your chosen enemy.

Cavalier

The cavalier is one of the most honourable of the classes, equalled only by the paladin. They are almost always of high social status and place knightly virtue, honour, and personal deeds above all else. Those of a lower station are typically excluded from the opportunity to become cavaliers; however, if they prove themselves through great courage or bravery, they can sometimes be honoured with a knighthood and welcomed into the order, if sponsored by a higher authority. Human cavaliers refuse the use of any type of ranged weapon as it goes against their knightly virtues, which prohibits them from attacking a creature, no matter how foul or evil, from a position of safety. This does not apply to cavaliers of elven lineage since using bow is a venerated aspect of their culture. All cavaliers are masters of mounted combat, at home in the saddle, and deadly with lance and shield. They always seek the best armour, preferring ornately engraved plate armour above all else, exhibiting it as a symbol of

their station. They have been known to refuse magical armours of ring or chain in favour of a suit of ornate plate mail, even if it is non-magical and offers less protection. Cavaliers would never stoop to wearing leather, studded, or padded armour, as that is the mark of a peasant or a thief.

Species/Culture

Human: Civilised

Demi-human: elf, half-elf

Prerequisites

STR 11, CON 12, DEX 11, INT 13, POW 10

Passion Requirements

Good (Any) 30% plus character's POWx2

Your character's Moral Philosophy must be Good (choose one or two traits as normal). You are a beacon of goodness, aiding those in need, defending the weak, and smiting evil.

Oath of Fealty and Knightly Virtues 30% plus character's POW+INT

In addition to racial/cultural Passions, you must swear an oath to a divine pantheon, a noble of high standing, an order of knighthood, or some great cause. This is your oath of fealty. You will periodically be called upon by the subject of your oath to perform deeds or services. In addition, you must seek to uphold the following knightly virtues: bravery, courtesy, glory, good faith, honour, liberality, pride, and unselfishness. As a cavalier, you refuse the use of any type of ranged weapon, which includes pole-arms and two-handed weapons, and any weapon with great reach. However elven cavaliers may ignore this stigma against the bow as it is a venerated weapon of their culture. Also, certain weapons are more appropriate to your station than others, specifically, lance, longsword, broadsword, mace, flail, military pick, dagger, and scimitar. A cavalier will not wear armour made of leather or linen, because such is beneath their station. Oaths are detailed on page [34](#).

Skills

Standard Skills: Combat Style (Cavalier), Customs, Endurance, Locale, Influence, Ride, Willpower

Professional Skills: Art (any), Bureaucracy, Courtesy, Culture (any), Language (any), Lore (any), Oratory

Cavalier Combat Style

The cavalier Combat Style consists of all melee weapons and shields except those that are commonly associated with the lower social

classes or deemed dishonourable. It normally precludes the use of polearms and missile weapons.

Cavalier Rank Structure

All cavaliers are rated by rank, which is a rating of power and skill. When a specific degree of mastery is reached, new talents equal to the cavalier's current rank and below may be learned. When this level of skill is reached is based on their current skill levels with a set of Prerequisite Skills. Assuming you meet the prerequisites, your character begins as a Rank 1 Knight Errant with the appropriate talents noted below; otherwise, you start as a Rank 0 Squire with no current talents.

Prerequisite Skills: Combat Style (Cavalier), Courtesy, Endurance, Ride, Willpower

CAVALIER RANKS

Rank	Title	Prerequisites	Luck Points
0	Squire	-	-
1	Knight Errant	5 skills at 50%	+1
2	Knight	5 skills at 70%	+2
3	Cavalier	4 skills at 90%	+3
4	High Cavalier	3 skills at 110%	+4
5	Grand Cavalier	2 skills at 130%	+5

Abilities and Talents

Armour Proficiency: You are trained in the use of all armours up to and including plate, knowing how position yourself to receive a blow in such a way as to deflect a portion of the attack. Light armours receive 1 extra armour point, and heavy armours 2. The only stipulation is that you have to know the attack is coming. In addition, when worn, only 1/4 the total ENC of the armour is counted towards Encumbrance instead of half.

Determination: Due to this talent, cavaliers may continue to function even after sustaining grievous injury or exhaustion with a successful roll against their oath of Fealty and Knightly Virtues. Where other characters would lose consciousness from pain and shock, your fierce determination to your cause pushes you ever onward. This allows you to ignore all the detrimental effects of Serious Wounds and Fatigue. A Major Wound will still incapacitate.

Highly Resistant to Mind Control: Due to this talent, you find it 2 grades easier to perform Willpower checks when resisting any form of magic that targets the mind. This includes such powers as beguiling, charm, domination, hold, hypnosis, magic jar, possession, sleep, suggestion, and psionic mind blast. It has no effect on skills such as Influence or Seduction. You also find it 1 grade easier to disbelieve illusions and phantasms. In the case of elves, this does not stack with their resistance to Sleep and Charm, but it does broaden their ability to resist additional effects.

Hospitality: You may expect food and lodging from other paladins or cavaliers of non-conflicting Passions, as well as noble and royal households of similar political divisions.

Immunity to Fear (3 Metre/10 foot Radius): Due to this talent, you are immune to the effects of fear, magical or otherwise. This immunity extends around you in a 3-metre (10-foot) radius, granting this ability to all friends and allies in the radius of effect. This will nullify a berserker's fear of magic for as long as the berserker remains within range of the cavalier.

Mounted Combat Specialisation: You have trained to fight from the back of a mount and may benefit from the following when mounted. Where normally the combat skills of riders may not exceed their Ride skill, this stipulation does not apply to you. In addition, your Combat Style is improved by 10% when fighting from a mount for the purposes of both attack and defence. Finally, you may ignore the first penalty grade of any Ride roll required while in combat. The elven cavalier may apply the above bonuses when using a short bow from the back of a mount as well.

Weapon Proficiency: Being a master of armed and unarmed combat, cavaliers gain a further +5% to their Combat Style.

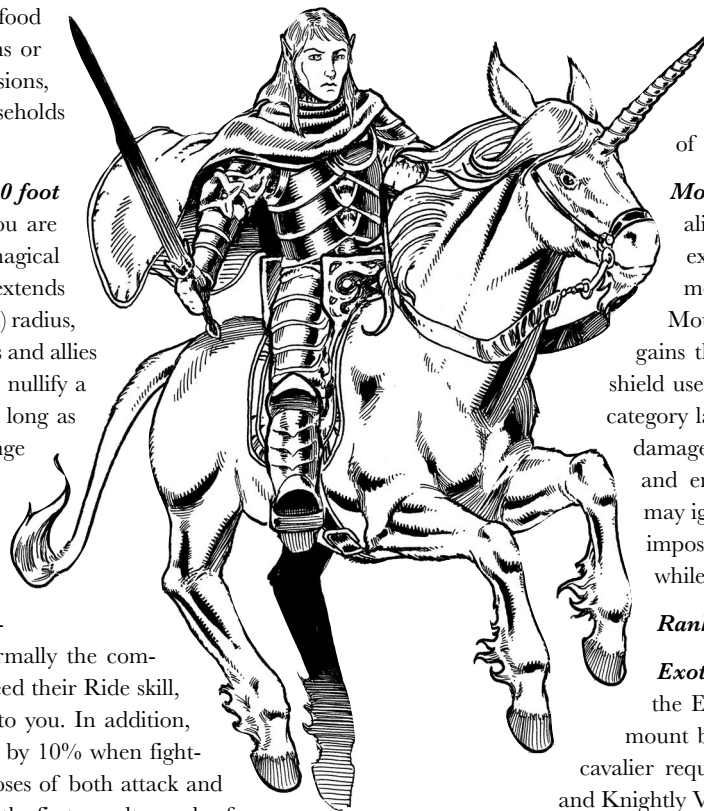
Ranked Talents

Rank 2

Exotic Mounts 1 (Unicorn): Upon attaining Rank 2 and assuming the Passion (Oath of Fealty and Knightly Virtues) is at least 50%, you may begin to use more exotic animals as mounts, thanks to this talent. Such creatures will automatically recognise your ability, and assuming they are approached on good terms, may be befriended and ridden. They will continue to serve you as long as they remain treated with respect and kindness. The first mount able to be befriended is a unicorn; however, you must be female, if human; unicorns mistrust human males based on long experience. Unlike the paladin's warhorse, exotic mounts do not magically appear and instead must be encountered normally over the course of your adventures. You may possess no more than a single unique mount at any one time. This ability costs no Experience Rolls.

Rank 3

Exotic Mounts 2 (Pegasus): As per Exotic Mounts 1, except the mount befriended is a pegasus and the cavalier requires the Passion



(Oath of Fealty and Knightly Virtues) at least 90% or higher. This and later Exotic Mounts talents are not limited by the sex of the character.

Mounted Combat Mastery: A cavalier who has Attained Rank 3 may expend 3 Experience Rolls and 1 month of training to master the Mounted Combat talent. A master gains the benefits noted above, plus any shield used while mounted counts as 1 Size category larger for the purposes of parrying damage: large to huge, huge to enormous, and enormous to colossal. Finally, you may ignore the first 2 grades of difficulty imposed on any required Ride skill roll while in combat.

Rank 4

Exotic Mounts 3 (Hippogriff): As per the Exotic Mounts 1 talent, except the mount befriended is a hippogriff and the cavalier requires the Passion (Oath of Fealty and Knightly Virtues) at least 110% or higher.

Rank 5

Exotic Mounts 4 (Griffon): As per the Exotic Mounts 1 talent, except the mount befriended is a griffon or other similarly rare and exotic creature (as per the Games Master's judgment), and the cavalier requires the Passion (Oath of Fealty and Knightly Virtues) at least 130% or higher.

Cleric

Clerics are the militant arm of a religious order, and are skilled in protecting the church and its followers in times of war or during pilgrimage. During times of relative peace, clerics travel the World of Greymoor spreading the word of the deities of their pantheon and seeking converts. They are skilled in everything from philosophy and persuasion, to maces and morningstars, and are willing to use either to further their cause. Clerics have been blessed with the ability to cast spells by the deities of their pantheon and are also masters of combat against the undead, demons, and devils, possessing the ability to drive them away with but a spoken prayer. Some clerics choose to specialise under one specific deity as opposed to an entire pantheon. These clerics possess a narrower range of spells, but gain deity specific special abilities in their place.

Species/Culture

Any

Prerequisites

POW 11*

*Many speciality clerics will possess altered or additional prerequisites.

Passion Requirements

Clerical Oath 30% plus character's POWx2

In addition to racial/cultural Passions, all clerics swear an oath to their clerical order and the pantheon of deities that order venerates. Part of the oath typically includes tithing 10% of all wealth to the order. Your character's ethical and moral Passions will be used to help determine which deities of your desired pantheon will be worshiped. Typically, an order will devote themselves to all deities of a specific pantheon with like Passions. In addition to all the normal rules and strictures set forth on page 34, the oath prohibits clerics from using bloodletting weapons. As such clerics are limited to using only one- and two-handed hammers, flail-type weapons, staves, and shields. This restriction harkens to the earliest of church doctrine. Venerated religious texts dictate that the soul resides within the body, making what is done to the body of vital importance. Due to this, clerics are only trained in the use of certain blunted weapons and are forbidden to use those that cut too deeply or impale their target, for to strike deeply and sharply could injure or destroy the victim's soul. Only the gods may judge a person's soul. Many view this as an irrational belief carried over from an earlier age that recoiled with superstitious horror from the weapons of war, all which draw blood. Nevertheless, over time, a tradition has been cultivated among the clerical orders banning the use of bloodletting weapons. As such, all modern clerics, even those of an evil bent, follow this code out of tradition more than moral principle.

Skills

Standard Skills: Combat Style (Cleric), Customs, First Aid, Influence, Insight, Locale, Willpower

Professional Skills: The first 2 Professional Skills chosen must be Channel and Piety (specific deity), plus 1 additional skill from the following: Bureaucracy, Healing, Lore (Alchemy), Lore (any), Oratory. Each speciality cleric has access to 1 additional Professional skill over and above those listed here. These are noted under the specific deity in Chapter 13.

Cleric Combat Style

The cleric Combat Style includes the use of the club, flail, hammer, mace, shield, staff, sling and staff sling. Speciality clerics may have access to different weapons as a part of their Combat Style.

Clerical Rank Structure

A cleric is a member of a religious order, and will typically align themselves with all deities of a specific pantheon with moral Passions not contrary to their own. This is known as Pantheism. For example, a cleric of the Greymoor pantheon with the Passion Good (Lawful) 59% would serve and respect all good and neutral Greymoor deities. They may work against those deities of an evil disposition, or even acknowledge and respect them, but would offer them no worship. A morally neutral cleric may choose either good or evil deities along with those of neutral disposition if desired, but could not choose both. In the World of Greymoor, each race typically has its own pantheon of deities, and while information detailing each is beyond the scope of this book, many of the more common and well-known individuals are described in Chapter 13; however for the typical pantheistic cleric, no additional information is needed.

A lesser number of clerics may choose to specialise under a single deity. This is called Monotheism, and while they may acknowledge and respect all deities of a specific pantheon, they offer worship to only one. In exchange for this, they gain additional powers and abilities specific to their patron deity, while typically losing some versatility. See Chapter 13 for some of the more common deities and demigods of the World of Greymoor.

When a cleric has demonstrated the necessary level of piety, devotion, and knowledge, higher ranks within the order are attained. This, in turn, grants access to higher rank spells. When this point is reached is based on the character's current skill levels with a set of Prerequisite Skills.

Prerequisite Skills: Channel, Influence, Insight, Piety (Specific Pantheon or Deity), Willpower

CLERIC RANKS

Rank	Title	Max Spell	Prerequisites	Luck Points
0	Lay Member	Cannot Cast Spells	-	-
1	Initiate	Rank 1 Divine	5 skills at 50%	+1
2	Cleric	Rank 2 Divine	5 skills at 70%	+2
3	Priest	Rank 3 Divine	4 skills at 90%	+3
4	High Priest	Rank 4 Divine	3 skills at 110%	+4
5	Grand Priest	Rank 5 Divine	2 skills at 130%	+5

Abilities and Talents

Divine Spell Caster: Clerics are masters of Divine magic, able to cast spells of healing, defence, and protection to aid their allies. However, they are not without powerful offensive spells to smite those that stand against their ideals. Clerical Divine spell-casting is not hindered by the wearing of armour.

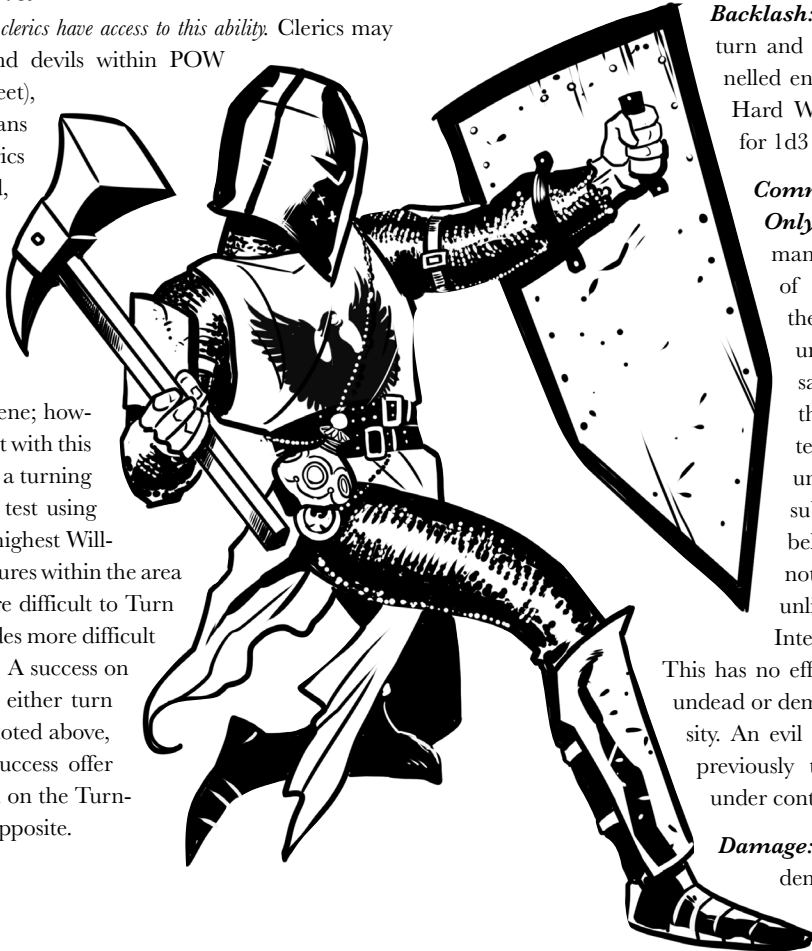
Starting Spells: A cleric begins with a number of Rank 1 spells equal to 1/10th Piety.

Spells in Memory: The number of spells of their current Rank a cleric may have in memory is equal to INT/4. Two additional spells of each Rank may be memorised as each Rank beyond that which is required to cast them is attained. See Memorising spells in Chapter 8.

Example: Alexandra has just become a Rank 3 cleric. She possesses an INT of 14 and can now memorise 8 spells of Rank 1 (14 INT/4 = 3.5, rounded up to 4, +4 for being 2 ranks above the rank required to cast them). She is able to memorise 6 spells of Rank 2 (base 4 spells, +2 for being 1 rank above), and 4 spells of Rank 3. She is unable to memorise additional Rank 3 spells as she is right at the minimum rank of requirement.

Turning Undead

Note that only Good and Evil clerics have access to this ability. Clerics may turn undead, demons, and devils within POW x1.5 metres (POW x5 feet), driving them away by means of faith alone. Evil clerics may also control undead, if desired, and instead of turning demons and devils, may attempt to turn celestial beings of good alignment such as angels. This attempt may be made only once per Scene; however, each character present with this ability may try. To attempt a turning requires an Opposed skill test using your Channel skill vs. the highest Willpower of the relevant creatures within the area of effect. It is 1 grade more difficult to Turn sapient undead, and 2 grades more difficult to turn demons and devils. A success on the part of the cleric will either turn or control the subjects as noted above, while higher degrees of success offer additional effects as shown on the Turning Special Effects Table opposite.



TURNING SPECIAL EFFECTS

Special Effect	Cleric Wins	Monster Wins	Specific Roll
Backlash		X	Cleric Fumbles
Command	X		
Damage	X		
Destroy	X		Cleric Criticals
Enslave	X		Cleric Criticals
Provoke		X	
Stun	X		
Extra Turning	X		

Simply succeeding at the Opposed skill roll allows you to turn undead, demons, or devils of up to 1d6 Intensity, +1 Intensity per rank. Those with the lowest Intensity are always turned first and flee for 1 minute. Sapient creatures are allowed a Hard Willpower roll each round to end the effect. If the monsters win the opposed roll, they resist the turning. Additional degrees of success on the part of either the cleric or the monsters may generate Special Effects, all of which are stackable and are detailed below.

Turn Special Effect Descriptions

Round up in the case of fractional Intensity results.

Backlash: You fail in your attempt to turn and receive a backlash of channelled energy. You must succeed at a Hard Willpower test or be stunned for 1d3 Rounds.

Command (Evil Clerics Only): Evil clerics may command 1d6+Rank in Intensity of undead creatures, bringing them under their control. As undead are typically of the same mindset as an evil cleric, this effect allows the character to issue commands to the undead. It does not make them subservient, as with Enslave below, and sapient undead will not needlessly throw away their unlife. Those with the lowest Intensity are always affected first.

This has no effect on Intensity 7 or higher undead or demons and devils of any Intensity. An evil cleric may use this to bring previously turned non-sapient undead under control once again.

Damage: You damage undead, demons, or devils of up to 1d6+Rank Intensity;

Spheres of Influence

Deities possess spheres of influence, which dictate which types of spells are common to their nature. Pantheonic clerics, due to their multiple deity worship, typically have access to a larger number of spheres. The Major Spheres of Influence are All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, and Sun. They have Minor access to the Elemental Sphere. While characters may learn any spells within a Major Sphere, they are limited to spells of Rank 1 and 2 within all Minor Spheres.

however, at least one creature will always be affected. This causes $1d4 + \text{Rank}$ points of damage directly to all hit locations, with those possessing the lowest Intensity affected first. Multiple Damage results may be stacked, increasing the number affected by another $1d6 + \text{Rank}$; the number of damage dice is unaffected.

Destroy: On a critical, you may destroy $1d6 + \text{Rank}$ Intensity of undead, minimum of 1. Those with the lowest Intensity are always destroyed first. This has no effect on Intensity 9 or higher undead or demons and devils of any Intensity.

Enslave (Evil Clerics Only): On a critical, evil clerics may enslave $1d6 + \text{Rank}$ Intensity of undead bringing them under their control. Enslaved undead are completely subservient to the cleric until their control is somehow broken. Those with the lowest Intensity are always enslaved first. This has no effect on Intensity 7 or higher undead or demons and devils of any Intensity. An evil cleric may use this to bring previously turned undead under control once again.

Provoke: Not only have you failed to turn anything, you have managed to draw the attention of undead, demons, or devils of up to $1d6 + \text{Rank}$ Intensity. These monsters decide to target you specifically. Lowest Intensity undead are provoked first.

Stun: You may stun undead, demons, or devils of up to $1d6 + \text{Rank}$ Intensity for $1d3$ rounds. Those with the lowest Intensity are always stunned first.

Extra Turning: You may turn an additional $1d6 + \text{Rank}$ undead, demons, or devils. Those with the lowest Intensity are always turned first and flee for 1 minute. Sapient creatures are allowed a Hard Willpower roll each round to end the effect.

For example, Alexandra the Pious, Rank 1 cleric, attempts to turn a group of three zombies (Intensity 2 each) and four skeletons (Intensity 1 each). Her Channel skill is 65%, while the skeletons and zombies possess Willpowers of 30% and 40%, respectively. This means Alexandra will be opposing the zombies' 40% Willpower. Alexandra rolls a 58, a success, while the Games Master rolls a 38 for the whole group of undead, which is also a success. However, as Alex rolled the highest, she wins the contest and turns undead totalling $1d6 + 1$ Intensity. She rolls 5 total, and all 4 skeletons turn and flee as they have the lower

Intensity (total Intensity 4), as partial Intensity results are rounded up, she also manages to turn a single zombie (Intensity 2).

Had Alexandra rolled a 06% on the Opposed roll, she would have not only won the contest, she would have rolled a Critical Success and gained a Special Effect as well. If she chose Destroy, she could have destroyed $1d6 + 1$ Intensity of undead, as well as turning the $1d6 + 1$ Intensity for her normal Success. First she rolls to see how many she destroys, rolling a 2 on the $1d6 + 1$ results in three skeletons (Intensity 1 ea.) shattering and falling apart. She then rolls to see how many of the remaining undead are turned. She gets the maximum result, a 7. This turns the remaining skeleton and manages to turn the three zombies (Intensity 2 ea.), as well.

An evil cleric may attempt to turn a paladin, and a good cleric may attempt to turn an anti-paladin. This is handled using the normal rules detailed above. Paladins and anti-paladins being sapient may not be destroyed or enslaved. Anti-Paladins are powerful evil caricatures of normal paladins. They are detailed in the **CLASSIC FANTASY Unearthed Companion**.

The Speciality Cleric

As mentioned, the typical cleric worships a pantheon of deities of like alignment. The speciality cleric, on the other hand, chooses to worship but a single deity within a pantheon. This does not mean that they do not respect the other deities of like alignment, but rather that they share a more personal relationship with their chosen deity. The other Divine casters, druids, druidic bards, paladins, and rangers, are already specialised under their specific deities and granted the specialist abilities noted in their respective class write-ups. They do not gain further benefits for any monotheist beliefs.

Speciality clerics typically have access to fewer Spheres of Influence than their non-specialised counterparts. However, they make up for this seeming deficiency with a number of special abilities as noted below, along with a number of Gifts specific to the deity.

- ⇒ Specific deities may have one or more favoured weapons that are normally not allowed by the clerical order. A specialist cleric may add all of these weapons to their Combat Style.
- ⇒ Each speciality cleric has access to 1 additional Professional Skill over and above those listed.
- ⇒ Each speciality cleric has access to several Gifts specific to the deity in question. These are detailed in the individual write-ups in Chapter 13.
- ⇒ The specialist may memorise 1 additional spell of their current rank. For example, a Grand Priest (Rank 5) with an INT 17 would be able to memorise six spells of Rank 5 ($17/4 = 4.25$ rounded up to 5, +1 spell for specialisation). This gives him six spells of Rank 5, eight of Rank 4, ten spells of Rank 3, twelve of Rank 2, and fourteen spells of Rank 1.
- ⇒ Divine spells of the of the specialist's Spheres of Influence are automatically cast at an additional level of Intensity, at no

additional cost in Magic Points. This means that a spell cast at Intensity 1 will actually generate the effects equivalent to 2 levels of Intensity; however, it still costs the normal Magic Points of the Intensity 1 version. This can allow the caster to exceed the normal maximum Intensity of the spell by 1 point.

- ⇒ When attacked by a spell of a Sphere possessed by the specialist, any rolls to resist are 1 grade easier than normal.
- ⇒ Some deities may restrict the use of certain types of armour.
- ⇒ Most deities offer several powers, or gifts, to the specialist based on their rank.

Druid

Druids are the caretakers of plants and animals, and while they condone the hunting of woodland creatures and the cutting of trees as necessary for the survival of civilised species, they are intolerant of wasteful exploitation. In these cases, druids can be patiently devious in their revenge on those who would profit at the expense of nature. Mistletoe is the holy symbol of the druid, either a natural sprig or woven into intricate wreaths. Druids are uneasy in civilised areas and prefer the solitude of their small log and stone cottages and sacred groves deep within the wilder regions of the World of Greymoor.

Species/Culture

Human: Barbarian, Civilised, Primitive

Demi-human: elf, half-elf

Prerequisites

POW 11, CHA 11

Passion Requirements

Neutral (See below) 30% plus character's POWx2

Your character's Moral Philosophy must be Neutral with the traits (Respectful of Nature, and Strives for Balance.

Druidic Oath 30% plus character's POW+INT

In addition to racial/cultural Passions, all druids swear an oath to the druidic order and worship The Old Ways, as detailed in Chapter 13. This oath includes the protection of woodland areas and animals from the encroachment of civilisation. In addition to all the normal rules and strictures set forth on page 34, the oath prohibits them from wearing metal armour and using metal shields. The oath only allows for the wearing of armours of natural construction, mainly

leather armours, furs, or skins, thus limiting them to light armour types. Allowed weapons are those of the druidic Combat Style.

Skills

Standard Skills: Athletics, Combat Style (Druid), First Aid, Locale, Perception, Ride, Willpower

Professional Skills: The first 2 Professional Skills chosen must be Channel and Piety (The Old Ways), plus 1 additional skill from the following: Animal Training, Lore (Regional or Specific Species), Navigation, Musicianship, Survival, and Track

Druid Combat Style

The druid Combat Style includes the use of the club, dagger, dart, hammer, sickle, scimitar, shield (wooden), sling, spear, staff, staff sling, and whip.

Druidic Rank Structure

All druids are a member of the druidic order, protectors of nature, and worshipers of a specific nature deity. They hold the sun, the moon, and the trees (particularly, oak and ash) as sacred representatives of the divine. There are only a limited number of druids in the upper echelons of their organisation.

When a druid has demonstrated the necessary level of comprehension, higher ranks within the order are attained assuming a vacancy exists at that rank. This, in turn, grants access to new special abilities and higher rank spells. When this comprehension is reached is based on the character's current skill levels with a set of Prerequisite Skills.

The Prerequisite Skills are as follows:

Prerequisite Skills: Channel, Locale, Perception, Piety (The Old Ways), Willpower

DRUID RANKS

Rank	Title	Max Spell	Prerequisites	Luck Points
0	Lay Member	Cannot Cast Spells	-	-
1	Initiate	Rank 1 Divine	5 skills at 50%	+1
2	Druid	Rank 2 Divine	5 skills at 70%	+2
3	Arch Druid	Rank 3 Divine	4 skills at 90%	+3
4	Great Druid	Rank 4 Divine	3 skills at 110%	+4
5	Grand Druid	Rank 5 Divine	2 skills at 130%	+5

There are only nine Rank 2 druids within any one geographical region. A region may consist of a mountain range, inland sea, large forested tract of wilderness, and so on, and an individual continent may possess three or four such regions. You may not attain Rank 2 until a position opens among the Nine. At this point, a new druid is

appointed from the pool of likeliest candidates. If a declined candidate wishes to contest the appointment, or if there are no openings and an initiate wishes to challenge one of the Circle of Nine to step down, the character may issue a challenge. The challenge is conducted as a magical duel, which is detailed in **Chapter 8: Magic**. If the challenger wins the duel, the loser must step down allowing the winner to take their place as one of the Circle of Nine. The challenger then gains Rank 2 and may begin to learn Rank 2 talents. Regardless of the outcome, neither may challenge the other again for the purpose of advancement for at least a year and a day, another member of the Nine may be challenged, however. Upon winning the challenge, you are granted the official title of druid.

When becoming one of the Nine, you will be served by three Rank 0 Lay Members. If the player wishes to build them as characters, follow the normal procedure, however, and spend no more than 50 Skill Points when purchasing class skills. These Lay Members would never ‘adventure’ with you, instead staying behind and overseeing more mundane affairs and running errands in your absence.

Within a geographical region, there will only be three Rank 3 Arch Druids. To become an Arch Druid requires that there be a vacant position, or a druid may challenge a current member to a magical duel as noted above. If the challenger wins, they become Rank 3 and may begin to learn Rank 3 talents. The rank of Arch Druid grants no additional followers.

A geographical region will have only one Rank 4 Great Druid and this position must be vacant or won through a magical duel as above. The ascendance of a new Great Druid is a time of chaos as this creates a highly contested opening in the ranks of the Arch Druids.

Finally, there is the Grand Druid, the highest ranking of the hierarchy, and while there is one Great Druid per region, there is only ever a single Grand Druid in all of a single continent. The position of Grand Druid is not won in combat, but instead appointed by the current Grand Druid to be his or her successor. The Grand Druid is served by nine other Arch Druids subject to him or her alone, which stand outside the hierarchy of the different regions. These nine serve as his messengers and agents, wandering the World of Greymoor.

Abilities

Divine Spell Caster: Druids are masters of nature magic and can bring the very forces of the wilderness to their aid when needed through the casting of their spells. Many forms of armour are contrary to the druidic oath with regards to Divine spell casting. See Passion (Druidic Oath) below, and Casting in Armour on page [121](#) for specific information.

Starting Spells: A druid begins with a number of Rank 1 spells equal to 1/10th Piety.

Spells in Memory: The number of spells of their current rank a Druid may have in memory is equal to INT/4, +1. Two additional spells of each rank may be memorised as each rank beyond that



which is required to cast them is attained. See Memorising spells in Chapter 8.

Example: Crystal has just become a Rank 3 druid. She possesses an INT of 14 and can now memorise 9 spells of Rank 1 ($14 \text{ INT}/4 = 3.5$, rounded up to 4, +1 bonus, +4 for being 2 ranks above the rank required to cast them). She is able to memorise 7 spells of Rank 2 (base 5 spells, +2 for being 1 rank above), and 5 spells of Rank 3. She is unable to memorise additional Rank 3 spells as she is right at the minimum rank of requirement.

Language (Druids’ Cant): You know a secret form of communication limited to only dealing with nature and other natural events. This is known as druids’ cant. It cannot be used to convey more detailed information about other subjects. This jealously guarded language is never taught to outsiders. Like all languages, it is a Professional Skill and starts at Base Level +40%.

Cleric magic Items: Druids, being related to clerics, may use any magic items noted as cleric only, except clerical books and scrolls.

Ranked Talents

Rank 2

When the character attains Rank 2, a one-time expenditure of 2 Experience Rolls and 1 month of training will grant the following talents: Identify Plants and Animals, Identify Pure Water, Pass without a Trace, and Speak Woodland Languages.

Identify Plants and Animals: You are granted the ability to identify all mundane plants and animals with no chance of failure.

Identify Pure Water: You are granted the ability to identify pure water with no chance of failure.

Pass without a Trace: You are granted the ability to pass without a trace. This allows you to move through overgrown wooded areas at a normal movement rate without leaving a discernible trail.

Woodland Languages: You are divinely granted full comprehension of the language of 2 different woodland species at Base Level +40%. From this point, every increase in rank grants you 2 additional languages. You may choose a language from among the following: centaur, dryad, elvish, faun, gnome, green dragon, hill giant, lizardman, manticores, nixie, pixie, sprite, and treantfish.

Rank 3

When the character attains Rank 3, a one-time expenditure of 3 Experience Rolls and 1 month of training will grant the following talents: Immunity to Charm Spells and Shape Change.

Immunity to Charm Spells: You become immune to charm spells and similar magical effects used by woodland creatures such as dryads, nymphs, nixies, etc. You are also immune to the charming abilities of bards.

Shape Change: You gain the ability to shape change into a reptile, bird, or mammal at no cost in Magic Points. Each animal form (reptile, bird, or mammal) may only be used once per day. You may choose any natural animal from as small as SIZ 1 up to SIZ 25.

The magic transforms you into an average example of the new species. You adopt the physical characteristics (STR, CON, SIZ and DEX) of the creature assumed, plus whatever inherent attacks and modes of locomotion it possesses. You may use the creature's base skills or your own, if they are better. Magical or supernatural abilities are not granted, nor are any of the mental characteristics.

Upon changing form, you instantly heal 1d6 x10% of damage to all hit locations equally. Any clothing you wear transforms right along with you, along with an item held in each hand of no more than 2 ENC each, or in both hands of up to 4 ENC. Anything extra is dropped to the ground to be retrieved later.

There are no additional talents beyond Rank 3.

Spheres of Influence

Druids have access to a different set of spells than their cleric counterparts. They possess Major access to All, Animal, Elemental, Healing, Plant, and Weather; and Minor access to Divination. See the cleric write-up for more detailed rules on Spheres of Influence.

Fighter

Fighters are professional soldiers and the most common of adventurers in the World of Greymoor. Whether breaking down doors, wielding swords and axes with both skill and finesse, or interposing themselves between the party's less martial members and the opposition, wherever you find adventure, you'll find the fighter. Fighters focus on the use of weapons, close-quarter tactics, and the study of enemy styles to make the most of any future opportunities. They may or may not follow a particular martial code, and similarly, might focus on finesse or simple brute-force. Some fighters specialise, concentrating on ranged combat and mastering missile weapons to remove a threat from afar. These are archers and crossbowmen. Others master melee combat and like to get in nice and close. These are swordsmen and men-at-arms. Regardless of what the rest of the world calls them, in CLASSIC FANTASY, they are fighters, pure and simple, and they are the most versatile warriors in all of the World of Greymoor.

Species/Culture

Any

Prerequisites

STR 11, CON 11

Passion Requirements

Fighters are not restricted by Passion choice

Skills

Standard Skills: Athletics, Brawn, Combat Style (Fighter), Ride or Boating, Endurance, Evade, Unarmed

Professional Skills: Craft (any), Engineering, Gambling, Lore (Military History), Lore (Strategy and Tactics), Oratory, Survival

Fighter Combat Style

The fighter Combat Style includes the use of all weapons and shields.

Fighter Rank Structure

All fighters are rated by rank, which is a rating of power and skill. When a specific degree of mastery is reached, new talents equal to the fighter's current rank and below may be learned. When this level of skill is reached is based on their current skill levels with a set of Prerequisite Skills. Assuming you meet the prerequisites, your character begins as a Rank 1 Fighter with the appropriate talents noted

below; otherwise, you start as a Rank 0 Warrior with no current talents.

Prerequisite Skills: Brawn, Combat Style (Fighter), Evade or Endurance, Lore (Strategy and Tactics) or Craft (any weapon or armour related), Unarmed

FIGHTER RANKS

Rank	Title	Prerequisites	Luck Points
0	Warrior	-	-
1	Fighter	5 skills at 50%	+1
2	Hero	5 skills at 70%	+2
3	Champion	4 skills at 90%	+3
4	Super Hero	3 skills at 110%	+4
5	Lord	2 skills at 130%	+5

Abilities and Talents

Armour Proficiency –or- Agile Defender: As a fighter, you may choose to follow one of 2 different defensive styles: Armour Proficiency or Agile Defender, depending on your character concept.

Armour Proficiency: You are trained in the use of all armours up to and including plate, knowing how to position yourself to receive a blow in such a way as to deflect a portion of the attack. Light armours receive 1 extra armour point, and heavy armours 2. The only stipulation is that you have to know the attack is coming. In addition, when worn, only 1/4 the total ENC of the armour is counted towards Encumbrance instead of half.

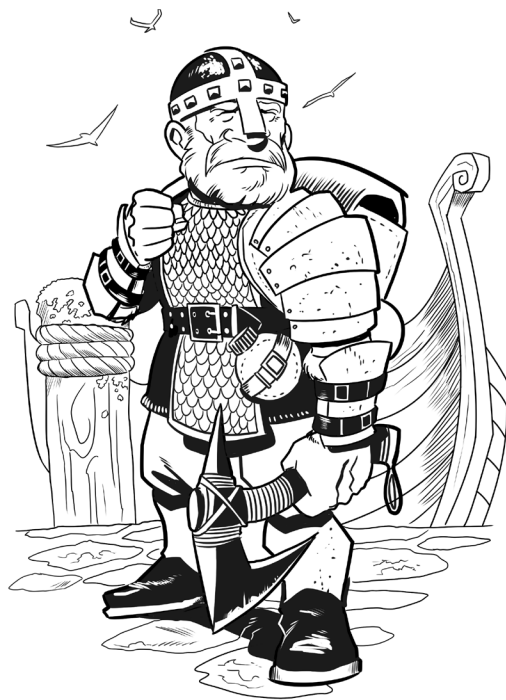
Agile Defender: The Agile Defender talent requires you to be Unburdened (ENC less than STRx2), and wearing nothing more restrictive than light armour. If you use the Evade skill to dodge a melee or ranged attack, you only end up prone if you fail the roll.

Combat Proficiency: Being a master of armed and unarmed combat, Fighters gain a further +5% to their Combat Style.

Weapon Specialisation: Your combat training has allowed you to choose a single weapon or all shields within your Combat Style for specialisation. Weapon specialisation grants benefits depending on the specific weapon selected and is summarised below.

Melee Weapon: Your Combat Style is improved by 10% when using your weapon of specialisation. You gain +1 Action Point for the purposes of Parrying only.

Ranged Weapon: The normally imparted rules for aiming in MYTHRAS are modified as follows. When attacking a target at the weapon's Close range, Aiming requires 1 Turn steadying the weapon instead of a full Round, and makes the following attack 1 grade easier. Attacks made beyond Close range follow the normal rules for aiming set forth in MYTHRAS as found under Ranged Combat in Chapter 7. Additional rounds spend aiming grant no further advantage. In addition, if not surprised the



specialist may automatically fire first (before rolling for initiative) at the beginning of combat, assuming both weapon and ammo are readied.

Shields: Your Combat Style when using any shield is improved by 10% and a shield counts as 1 Size category larger for the purposes of parrying damage: large to huge, huge to enormous, and enormous to colossal.

Ranked Talents

Rank 2

Upon reaching Rank 2, you may choose one of the following options at a cost of 2 Experience Rolls and 1 month of training:

Armour Proficiency –or- Agile Defender: You may choose to pursue the previously unchosen defensive style: Armour Proficiency or Agile Defender.

Weapon Specialisation: You may choose another weapon specialisation.

Weapon Mastery: You may take the first level of Weapon Mastery in your previously specialised weapon.

Rank 3

Upon reaching Rank 3, you may choose one of the following options at a cost of 3 Experience Rolls and 1 month of training:

Armour Proficiency –or- Agile Defender: You may choose to pursue the previously unchosen defensive style if you haven't already: Armour Proficiency or Agile Defender.

Weapon Specialisation: You may choose another weapon specialisation.

Weapon Mastery: If you have not yet taken a weapon Mastery, you may take the first level of Weapon Mastery in a previously specialised weapon. Otherwise, you may advance your current mastery to the next level.

Rank 4

Upon reaching Rank 4, you may choose one of the following options at a cost of 4 Experience Rolls and 1 month of training:

Armour Proficiency –or- Agile Defender: You may choose to pursue the previously unchosen defensive style if you haven't already: Armour Proficiency or Agile Defender.

Weapon Specialisation: You may choose another weapon specialisation.

Weapon Mastery: If you have not yet taken a weapon Mastery, you may take the first level of Weapon Mastery in a previously specialised weapon. Otherwise, you may advance your current mastery to the next level.

Rank 5

Upon reaching Rank 5, you may choose one of the following options at a cost of 5 Experience Rolls and 1 month of training:

Armour Proficiency –or- Agile Defender: You may choose to pursue the previously unchosen defensive style if you haven't already: Armour Proficiency or Agile Defender.

Weapon Mastery

Fighters who practise Weapon Mastery concentrates most of their training on a single weapon of choice. There are 3 levels of Mastery: Master, High Master, and Grand Master. Each level is described below.

Weapon Master: A single-classed fighter that has attained Rank 2 or higher may master a previously specialised weapon. Only a single-classed fighter can ever achieve Weapon Mastery, and while a fighter may specialise in any number of weapons, he or she may master only 1. A Weapon Master gains benefits dependent upon the specific weapon mastered. This is summarised below.

Melee Weapon: As for specialisation, plus gain a 1-step improvement to damage modifier.

Ranged Weapon: As for specialisation, plus the specialist now gets noted benefits for Aiming out to the weapon's Effective Range. In addition, a Master may reduce the reload time of any mastered ranged weapons within their Combat Style by 1. A weapon with 0 reload time may effectively be readied as a free action.

Shields: As for specialisation. In addition you gain +1 Action Point for the purposes of Parrying attacks with any shield.

Weapon High Master: A Weapon Master may now become a High Master gaining benefits depending on the specific weapon chosen as summarised below.

Melee Weapon: As for Mastery, plus when Parrying, the weapon is treated as 1 grade larger: large to huge, huge to enormous, and enormous to colossal.

Ranged Weapon: As for Mastery, however, the specialist now gets the noted benefits for Aiming out to the weapon's Long Range.

Shields: As for Specialisation. In addition, a shield counts as 2 Size categories larger for the purposes of blocking damage.

Weapon Grand Mastery: A High Master of a weapon may now become a Grand Master, gaining benefits depending on the specific weapon chosen. This is summarised below.

Melee Weapons: As for High Mastery, plus gain another 1-step improvement to damage modifier, for a total of 2 grades.

Ranged Weapons: As for High Mastery. In addition, a Grand Master may reduce the reload time of a mastered ranged weapon by a further point. A weapon with 0 reload time may effectively be readied as a free action. Finally, a Grand Master gains a 1-step Bonus to damage modifier.

All effects stack; so a Grand Master with a melee weapon will end up with a 10% Bonus to Hit, a Damage Modifier 2 steps greater than normal with that weapon, +1 Action Point for the purposes of Parrying with that weapon, and when Parrying, their weapon is treated as 1 grade larger for the purposes of blocking damage.

A Grand Master of a ranged weapon would gain a 1-grade Bonus to Hit when aiming at any range, automatically fire first (before rolling for initiative) at the beginning of combat assuming the fighter has a ranged weapon and ammo readied; reduce the reload time for the ranged weapon by 2, therefore reloading most ranged weapons as a free action; and increase their Damage Modifier by 1 step.

Weapon Specialisation: You may choose another weapon specialisation.

Weapon Mastery: If you have not yet taken a weapon Mastery, you may take the first level of Weapon Mastery in a previously specialised weapon. Otherwise, you may advance your current mastery to the next level unless you are already a Grand Master with that weapon.

Magic-User

Magic-users study the arcane, digging through old musty tombs for new and elusive spells to add to their spell books. They spend much of their free time studying these spells and learning to master the powers found within them. Physically weaker than the other classes due to the time spent trapped in musty libraries, adventuring is the last place you would expect to find these practitioners of magic. But within dungeons and long forgotten ruins, lay lost and forgotten spells, and for this reason alone, they find it worth the risk. Magic-users have the potential to become the most powerful of the classes, if their party can keep them alive long enough for them to reach that potential. Magic-users must rely on the party's protection during their early adventuring years, but when they reach their full potential, the party knows that protection will be repaid tenfold.

Species/Culture

Human: Civilised, Nomadic

Demi-human: elf, Gnome (school of illusion only), half-elf

Prerequisites

INT 14, DEX 11, POW 12

Passion Requirements

Magic-users are not restricted by Passion choice

Skills

Standard Skills: Customs, First Aid, Influence, Insight, Locale, Perception, Willpower

Professional Skills: The first 2 Professional Skills chosen must be Arcane Casting and Arcane Knowledge, plus 1 additional skill from the following: culture (any), Language (any), Lore (Alchemy), Lore (any)

Magic-User Combat Style

Magic-users are typically not trained in the use of weapons; therefore, the magic-user Combat Style may only be developed with

Bonus Skill Points, and includes the use of the dagger, dart, knife, sling, and staff.

Magic-User Rank Structure

All magic-users are rated by rank, which is a rating of power and skill. When a specific degree of mastery is reached, spells equal to the magic-user's rank may be learned, as the mage has demonstrated the necessary level of comprehension. When this comprehension is reached is based on their current skill levels with a set of Prerequisite Skills. This is similar to the procedure used by clerical and druidic orders; however, a magic-user does not have to be a member of an order, or guild, to increase in rank. In this case, rank notes the guild 'equivalent' and is listed strictly for reference purposes; however, many magic-users will still carry the rank 'unofficially'.

Prerequisite Skills: Arcane Casting, Arcane Knowledge, Perception, Insight, Willpower

MAGIC-USER RANKS

Rank	Title	Max Spell	Prerequisites	Luck Points
0	Apprentice	Rank 0 Cantrips	-	-
1	Journeyman	Rank 1 Arcane	5 skills at 50%	+1
2	Adept	Rank 2 Arcane	5 skills at 70%	+2
3	Mage	Rank 3 Arcane	4 skills at 90%	+3
4	Arch Mage	Rank 4 Arcane	3 skills at 110%	+4
5	Grand Arch Mage	Rank 5 Arcane	2 skills at 130%	+5

Abilities and Talents

Cantrips: Cantrips are the first magical ability taught to an apprentice magic-user and are fully defined in Chapter 9. A magic-user of Rank 0 knows a number of cantrips equal to 1/5th Arcane Casting.

Arcane Spell Caster: While magic-users are very weak at the beginning of their careers, at the other end of the spectrum, they are able to cast the most spectacular and powerful of spells, able to burn armies, and collapse castles with but a gesture. All Arcane spells require precise gestures and movements (the spell's somatic component) during casting, which are hindered by the wearing of armour. See Casting in Armour on page 121 for specific information.

Starting Spells: A magic-user begins with a number of Rank 1 spells equal to 1/10th Arcane Knowledge.

Spells in Memory: The number of spells of their current Rank a magic-user may have in memory is equal to INT/4. Two additional spells of each Rank may be memorised as each Rank beyond that which is required to cast them is attained. See Memorising spells in Chapter 8.

Example: Rengarath has just become a Rank 3 magic-user. He possesses an INT of 17 and can memorise 9 spells of Rank 1 (17 INT/4 = 4.25, rounded up to 5, +4 for being 2 ranks above the rank required to cast them). He is able to

memorise 7 spells of Rank 2 (base 5 spells, +2 for being 1 rank above), and 5 spells of Rank 3. He is unable to memorise additional Rank 3 spells as he is right at the minimum rank of requirement.

Specialist Mages

A mage may choose to specialise in a single school of magic. These types of mages are typically referred to by a title based on their chosen school: Illusionist, Enchanter, Necromancer, etc. Note that Arcane magic in CLASSIC FANTASY differs somewhat from MYTHRAS and these changes are detailed in *Chapter 8 Magic* with new spell descriptions provided in *Chapter 9 Arcane Magic*.

The following section briefly describes the eight schools of magic.

Abjuration: An abjurer specialises in spells of protection, such as Protection from Evil, Dispel Magic, and Anti-Magic Shell. This school is opposed by the schools of Alteration and Illusion.

Conjuration: A conjurer specialises in spells that summon creatures, items, and energy from other planes of existence. This school also allows for spells that create items from nothing and includes such spells as Monster Summoning, Wall of Iron, and Power Word Kill. This school is opposed by the schools of Divination and Evocation.

Divination: A diviner specialises in spells that provide information about a specific subject, location, item, or time. This includes spells such as Identify, Clairvoyance, and True Seeing. This school is opposed by the school of Conjuration. Unlike the other schools detailed here, Rank 1 and 2 divination spells are usable by their schools of opposition. Spells of Rank 3 and higher are not.

Enchantment (Charm): An enchanter specialises in spells that affect the minds of other creatures, often influencing their thoughts or controlling their behaviour, and includes such spells as Charm Being, and Suggestion. This school is opposed by the schools of Evocation and Necromancy.

Illusion: An illusionist specialises in spells that trick the minds or senses of others, creating everything from a distracting noise to solid phantasms that can maim or kill. This school includes spells such as Ventriloquism, Invisibility, and Phantasmal Terror and is opposed by the schools of Necromancy, Evocation, and Abjuration.

Evocation: An evoker specialises in spells that manipulate invisible sources of power to create devastating damaging effects, gaining access to spells such as Magic

Missile, Fireball, and Lightning Bolt. This school is opposed by the schools of Enchantment (Charm) and Conjuration.

Necromancy: A necromancer specialises in spells of terror and death and includes spells such as Fear, Animate Dead, and Finger of Death. This school is opposed by the schools of Illusion and Enchantment (Charm).

Alteration: A transmuter specialises in spells that alter the characteristics of a specific creature or thing, and includes spells such as Enlarge, Reduce, Polymorph Other, and Shapechange. This school is opposed by the schools of Abjuration and Necromancy.

There are advantages and disadvantages to specialising and these are summarised below.

⇒ The specialist may memorise 1 additional spell of their current rank. However, 2 spells of each rank must be of the mage's chosen school of magic. For example, an Arch Illusionist (Rank 5) with an INT 17 would be able to memorise six spells of Rank 5 ($17/4 = 4.25$ rounded up to 5, +1 spell for specialisation). This gives six spells of Rank 5, eight of Rank 4, ten spells of Rank 3, twelve of Rank 2, and fourteen spells of Rank 1.

⇒ Arcane spells of the chosen school are automatically cast at an additional level of Intensity and Magnitude, at no additional cost in Magic Points. This means that a spell cast at Intensity 1 will actually generate the effects equivalent to 2 levels of Intensity, however, still only cost the normal Magic Points of the Intensity 1 version. This can allow the caster to exceed the normal maximum Intensity and Magnitude of the spell by 1 point.

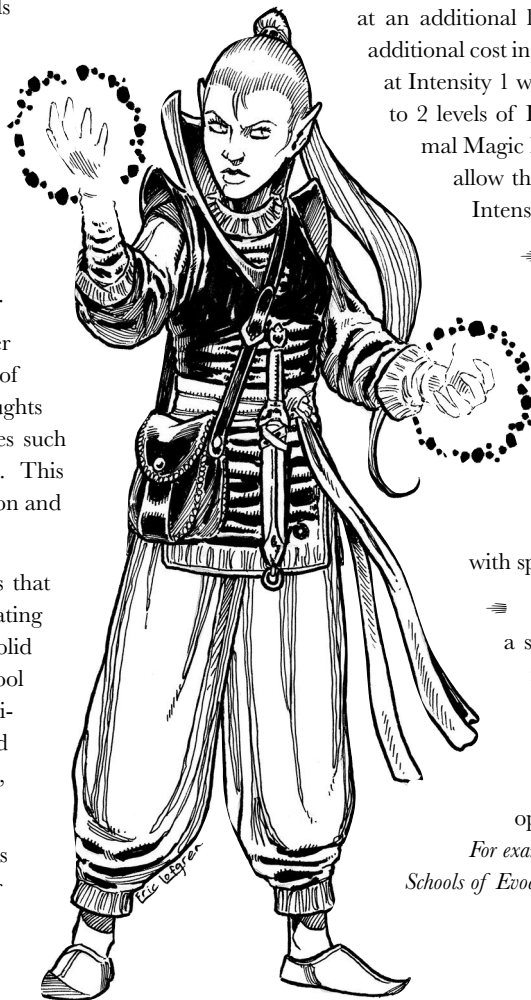
⇒ Arcane Casting skill tests are 1 grade easier when casting spells of the chosen speciality. This does not further change the spell's Intensity and Magnitude.

⇒ Arcane Knowledge skill tests to scribe spells, identify spells as they are being cast, create a scroll, etc., are 1 grade easier when dealing with spells of the mage's speciality.

⇒ When a specialist mage is attacked by a spell of the chosen school of magic, any rolls to resist are 1 grade easier than normal, regardless if the type of Resistance roll required.

⇒ The specialist may not learn spells in opposition to the chosen school of magic.

For example, an illusionist may not learn spells from the Schools of Evocation, Abjuration, or Necromancy.



Monk

In an attempt to achieve enlightenment, monks dedicate their lives to rigorous mental and physical training through meditation, seclusion, and denial. They live in monastic, cloistered communities in remote and sheltered regions of the World of Grey Moor. At some point early in their training, monks leave the protection of the monastery and travel the world in an attempt to learn life's lessons while gaining spiritual growth. A monk's word is his or her bond, and to break that bond is to stain his or her soul.

Monks wear distinctive robes and other unusual garb that differs from the commonly worn style of the World of Grey Moor, a style that may be more common in the eastern territories where the 'way of the monk' originates. Their greeting is also distinct and descriptive of their lifestyle. Upon meeting up with another being of unknown, but no outwardly hostile intentions, the monk raises a fist and covers it with the other hand, while bowing slightly. This represents greetings (the bow), readiness to fight if need be (the fist), but peaceful intentions (the covered fist).

Species/Culture

Human: Civilised

Prerequisites

STR 11, CON 11, DEX 14, POW 12

Passion Requirements

Monks are not restricted by choice of Moral Philosophy.

Self-Improvement 30% plus character's POW+INT

In addition to racial/cultural Passions, a monk strives for physical improvement and spiritual enlightenment.

Oath to Monastic Order 30% plus character's POW+INT

In addition to racial/cultural Passions, all monks swear an oath to their monastic order. In addition to all the normal rules and strictures set forth for oaths at the beginning of this chapter, the oath requires a monk to live in poverty by choice. You will generally still accept a full share of adventuring loot/rewards, but only to give away any money in excess of your modest needs, keeping no more than you would need for your weekly upkeep. This excess is typically given to a worthy cause or institution. As an extension of this vow, you restrict yourself in the number of magic items that you may own: not exceeding two magic weapons and any three other magic items. Also you may only use magic weapons, rings, and bracers, and miscellaneous magic items defined as 'thief' only.

Skills

Standard Skills: Athletics, Combat Style (Monk), Endurance, Evade, Stealth, Unarmed, Willpower

Professional Skills: Acrobatics and Mysticism, plus 1 additional skill from the following: Art (any), Language (any), Lore (Primary), Lore (Secondary), Meditation

Monk Combat Style

The monk Combat Style includes the use of the atlatl, bo stick, caltrop, club, crossbow, dagger, falchion, garrote, hatchet, javelin, jo stick, knife, polearm, spear, and staff.

Monk Rank Structure

All monks are a member of a monastic order, and in an attempt to achieve enlightenment, dedicate their lives to rigorous mental and physical training through meditation, seclusion, and denial.

A monk's training is based on ancient hermetic teachings, passed down in sacred books, or by esoteric gurus or secret mountain-top schools. The most common, and the one detailed here, is the Path of the Dragon, which contains knowledge of multiple mental disciplines called talents – namely, skill augmentations, talent invocations, and attribute enhancements - which are under talents below. The talents available to monks depend on their Rank within the monastic order.

When a monk has demonstrated the necessary level of comprehension, higher ranks within the order are attained. This, in turn, grants access to higher rank talents. When this comprehension is reached is based on the character's current skill levels with a set of Prerequisite Skills. Assuming you meet the prerequisites, your character begins as a Rank 1 Initiate; otherwise, you start as a Rank 0 Lay Member.

The Prerequisite Skills are as follows.

Prerequisite Skills: Acrobatics, Evade, Mysticism, Unarmed, Willpower

MONK RANKS

Rank	Title	Prerequisites	Luck Points
0	Lay Member	-	-
1	Initiate	5 skills at 50%	+1
2	Brother/Sister	5 skills at 70%	+2
3	Master of Dragons	4 skills at 90%	+3
4	Master of the Four Winds	3 skills at 110%	+4
5	Grand Master	2 skills at 130%	+5

There are a limited number of monks of Rank 3 and above, with three that hold the position of Master of Dragons: the White, the Green, and the Red. Beyond this there is a single monk of each rank. To achieve this rank and each rank from this point forward,

the character will need to find a monk of the desired rank and challenge them to personal combat, without weapons or magic items. This does not need to be to the death but could be, dependent upon the moral Passions of the challenger and/or the challenged. The location of each of the Master of Dragons will be known to the challenger. If they fail to defeat the monk they must wait 1 year before being able to challenge the same monk again. However, they may challenge one of the other two Dragons.

If the challenger wins the contest, they are increased to Rank 3. If the character after becoming one of the Master of Dragons is later challenged and loses the title, they are dropped to Rank 2 and lose any acquired Rank 3 abilities. To regain the title, the entire process will need to be done again; however, they may not challenge the previous winner for another year. When reacquiring a previously lost rank, the monk does not need to spend any Experience Rolls to regain formally earned talents.

To achieve Rank 4, the character will need to find the Master of the Four Winds and challenge them to personal combat, without weapons or magic items. This is as detailed above. If the challenger wins the contest, they are increased to Rank 4 and in so doing gain the ability to begin learning Rank 4 talents. This process is again repeated to attain the rank of Grand Master.

Monks have access to talents that allow them to augment skills, invoke talents, and enhance attributes, with some being available to a beginning monk, while others become available as the character moves up in rank within the monastic order. Monk characters begin play with the knowledge of a number of Rank 1 talents equal to 1/10th their Mysticism skill. See Using Mysticism on page 56 for additional information on acquiring and using these talents.

Abilities and Talents

Artful Dodger: All monks of Rank 1 or higher automatically possess the Artful Dodger talent granting fast reflexes and 1 extra Action Point, which may only be used to Parry or Evade. This is an innate ability and cost no Magic Points to invoke. In addition, you may use the Evade skill to dodge a melee attack without falling prone. Against a ranged attack, you only end up prone if you fail the roll.

Combat Proficiency: Being a master of armed and unarmed combat, monks gain a further +5% to their Combat Style.

Unarmed Prowess: All monks of Rank 1 or higher treat Unarmed blocks and parries as 'Medium' sized, enabling them to better defend themselves from armed opponents.

Ranked Talents

Rank 1 monks begin play with knowledge of a number of additional talents equal to 1/10th their Mysticism skill. These will be chosen from the Rank 1 abilities, the least potent of the talents available to a monk, as suited to a low ranking or novice student.

Talents come in three varieties based upon the boost or ability they grant. These are skill augmentations, invoking traits, or enhancing attributes, as described in the following sections. Each has its own Magic Point costs and scaling limitations. All ranked talents require the monk to be Unburdened (ENC less than STRx2), and wearing nothing more restrictive than light armour.

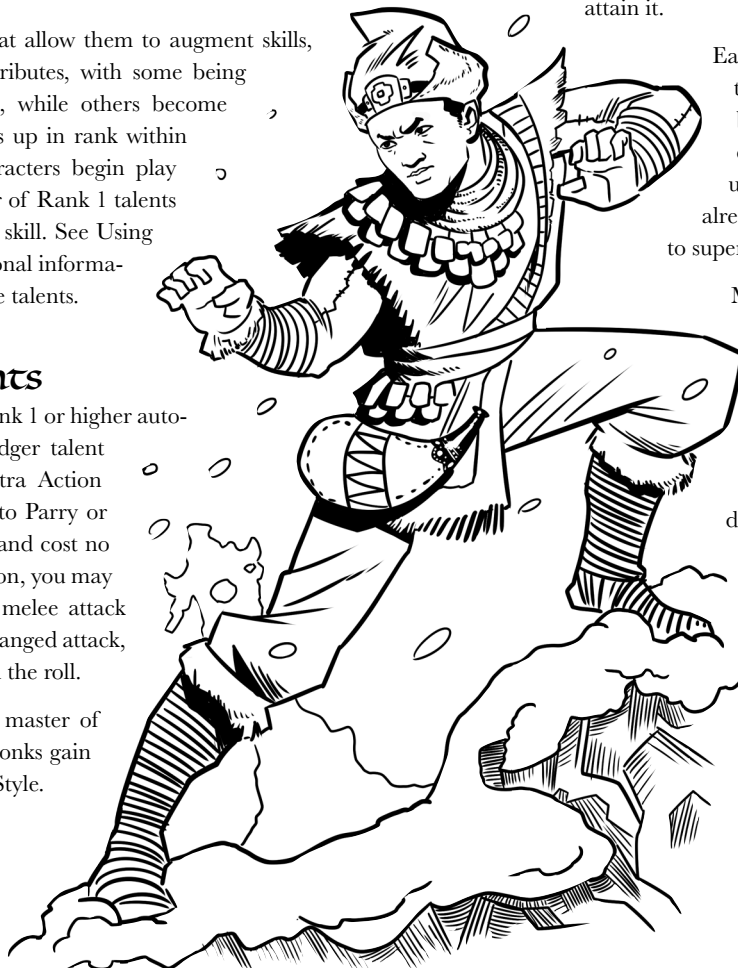
The various ranked talents, and when they become available is noted below.

Augment Skills: Monks augment their skills by concentrating on the nature of the task at hand and channelling their own positive energies into attaining a desired result. Monks literally envisage their own success and then prepares themselves to attain it.

Each level of Intensity improves the monk's chance of success by 1 difficulty grade. This can be used to counteract situational penalties the monk is already suffering or augment them to superhuman levels of skill.

Monks cannot boost their skill chance beyond the grade of Very Easy. Any levels of Intensity beyond this are ostensibly wasted, but will come into play if the monk is subsequently penalised by detrimental circumstances.

The following skills are available to be augmented upon attaining the appropriate rank and do not require the expenditure of Experience Rolls:



SKILL AUGMENTES

Rank 1	Rank 2
Acrobatics	Brawn
Athletics	Evade
Unarmed	Insight
Endurance	Willpower

Invoke Traits

Traits are specialised physical, mental and emotional endeavours akin to those found for many creatures. All traits by default have an Intensity of 1, making them very useful abilities with which to compliment the monk's other path talents. A trait confers a specific power for the duration it is implemented.

The following traits may be acquired upon attaining the appropriate rank. Most of those of Rank 2 and above require the expenditure of Experience Rolls:

Rank 1

Slow Fall: If you drop or fall within reach of a wall, cliff face, tree trunk and so on, you can slow your descent and take no damage from the fall as long as you can make periodic contact. The distance fallen that can be effectively ignored is equal to 1/5th your Mysticism skill in metres (yards).

Rank 2

Upon reaching Rank 2, the monk becomes *automatically immune to all forms of disease* at no cost in experience rolls and may choose from the following options at a cost of 2 Experience Rolls and 1 month of training each:

Formidable Natural Weapons: The hands and feet of the monk are treated as size Large for the purposes of attacking and parrying in combat.

Pain Control: The monk is inured to pain and able to work through its effects. Endurance Rolls when experiencing any kind of injury are considered to be automatic successes.

Speak with Animals: This trait allows the monk to understand, and be understood by, one type of natural animal. The chosen creature, as well as any of the same species with it and in the area of effect, is required to answer any proposed questions, and even a hostile subject will cooperate freely for the duration. Non-hostile animals may even be inclined to offer help or assist the monk and the monk's companions in some way. This trait may only be used to comprehend languages of non-sentient "natural" animals. They are not imbued with a level of intelligence they do not already possess, so will be limited to communication of thoughts and facts as they themselves know and understand them.

Rank 3

Upon reaching Rank 3, the monk becomes *automatically immune to all forms of poison* at no cost in experience rolls, and may choose from the following options at a cost of 3 Experience Rolls and 1 month of training in each:

Arrowcut: The monk is able to Parry and deflect projectiles (arrows, darts, spears, and so forth) using bare hands or weapons not normally permitted to perform such feats, such as swords or whips.

Speak with Plants: This trait allows the monk to speak and be understood by all forms of natural vegetation. Any information provided by the plants would be based on their rather limited abilities of perception, for example, the monk could ask whether or not they have been passed through recently or if they have felt any strange vibrations. This ability also allows the monk to ask the vegetation for help in other ways, such as asking them to part to allow the monk and the monk's party to pass, or possibly entangle pursuers, depending on the type of vegetation present. This ability gives no other actual mobility to plants.

Rank 4

Upon reaching Rank 4, the monk may choose from the following options at a cost of 4 Experience Rolls and 1 month of training in each:

Heart Slow: Monks of this rank are able to finely control their heart and metabolic rates, reducing them almost to a standstill. Using this trait a monk must remain completely inactive for its duration but, to all intents and purposes, has no pulse, no heart rhythm and all organic functions have ceased. The monk becomes immune to other Life Sense attempts and appears dead. Once the trait finishes, the monk's faculties are fully restored.

Indomitable: The monk is utterly immune to attempts at mind control or domination, including spells and spirit possession.

Rank 5

Upon reaching Rank 5, the monk may choose Quivering Palm at a cost of 5 Experience Rolls and 1 month of training:

Quivering Palm: This is by far the most terrifying power the monk can acquire, the ability to kill with a touch. Because of this, this is the last ability that will be gained by a monk at the highest rank within the order. Quivering palm sets up vibrations in a victim's body. This can be controlled by the monk so as to cause death to occur at a time of his or her choosing. To perform this attack the monk must set up vibrations in his or her own hand, and simply touch the victim, which requires an Unarmed attack roll. This attack does not need do any damage or even get through armour; the monk simply has

Using Mysticism

Mysticism permits some extraordinary powers that can produce dramatic results. Mysticism talents can boost monks' skills to phenomenal levels, grant them unusual physical or mental abilities, and increase their attributes to those of legendary heroes.

To gain access to these inner mysteries requires constant and regular practice. Although expensive in terms of magical strength, being dependent only upon their inner selves, monks have no need to memorise their mystical abilities from old books or pray to deities to regain their effectiveness. Indeed, the potent nature of mystical talents can pose a serious challenge to spell-casters who follow other disciplines of magic.

Implementing a Talent

Summoning the strength to implement a mystical talent requires a monk to utter a short mantra or exhale breath in a focused shout, whilst making a mystical gesture – normally a sweeping or striking motion – which aids concentration. In addition, the monk must satisfy the following conditions.

Firstly, monks may only implement a talent that they have specifically been taught.

Secondly, monks must have enough Magic Points remaining to attempt the talent. If too few remain, either the talent doesn't work or they may suffer some detrimental effect (see [Running Out of Magic Points](#) on page 115).

Last, but by no means least, monks must pass the requisite Mysticism skill check. Failure here normally results in nothing more than the loss of a few Magic Points.

Magnitude and Intensity

Magnitude is the Magic Point cost required to call upon a mystical talent. Intensity is the level of effect achieved.

These are as follows:

Augment skill: 1 Magic Point per level of Intensity. A level of Intensity improves the success chance of the skill by 1 grade. For example, increasing a skill from Standard to Easy costs 1 Magic Point; increasing it to Very Easy costs 2, and so on.

Invoke trait: 2 Magic Points. All traits have a default Intensity of 1.

Enhance attribute: 3 Magic Points per step of increase. Each step is a level of Intensity (for example, enhancing Damage Modifier by 1 step, from 1d2 to 1d4, costs 3 Magic Points; enhancing from 1d2 to 1d6 costs 6 Magic Points; and so forth).

The upshot for monks is that use of Mysticism can be Magic Point intensive when compared with other types of magic. However, when used creatively, Mysticism can be incredibly potent. A character's natural abilities can be enhanced to a level that is not necessarily available to other magical disciplines.

Costs of Implementing Talents

Mystical talents cost a variable amount of Magic Points to activate depending on their type – see Magnitude and Intensity above – and the success level of the implementation roll.

Once the base cost is known, the Mysticism roll is made:

Critical Success: the talent works at only half the Magic Point cost.

Success: the talent works and the full Magic Point cost is expended.

Failure: the talent fails and a single Magic Point is expended.

Fumble: the talent fails and the full Magic Point cost is expended.

Implementation Time

All mystical talents require 1 Cast Magic Action of preparation per point of Intensity, and no other action may be performed whilst the talent is prepared. On the action of preparation, the monk makes a Mysticism roll and, if successful, the talent initiates immediately.

Duration of Talents

Unless specifically stated in its description, a mystical talent only remains in place for the period of time required to execute it. Once the immediate task for which the talent was called upon has been concluded, its effect lapses.

For example, enhancing Movement Rate to run a race should last only for that race, augmenting a Combat Style would last the length of that melee, and inducing Slowfall would remain in effect until the monk reaches safety.

As a rule of thumb, if a monk shifts focus to another, different task, any currently maintained talents drop. However, until a mystical talent is dropped, the Magic Points used to implement it cannot start to recover.

Common sense should be applied as to when the talent naturally ends. It is unreasonable to suggest that an augmented Combat Style continues once the monk's foes have been defeated or that an invoked perception lasts beyond the investigation of a person or area if the monk becomes distracted by other events.

Dispelling Talents

Since Mysticism is based upon inner focus and strength of will, it is not normally susceptible to magical dismissal via spells such as *Dispel Magic* (see [Chapter 8 Magic](#) and [Chapter 9 Arcane Spells](#) for a description).

The best way of dealing with monks is to induce some form of mental or psychological disturbance, which may cause their concentration to break or render them unconscious, whereupon any active mystical talents immediately cease.

When subjected to such a disturbance, monks are permitted to resist using their Willpower in an opposed roll against the skill actively used against them in order to maintain concentration. For instance, if injured by a thrown object, the monk would oppose the Athletics roll of the thrower. Some discretion is required to ensure that the distraction is valid to the situation. A separate Willpower roll is needed for each active mystical talent.

Conversely monks have no ubiquitous way of defending themselves against direct magical assault, save by augmenting skills such as Endurance, Evade, or Willpower.

Limitations to Talents

The maximum level of Intensity at which an individual talent can be implemented is equal to 1/20th of the Mysticism skill. The maximum combined levels of Intensity of all active talents cannot exceed the monk's Meditation skill divided by 10.

No matter how many mystical talents are known, a monk may only actively practise a limited number of them. A monk can concurrently maintain the training of a number of talents up to half the value of POW. To change one of the talents regularly practised, the monk may discard it from the training regime and spend 1 week recalling the new talent. A Meditation roll is required. If the roll fails, the monk not only loses access to the dropped talent, but must spend another week in meditative practice to re-master the new one.

Further Reading on Mysticism

CLASSIC FANTASY's monk description and rules are based on the Mysticism magical discipline found in MYTHRAS, tailored to mesh with the CLASSIC FANTASY milieu. There are, however, many other options for varying your monk that are not detailed within these books. For players looking for other variations on the classic monk, MYTHRAS provides a much more detailed take on Mysticism, including many other paths and rules on how to make your own monastic order.

to touch the target. There are a number of details about this ability that follow.

- ⇒ Once Quivering Palm is initiated, the monk need only touch a victim within 3 Melee Rounds. Quivering Palm may not be attempted again for a week, regardless as to whether it was successfully used or not.
- ⇒ Quivering Palm has no effect on undead or creatures only affected by magic weapons.
- ⇒ The largest victim you may affect with Quivering Palm is equal to $\frac{1}{4}$ your Mysticism skill. For example, a monk with Mysticism 107% would be capable of affecting up to a SIZ 27 opponent. Upon deciding to stop the vibration and therefore kill the victim, the monk simply has to make a Hard Mysticism roll, and if successful the victim collapses, with death following instantly.
- ⇒ You have a number of days equal to $\frac{1}{20}$ th your Mysticism skill to end the vibrations and cause the victim's death, or the vibrations simply end on their own causing no harm. If you are unable or unwilling to end the vibrations of your own accord, then the victim has escaped this fate.

Enhance Attributes

Monks can enhance an attribute, temporarily increasing its effectiveness. The following attributes can be enhanced upon attaining the appropriate rank and do not require the expenditure of Experience Rolls:

Rank 1

Action Points: Each level of intensity increases available Action Points by 1. The additional Action Points can only be used for defensive actions in combat. Thus, if you spend 6 Magic Points to enhance your Action Points from 3 to 5, you may only use these additional Action Points to Parry or Evade. You cannot use the additional points to make additional attacks or cast additional magic.

Damage Modifier: Each point of Intensity increases the Damage Modifier by 1 step. Thus, at Intensity 3 (for a cost of 9 Magic Points, if available), a Damage Modifier of +1d2 would increase to +1d8.

Rank 2

Fatigue: Each point of Intensity negates a level of Fatigue. This attribute can be enhanced pre-emptively in anticipation of becoming fatigued. Thus if you are 'fresh' and spend 6 Magic Points, you could grant yourself 2 buffer levels of Fatigue, which would need to be lost before starting to feel the effects of strenuous activity. At the conclusion of the task, any negated levels of Fatigue return, potentially causing you to collapse into unconsciousness.

Movement Rate: Each level of Intensity increases Movement by 1.5 metres (5 feet).

Rank 3

Hit Points: Each level of Intensity boosts Hit Points in every location by 1. So an Intensity 4 Hit Point enhancement would raise all Hit Locations by 4 points. These additional Hit Points absorb damage first, before the natural Hit Points are affected. However, these temporary Hit Points do not change the Serious and Major Wound boundaries, which remain tied to your natural Hit Points. Enhancing Hit Points after a Serious or Major Wound is suffered does not permit damaged locations to return to functionality.

Initiative: Each level of Intensity adds 2 to the Initiative roll.

Rank 4

Healing Rate: Enhanced Healing Rate works slightly differently to the standard attribute Enhancement rules. The amount of Hit Points healed is not increased, but the speed at which Healing Rate works is. Each level of Intensity improves the speed of recovery by 1 step as follows:

- ⇒ Combat Rounds
- ⇒ Minutes
- ⇒ Hours
- ⇒ Days
- ⇒ Weeks
- ⇒ Months

Usually Minor Wounds heal at a rate of 1 Day, Serious Wounds at a rate of 1 Week, and Major Wounds at a rate of 1 Month. Each level of Intensity changes the speed of healing. Thus, at Intensity 2, hit points are recovered at the following speeds: Minor Wounds 1 Minute, Serious Wounds 1 hour, and Major Wounds 1 day. Enhanced Healing Rate rapidly speeds-up recovery, but it will not reattach severed limbs or restore the use of maimed ones.

You may remain in a healing trance for as long as it takes to fully recover, but you may perform no other tasks during this time.

Paladin

This holy warrior is the living embodiment of a deity and you'll find no more noble or heroic a combatant in the entirety of the World of Greymoor. Granted divine abilities to help, the paladin stands against the tide of evil that threatens to spread its shadow over the land. The sight of a paladin on the battlefield can send a wave of fear through the enemies of the forces of good.

Paladins are members of an honourable and virtuous clerical order, and their high ideals, which must be maintained at all times, make this warrior a rare but welcomed ally. Paladins can bring forth the power of their God to lay on hands, remove disease, radiate a protective

circle, and detect evil, and eventually, if they stay on the true and righteous path, call forth a warhorse that will serve until death, and turn undead and other supernatural creatures with their righteous power. Finally, when paladins have truly proven their piety to the fullest, they are granted the ability to cast cleric spells, albeit of a limited nature.

Species/Culture

Human: Barbarian, Civilised

Prerequisites

STR 11, CON 12, INT 13, POW 12, CHA 14

Passion Requirements

Good (Lawful) 30% plus character's POWx2

Your character's Moral Philosophy must be Good (Lawful). Paladins believe in structure, that laws are not to be broken, and that their word is binding. They are respectful of authority, obeying all laws and following any orders that do not in and of themselves cause harm or oppress others. They are a beacon of goodness, aiding those in need, defending the weak, and smiting evil.

Holy Order of paladins Oath 30% plus character's POW+INT

In addition to any racial/cultural Passions, you must swear an oath to the holy order of paladins and Nimue (The Lady of the Lake). You are also required to uphold the following knightly virtues: bravery, courtesy, glory, good faith, honour, liberality, pride, and unselfishness. This oath includes tithing 10% of all wealth to a church or another great cause, and restricting yourself in the number of magic items that you may own, not to exceed one magic suit of armour, one shield, four weapons, and any other four miscellaneous magic items. As a paladin, certain weapons are more appropriate to your station than others. These would be lance, longsword, broadsword, mace, flail, military pick, dagger, and scimitar. Nimue is detailed in Chapter 13 and Oaths on page 34.

Skills

Standard Skills: Combat Style (Paladin), Customs, Influence, Insight, Locale, Ride, Willpower

Professional Skills: The first Professional skill chosen must be Piety (Specific Good Deity; in the World of Greymoor, this would be Nimue), plus 2 additional skills from the following: Bureaucracy, Channel, Courtesy, Language (any), Lore (any), Oratory

Paladin Combat Style

The paladin Combat Style consists of all melee weapons and shields, except those that are commonly associated with the lower

social classes or deemed dishonourable. As such, it precludes the use of polearms and missile weapons.

Holy Order of Paladins Rank Structure

In the World of Greymoor, the honourable and virtuous holy order of paladins follows but a single deity; Nimue, the Lady of the Lake, as detailed in **Chapter 13: Cosmology**. All paladins technically specialise under her, which is already covered in the following rules. However in campaigns set in other settings, the order may follow any deity of both lawful and good inclination. In these cases, they may specialise and use rules specific to the deity as devised by the Games Master, or continue to use these rules as written.

When a paladin has demonstrated the necessary level of skill and ability, higher ranks within the order are attained. This, in turn, grants access to higher rank abilities. When this skill level is reached is based on the character's current skill levels with a set of Prerequisite Skills. Assuming you meet the prerequisites, your character begins as a Rank 1 Gallant, otherwise you start as a Rank 0 Squire.

See Increasing in Rank for further information on moving within the order's hierarchy as well as specific deity information in Chapter 13.

Prerequisite Skills: Channel, Insight, Combat Style (Paladin), Piety, Willpower

PALADIN RANKS

Rank	Title	Max Spell	Prerequisites	Luck Points
0	Squire	Cannot Cast Spells	-	-
1	Gallant	Cannot Cast Spells	5 skills at 50%	+1
2	Defender	Cannot Cast Spells	5 skills at 70%	+2
3	Paladin	Rank 1 Divine (as per Cleric)	4 skills at 90%	+3
4	High paladin	Rank 2 Divine (as per Cleric)	3 skills at 110%	+4
5	Grand paladin	Rank 3 Divine (as per Cleric)	2 skills at 130%	+5

Abilities and Talents

Armour Proficiency: You are trained in the use of all armours up to and including plate, knowing how position oneself to receive a blow in such a way as to deflect a portion of the attack. Light armours receive 1 extra Armour Point, and heavy armours 2. The only stipulation is that you have to know the attack is coming. In addition, when worn, only 1/4 the total ENC of the armour is counted towards Encumbrance instead of 1/2.

Combat Proficiency: Being a master of armed and unarmed combat, paladins gain a further +5% to their Combat Style.

Hospitality: You may expect food and lodging from other paladins or cavaliers of non-conflicting Passions, as well as noble and royal households of similar political divisions.

Lay on Hands: Once per day for each rank attained, you may spend a full Round laying hands upon a creature suffering a Minor Wound to one location and restore all lost Hit Points. Against Serious or Major Wounds, no Hit Points are recovered; however, laying on hands will stabilise the location, stopping all bleeding and preventing imminent death from inattention.

Divine Protection: You receive a +10% Bonus to Willpower, Endurance, and Evade when used to resist offensive actions.

Immunity to Disease: You are immune to ‘natural’ diseases, but not supernatural ones like lycanthropy or vampirism.

Cure Disease: Once per week for every rank attained, you may remove any one natural disease from a sick individual.

Immunity to Fear (10' Radius): You are immune to the effects of fear, magical or otherwise. This immunity extends around you in a 3 metre (10 foot) radius, granting this ability to all friends and allies in the radius of effect. This will nullify a berserker's fear of magic for as long as the berserker remains within range of the paladin.

Protection from Evil (10' Radius): You and all allies within 3 metres (10 feet) find Resistance Rolls 1 grade easier when avoiding the effects of creatures of evil. In addition, summoned, conjured, or enchanted creatures of any type are unable to enter the radius of protection of their own accord; however, you may close with such beings forcing them within the radius, and once there, they are unaffected by its effects for at least 24 hours.

Detect Evil: By concentrating for a single melee round, you can detect any evil beings up to 18 metres (60 feet) away within your field of vision. This ability will only detect evil creatures of a supernatural nature like demons and vampires, or mundane beings of either evil or vile intention, as determined by the Games Master.

Holy Weapons: If you are using a holy weapon of any type, you can create a circle of power 10 feet in diameter when it is held. This dispels all hostile magic within the area of effect: all spells with a Magnitude equal or less than 1/10th the paladin's Channel skill are suppressed. The magic is negated only while within the area of effect and reinstates itself when it leaves the affected radius, thus it cannot be used to permanently negate long-running curses or break enchantments for example, but could be used to briefly bring relief or bypass them.



Ranked Talents

Rank 2

Upon reaching Rank 2, the following abilities become available and may be taken at a cost of 2 Experience Rolls and 1 month of preparation and training per ability. :

Turn: You are granted the ability to turn undead, demons, and devils as per the cleric ability of the same name.

Call War Horse: You may call a warhorse, which will magically appear at your location. If the warhorse is ever killed, a period of 1 year must pass before you may call another. This requires another month and 2 Experience Rolls. A paladin's warhorse is a prime specimen, and as such when rolling characteristics, re-roll any results of average or below. In addition, the mount possesses an INS of 2d6+7.

Rank 3

Upon reaching Rank 3, at a cost of 3 Experience Rolls and 1 month of training, you gain the ability to cast cleric spells and the related abilities:

Cast Cleric Spells: You gain the ability to cast cleric spells. Wearing armour does not hinder the paladin while casting Divine spells.

Starting Spells: You are granted your first Rank 1 spell for free. Other spells will need to be gained in the usual manner.

Perceived Spellcasting Rank: Your perceived spellcasting rank is 2 ranks lower than you are currently. Therefore, a Rank 3 paladin will cast spells as a Rank 1 cleric, and a Rank 5 paladin will cast spells as a Rank 3 cleric.

Spells in Memory: The number of spells of your perceived rank that you may have in memory is equal to INT/6. One additional spell of each rank may be memorised as each rank beyond your perceived spellcasting rank is attained. See Memorising Spells in Chapter 8.

Example: Valamir has just become a Rank 3 paladin. He has a perceived spellcasting Rank of 1 and with an INT of 13, can memorise 3 Rank 1 cleric spells (13 INT/6 = 2.16, rounded up to 3). When Valamir attains Rank 4, he will gain the ability to memorise and use Rank 2 spells, of which he will be able to memorise 3. However, he will now be able to memorise 4 spells of Rank 1 as he is now 1 above the minimum Rank of requirement (3+1 = 4).

Spheres of Influence

Upon reaching Rank 3, paladins gain the ability to cast Divine spells with minor access to the Spheres of Combat, Divination, Healing, and Protection. See the cleric write-up for more detailed rules on Spheres of Influence.

Ranger

Like the druid and bard, rangers are masters of the wilderness, striking from stealth with blade or bow, often before the enemy even knows anyone is watching. These woodland warriors are both hunter and woodsman, living off the land and using that which nature provides. However, while druids are protectors of the wilder realms, rangers are instead charged with keeping dangerous beasts and monsters of the wilder areas away from civilisation. They typically operate alone or in small groups.

Rangers, like the paladin, are a religious class, choosing to follow a nature deity of Good inclination. Rangers are granted talents and powers as a reward for their piety.

Species/Culture

Human: Barbarian, Civilised, Nomadic

Demi-human: elf, half-elf

Prerequisites

STR 11, CON 12, INT 14, POW 12

Passion Requirements

Good 30% plus character's POW+INT

Your character's moral philosophy must be Good. You may choose any traits noted under Good that you wish.

Ranger Oath 30% plus character's POWx2

In addition to any racial/cultural Passions, you must swear an oath to the order of rangers and the specific deity that order chooses to worship. The order of rangers is a knightly order and follows similar ideals. You must adhere to the following virtues: bravery, courtesy, glory, good faith, honour, liberality, pride, and unselfishness. In addition to this, you must offer to protect those travelling through woodland areas and strive to keep dangerous beasts and monsters of the wilder areas away from civilisation. Once you gain the ability to cast druidic spells, you must swear to abide to the same restrictions such spell casting garners while wearing armour of unnatural materials. The oath prohibits you from wearing metal armour and using metal shields, you can only wear armours of natural construction, mainly, leather armours, furs, or skins, thus limiting you to light armour types. Oaths are detailed on page [34](#).

Skills

Standard Skills: Athletics, Combat Style (Ranger), Endurance, First Aid, Perception, Stealth, Swim

Professional Skills: The first Professional skill chosen must be Piety (Specific Nature Deity), plus 2 additional skills from the following: Animal Training, Channel, Customs (any), Language (any), Lore (any), Navigation, Survival, Track

Ranger Combat Style

The ranger Combat Style consists of all melee weapons, ranged weapons, and shields

Order of Rangers Rank Structure

All rangers must be members of an order of rangers who worship a like-minded deity. There are individual orders devoted to all of the nature deities of the World of Greymoor.

When a ranger has demonstrated the necessary level of skill and ability, higher ranks within the brotherhood are attained. This, in turn, grants access to higher rank abilities. When this skill level is reached is based on the character's current skill levels with a set of Prerequisite Skills. Assuming you meet the prerequisites your character begins as a Rank 1 Scout, otherwise you start as a Rank 0 Woodsman.

See Increasing in Rank for further information on moving within the order's hierarchy as well as specific deity information in Chapter 13.

Prerequisite Skills: Athletics, Channel, Combat Style (Ranger), Piety (Specific Nature Deity), Stealth

RANGER RANKS

Rank	Title	Max Spell	Prerequisites	Luck Points
0	Woodsman	Cannot Cast Spells	-	-
1	Scout	Cannot Cast Spells	5 skills at 50%	+1
2	Path Finder	Cannot Cast Spells	5 skills at 70%	+2
3	Ranger	Rank 1 Divine (as per Cleric)	4 skills at 90%	+3
4	Ranger Knight	Rank 2 Divine (as per Cleric)	3 skills at 110%	+4
5	Ranger Lord	Rank 3 Divine (as per Cleric)	2 skills at 130%	+5

Abilities and Talents

Artful Dodger: The Artful Dodger talent requires you to be Unburdened (ENC less than STRx2), and wearing nothing more restrictive than light armour. You possess fast reflexes and gain 1 extra Action Point, which may only be used to Parry or Evade. In addition, you may use the Evade skill to dodge a melee attack without falling prone. Against a ranged attack, you only end up prone if you fail the roll.

Combat Proficiency: Being a master of armed and unarmed combat, rangers gain a further +5% to their Combat Style.

Dual Weapon Specialisation –or– Bow/Light Crossbow Specialisation: As a ranger, you may choose to follow 1 of 2 different offensive styles: Dual Weapon Specialisation or Bow/Light Crossbow Specialisation, depending on character concept.

Dual Weapon Specialisation: Choosing this specialisation grants the use of a weapon in each hand without penalty. The usual restriction that the offhand weapon must be shorter than the main weapon does not apply to you. Technically, this extra “weapon” may be a shield. When wielding two weapons, you gain an extra Action

Point that may be used with the offhand weapon in the following ways:

- ⇒ You may use the extra Action Point to Parry 1 additional Attack.
- ⇒ You may use the extra Action Point to make 1 additional Attack. This Bonus attack suffers no additional penalty and may achieve any Special Effect normally allowed the main hand weapon.

Bow/Light Crossbow Specialisation: The normally imparted rules for aiming in MYTHRAS are modified as follows. When attacking a target at the weapon's Close range, Aiming requires 1 Turn steadying the weapon instead of a full Round, and makes the following attack 1 grade easier. Attacks made beyond Close range follow the normal rules for aiming set forth in MYTHRAS in Chapter 7 under Ranged Combat. Additional rounds spend aiming grant no further advantage. Finally, when aiming your Critical chance is equal to 1/20th your final modified skill instead of the normal 1/10th. This differs from the fighter version of this ability.

At Rank 1 the player must choose 1 of the 2 specialisations noted above. Later, after the character reaches Rank 2, and if the player wishes to learn the additional style, he must spend 2 Experience Rolls and 1 month in training.

Ranked Talents

Rank 1

Species Enemy: At Rank 1, and every rank thereafter, the ranger may choose a Species Enemy. Each additional species chosen after the first requires the expenditure of 2 Experience Rolls and 1 month of training.

You have dedicated yourself to fighting against a chosen enemy and know their habits, tactics, culture, and right where to hit them to cause maximum effect. You may simulate this by adding 20% of your oath to all skills that involve the designated species.

This can include your Combat Style when both attacking and defending, as well as skills such as Track, if attempting to follow a trail; Perception, for spotting an ambush; or Lore, if attempting discern a specific piece of information. The most common species to choose from are bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, orcs, trolls, or undead. However, Games Masters may choose to allow other less common species under appropriate circumstances.



Rank 2

Dual Weapon Specialisation –or– Bow/Light Crossbow Specialisation: You may choose to pursue the previously unchosen specialisation; Dual Weapon or Bow/Light Crossbow, at a cost of 2 Experience Rolls and 1 month of training.

Rank 3

Cast Druid Spells: When you attain Rank 3, an expenditure of 3 Experience Rolls and 1 month of training will grant you the ability to cast spells as a Rank 1 druid. Many forms of unnatural armour are contrary to their Oath with regards to Divine spell casting. See Passion (Ranger Oath) above, and Casting in Armour on page 121 for specific information.

Starting Spells: You are granted your first Rank 1 spell for free. Other spells will need to be gained in the usual manner.

Perceived Spellcasting Rank: Your perceived spellcasting rank is 2 ranks lower than you are currently. Therefore, a Rank 3 ranger will cast spells as a Rank 1 druid, and a ranger of Rank 5 will cast spells as a Rank 3 druid.

Spells in Memory: The number of spells of your perceived rank that you may have in memory is equal to INT/6. One additional spell of each rank may be memorised as each Rank beyond your perceived spellcasting rank is attained. See Memorising Spells in Chapter 8.

Example: Sorack Blackwolf has just become a Rank 3 ranger. He has a perceived spellcasting Rank of 1 and with an INT of 13, can memorise 3 Rank 1 druid spells ($13 \text{ INT}/6 = 2.16$, rounded up to 3). When Sorack attains Rank 4, he will gain the ability to memorise and use Rank 2 spells, of which he will be able to memorise 3. However, he will now be able to memorise 4 spells of Rank 1 as he is now 1 above the minimum rank of requirement ($3+1 = 4$).

Spheres of Influence

Upon reaching Rank 3, rangers gain the ability to cast Divine spells with Minor access to the Spheres of Animal and Plant. See the cleric write-up for more detailed rules on Spheres of Influence.

Thief

Thieves are the masters of subterfuge, specialising in stealth, traps, lockpicking, and other skills of ill repute. However, not all thieves are bad, some actually use their skills to help the less fortunate or only steal from corrupt individuals. Of course, regardless as to whether they call themselves a scout, rogue, ‘professional treasure hunter’ or spy, they are still a thief, and if caught stealing, can expect to be treated as such.

Many thieves are members of a thieves’ guild, which can be found in most cities, while a small few go it alone. Both have their advantages and disadvantages. Guild members have access to guild fences and sometimes the town guard is on the guild payroll. Of course, guild dues can be high; such dues vary greatly depending upon the guild’s size and location. Thieves going freelance, on the other hand, don’t have to share their take with anyone, but can have a hard time finding fences, who tend to be secretive and untrusting by nature. Also freelance thieves may find themselves on the wrong side of a thieves’ guild, as most guilds frown on solo agents operating within their territory.

Thieves survive by their wits. Society looks down on them; thieves are often accused first and made to be scapegoats when things go badly in a town. While some thieves have attempted to change their ways, using their skills of infiltration and stealth for the greater good, the greater good often depends on which side of the diamond you’re standing.

Species/Culture

Any

Prerequisites

DEX 11

Passion Requirements

Thieves are not restricted by Passion choices. However, those that join a guild must take the following:

Thieves’ Guild Oath 30% plus character’s POW+INT:

In addition to any racial/cultural Passions, thieves who choose to join a guild must swear an Oath and follow all the normal rules set forth on page 34. In addition, they must abide to the following strictures: display loyalty to other members, abide by all guild rules, act in the guild’s best interests (putting the guild before personal interests), and keep the guild’s secrets safe.

Skills

Standard Skills: Athletics, Combat Style (Thief), Deceit, Evade, Insight, Perception, Stealth

Professional Skills: Acting, Commerce, Disguise, Lockpicking, Mechanisms, Sleight, Streetwise

Thief Combat Style

The thief Combat Style includes the use of the broadsword, club, dagger, dart, falchion, garrotte, hand crossbow, knife, longsword, shortbow, shortsword, and sling

Thief Rank Structure

A thief may choose at character creation to join a thieves' guild or later if the Games Master allows. Joining a guild during character creation costs the character nothing, while joining later costs the character 5 Experience Rolls, 1,000 Gold per current rank, and takes 1 month.

Members of a thieves' guild are expected to pay yearly dues as well as a cut of any job 'sanctioned' by the guild. Dues vary by location and guild size, but an amount equal to 1 month's living expenses is about right. The Games Master should feel free to set these values to what feels right according to the campaign.

In addition to yearly dues, members are required to pay a cut of any jobs where the guild offered assistance in the form of contacts, tipoffs, maps, general information, etc. The specific amount of the cut should be determined on a case-by-case basis depending on the assistance provided, but could be as much as a quarter, third, or even higher.

The thieves' guild provides fences to help move stolen merchandise, and through these contacts, a thief can be expected to get about 1/4 the item's value.

When a thief has demonstrated the necessary level of skill and ability, higher ranks within the guild are attained. This, in turn, grants access to higher rank abilities. When this skill level is reached is based on the character's current skill levels with a set of Prerequisite Skills. Assuming you meet the prerequisites, your character begins as a Rank 1 Cutpurse, otherwise you start as a Rank 0 Associate. Note that a thief does not have to be a member of a guild to increase in rank. In this case, rank notes the guild 'equivalent' and is listed strictly for reference purposes. However, many thieves will still carry the rank 'unofficially'.

The Prerequisite Skills are as follows.

Prerequisite Skills: Athletics, Deceit, Evade, Sleight, and Combat Style (Thief)

THIEF RANKS

Rank	Title	Prerequisites	Luck Points
0	Associate	-	-
1	Cutpurse	5 skills at 50%	+1
2	Burglar	5 skills at 70%	+2
3	Thief	4 skills at 90%	+3
4	Master Thief	3 skills at 110%	+4
5	Grand Master Thief	2 skills at 130%	+5

Abilities and Talents

Artful Dodger: The Artful Dodger talent requires you to be Unburdened (ENC less than STRx2), and wearing nothing more restrictive than light armour. You possess fast reflexes and gain 1 extra Action Point, which may only be used to Parry or Evade. In addition, you may use the Evade skill to dodge a melee attack without falling



prone. Against a ranged attack, you only end up prone if you fail the roll.

Backstab: Backstab allows the attacker to use the Kill Silently Special Effect to neutralise a victim with a surprise attack.

Climb Walls: You are very good at climbing anything up to and including sheer surfaces. As long as you are Unburdened (ENC less than STRx2) and wearing nothing more restrictive than light armour, you may ignore 1 grade of difficulty to your Athletics roll when performing any attempt at climbing. In addition the Armour Penalty to Base Movement when climbing may be ignored.

Hide in Shadows: You are a master of stealth and have perfected the art of hiding in shadows. As long as you can position yourself in an area enshrouded in shadow, all Perception rolls to spot you are 1 difficulty grade harder.

Language (Thieves' Cant): Upon joining a thieves' guild, all members of Rank 1 are taught a secret form of communication called thieves' cant. This cost nothing if you join at character creation. However, if you decide to join after character creation, you must spend 1 Experience Roll and 1 month in training. This 'Language' skill consists of slang and implied meanings and is used between thieves as a way to discuss pursuits of an illicit nature in public, without giving away information to other interested parties. This communication is limited to discussions about breaking and entering,

con games, mugging, and other illegal behaviour, and cannot be used to discuss items of a more mundane nature. Like all languages, it is a Professional Skill and has a base equal to INTx2. Assuming the character starts as a member of a thieves' guild, he or she may start with a +40% bonus. Joining at a later date means that he or she must develop the skill naturally.

Ranked Talents

Rank 2

Read Languages: Thieves that attain Rank 2 may spend 2 Experience Rolls and 1 month of training to learn to read any language, even those they don't even know. This isn't a complete understanding of all languages, but the chance to pick up a word here or a phrase there and piece it together. The main use of this skill is the understanding of notes, instructions, and treasure maps, but can be used to attempt to decipher any otherwise unknown language. Read Languages is a Professional Skill and starts at base level of INTx2. The Games Master should roll this skill check, keeping the results secret, as you shouldn't know if you have succeeded or not, and just think you did. A success will reveal a number of useful pieces of information equal to your INT/4, while a critical success will reveal a number of pieces of information equal to your INT/2. On a failure, you learn no information whatsoever. Finally, on a fumble, you only believe that you know the subject matter correct and the Games Master can feed you false information.

Rank 3

Use Arcane Scrolls: Members of a thieves' guild (only) that attain Rank 3 may spend 3 Experience Rolls and 1 month of training to learn to decipher and cast spells from any Arcane magic scroll without the need to have previously cast Read Magic on it. This chance is equal to your INT x5%. Failing this roll automatically results in a fumble because of your lack of training and understanding of the magical arts. A fumble reverses the effects of the spell or sets them off on the reader, whichever is most detrimental as determined by the whim of the Games Master.

Thief Variant: Thief-Acrobat

Some thieves choose to take a more nimble, acrobatic approach to stealth and subterfuge. Thief-acrobats excel at coordination and balance, able to walk the narrowest of ledges, deftly leap expansive alleyways while jumping rooftop to rooftop, and tumble out of reach of deadly weapon strikes. Thief-acrobats can be found anywhere from traveling circuses to big cities, and their unique skill set makes them equally sought out by adventuring parties and thieves' guilds.

A thief-acrobat requires the following changes to the normal thief template:

Species/Culture

Human: Civilised.

Demi-human: dwarf, elf, gnome, half-elf, half-orc, halfling

Prerequisites

STR and DEX must be at least 11 and 12, respectively.

Passion Requirements

As per thief.

Skills

Standard skills: Athletics, Combat Style (Thief-Acrobat), Deceit, Evade, Insight, Perception, Stealth

Professional skills: Acrobatics, Acting, Commerce, Lockpicking, Mechanisms, Slight, Streetwise

Thief-acrobat Combat Style

The thief-acrobat Combat Style includes the use of the broadsword, club, dagger, dart, falchion, garrotte, knife, longsword, shortsword, sling, and quarterstaff.



Thief-Acrobat Prerequisite Skills

Acrobatics, Athletics, Combat Style (Thief-Acrobat), Perception, Stealth

Abilities and Talents

Thief-acrobats possess all of the talents given the thief. They gain the talent Vaulting.

Talent: Vaulting

A thief-acrobat may use their Acrobatics skill to pole vault according to the following rules.

Using a pole at least two-thirds taller than you and moving at least at running or sprinting speed, you may vault over obstacles or up onto out-of-the-reach locations. This requires a successful Easy Acrobatics roll, and if successful, will allow you to vault horizontally up to twice your own height plus half the length of the pole. A successful vertical vault will allow you to reach heights equal to the length of the pole; however, vaulting vertically causes you to end up prone. A non-thief-acrobat that possesses the Acrobatics skill may attempt this feat at normal difficulty.

On a critical success with a horizontal vault the distance vaulted may be increased by half again. A critical success while vaulting vertically allows you to land upon your feet.

A fumbled roll means you falls awkwardly, ending prone and sustaining the full damage from the fall!

Multi-Class Characters

In a normal game of CLASSIC FANTASY, once a campaign is underway, there is no real restriction on how you choose to advance your character. If you want to have your magic-user learn additional weapons, start training with one. If you want your fighter to get really good at climbing walls, practise climbing some walls. It's this freedom that makes CLASSIC FANTASY so unique compared to other class-based games. The exceptions to this are the class talents unique to each class. Class talents are either not taught outside of a specific guild or order, or are something that is inherent to dedicating yourself to a way of life and not easily picked up on the fly. The only way to achieve those talents is to be part of that class. So what do you do if you want to have more than one character class or learn a new one in play? You multi-class. There are two options available: starting as a multi-class character, which is normally only open to demi-humans, or becoming a multi-class character in play. Both are detailed below.

Valamir's Tale

Mark is allotted 100 Bonus Skill Points to further round out Valamir Drake. This is the default allotment for a starting Rank 1 character, and no more than 10 points may be assigned to any single skill. In addition, Mark may choose one additional Professional skill if desired, and while he could choose any skill not restricted to a particular class, he chooses another paladin class skill; Oratory.

Mark spends his 100 bonus skill points, dividing them as follows. First, knowing that a Rank 1 paladin requires 5 skills at a minimum of 50% each, Mark notes these skills and their current percentages; *Channel 40%, Insight 40%, Combat Style (Paladin) 40%, Piety (Nimue) 39%, Willpower 49%*. Mark assigns his remaining points as follows: *Brawn +10, Channel +10, Combat Style (Paladin) +10, Courtesy +10, Influence +10, Insight +10, Language (Elven) +10, Locale +10, Piety (Nimue) +10, and Willpower +10*.

After applying his Bonus Skill Points, Valamir's skills are now *Athletics 35%, Boating 26%, Brawn 47%, Conceal 24%, Customs 76%, Dance 26%, Deceit 27%, Drive 24%, Endurance 36%, Evade 24%, First Aid 30%, Influence 63%, Insight 50%, Locale 36%, Perception 25%, Ride 39%, Sing 26%, Stealth 25%, Swim 26%, Unarmed 30%, Willpower 59%; Channel 50%, Courtesy 37%, Healing 40%, Language (Common) 67%, Language (Elven) 37%, Lore (Geography) 26%, Piety (Nimue) 49%; Combat Style (Paladin) 55% (Includes the +5% Paladin Combat Proficiency Bonus)*.

With regards to the required prerequisite skills, Valamir is able to raise all but Piety (Nimue) equal to or greater than the minimum requirement, with Piety just 1% short of the required 50%. This means that Valamir will begin play as a Rank 0 Squire, unable to utilize his paladin abilities. This is but a minor setback however, for as soon as he is able to assign an Experience roll, he will meet the minimum requirement even on a failed skill increase.

For Valamir's beginning gear, Mark refers to the Starting Equipment Table. There he sees that a paladin begins with 1d6+1 sets of clothing made of good quality fabrics. He rolls a 4 and opts for a simple but quality tunic, day and evening wear, and a formal outfit. He also begins with 1d3+1 quality weapons, and rolling a result of 3, chooses to begin with a nice longsword, shield, and dagger. In addition to clothing and weapons, all paladins start with full chain mail armour and a riding horse. Finally, Mark rolls 5d4x5 to determine Valamir's starting coinage, which results in 45 pieces of silver.

Valamir is now complete, a beginning paladin ready to set out on his quest for adventure.

Starting as a Multi-Class Character

Characters have the option of beginning the game multi-classed. They could therefore start as a fighter/thief, a magic-user/cleric, a fighter/magic-user/thief, or one of any number of different combinations. While humans are not limited to their class selections, not all demi-human species can choose all multi-class combinations; see the demi-human multi-class table below for a complete list of standard acceptable combinations.

To create a multi-class character, you simply choose either 2 or 3 classes and follow a few simple rules as detailed below.

- ⇒ **Number of classes:** You may only choose class combinations allowed by your species. Demi-humans are limited to the class combinations noted on page 67, and therefore, have a set number of classes. Humans may choose any class combination. However, Cavaliers, Monks, Paladins, and Rangers, cannot multi-class.
- ⇒ **Prerequisites:** The required prerequisites are increased by +1 for each additional class. Your character must meet these new prerequisites with each characteristic. For example, the prerequisite for a single-classed fighter is STR and CON 11, a single-classed thief has a prerequisite DEX 11, and a single-classed magic-user a prerequisite INT 14, DEX 11 and POW 12. Therefore, a character wishing to play a fighter/magic-user/thief would require a STR 13, CON 13, DEX 13, INT 16 and POW 14. Where several classes possess the same characteristic at different amounts, base the prerequisite on the highest value.
- ⇒ **Passion Requirements:** Your character is subject to the requirements of each class.
- ⇒ **Standard Skills:** Your character will receive the Standard Skills from each class, ignoring duplicates.
- ⇒ **Professional Skills:** Your character may choose a total of 2 Professional Skills from each class. Therefore, a fighter/magic-user/thief would be allowed to choose 6 Professional Skills (2 from fighter, 2 from magic-user, and 2 from thief).
- ⇒ **Combat Styles:** Your character may combine the weapons of each style as long as those weapons do not conflict with any existing class restrictions. *For example, the Fighter/Cleric Combat Style would allow the use of all weapons and shields as stated in the fighter write-up, except those normally restricted by the Clerical Order.*
- ⇒ **Spend Skill Points:** You may now spend a total of 100 points, +20 per each extra class, following the normal rules.

For example, a character designing a fighter/magic-user/thief would be able to divide 140 points between his Standard Skills, Professional Skills, and chosen Combat Style following the normal rules.

- ⇒ **Abilities and Talents:** Your character can benefit from the talents for each class.
- ⇒ **Restrictions:** Your character will be subject to the restrictions from each class.
- ⇒ **Experience Roll Penalty:** A character that takes on 2 or more classes gains 1 fewer Experience Roll, to a minimum of 1 Experience Roll. In addition, taking 3 or more classes reduces the experience gain on a success from 1d4+1 to 1d3+1. Therefore, a fighter/magic-user/thief would receive 1 fewer Experience Roll, and reduce the experience gain to 1d3+1
- ⇒ **Bonus Skill Points:** You have fewer Bonus Skill Points available than a single-classed character to represent the greater demands on your time maintaining additional professions. Your Bonus Skill Points are equal to 100 minus 20 points per each additional class. For example, a character designing a fighter/magic-user/thief would be able to divide 60 Bonus Skill Points between his Standard, Professional, and chosen Combat Style.
- ⇒ **Ranks and Advancement:** Your character's rank in each class is calculated individually based on their Prerequisite Skills. It is therefore possible to be of Rank 1 in one class, while attaining Rank 3 in another. This wholly depends on your character's choice of advancement. The character will only have the Luck Points from the highest ranked class.

Becoming a Multi-Class Character

If your character wishes to learn an additional class in play, this may be done by following the rules noted below provided you meet the following criteria.

- ⇒ **Character classes:** You may only choose class combinations allowed by your species. With regards to Demi-Humans, these are detailed on the following table. Humans may choose any class combination.
- ⇒ **Number of classes:** Demi-humans are limited to the class combinations noted on page 67, and therefore, have a set number of classes. Humans have no theoretical limit to the

DEMI-HUMAN MULTICLASS TABLE

<i>Half-Elf</i>	<i>Gnome</i>	<i>Elf</i>	<i>Half-Orc</i>	<i>Dwarf</i>	<i>Halfling</i>
Fighter/Cleric	Fighter/Cleric	Fighter/Magic-user	Fighter/Cleric	Fighter/Cleric	Fighter/Thief
Fighter/Druid	Fighter/ Magic-user (Illusionist)	Fighter/Thief	Cleric/Thief	Fighter/Thief	Fighter/Thief-Acrobat
Fighter/Thief	Fighter/Thief	Fighter/Thief-Acrobat	Cleric/Thief-Acrobat	Fighter/Thief-Acrobat	
Fighter/Thief-Acrobat	Fighter/Thief-Acrobat	Magic-user/Thief	Fighter/Thief		
Fighter/Magic-user	Cleric/ Magic-user (Illusionist)	Magic-user/Thief-Acrobat	Fighter/Thief-Acrobat		
Cleric/ranger	Cleric/Thief	Fighter/Magic-user/Thief			
Cleric/Druid	Cleric/Thief-Acrobat	Fighter/Magic-user/Thief-Acrobat			
Cleric/Magic-user	Magic-user (Illusionist)/Thief				
Druid/Magic-user	Magic-user (Illusionist)/Thief-Acrobat				
Magic-user/Thief					
Magic-user/Thief-Acrobat					
Fighter/Magic-user/Cleric					
Fighter/Magic-user/Druid					
Fighter/Magic-user/Thief					
Fighter/Magic-user/Thief-Acrobat					

number of classes they may learn in play beyond time and money.

- ⇒ **Prerequisites:** The required prerequisites of the new class are increased by +1.
- ⇒ **Passion Requirements:** Your character is subject to the requirements of each class.
- ⇒ **Prerequisite Skills:** The character must possess the Prerequisite Skills detailed in the desired class write-up at a minimum of 50%.
- ⇒ **Combat Styles:** At the end of the Apprenticeship period, the character may add the weapons of the new Combat Style to their current Combat Style, as long as those weapons do not conflict with any existing class restrictions. For example, the Fighter/Cleric Combat Style would allow the use of all weapons and shields as stated in the fighter write-up, except those normally restricted by the Clerical Order. The Games Master is the final arbiter as to what these restrictions may be.
- ⇒ **Abilities and Talents:** Your character will benefit from any abilities and talents possessed by the new class only after completing the apprentice period.
- ⇒ **Apprenticeship:** Assuming your character knows the 5 Prerequisite Skills possessed by the desired class at 50% or higher, you may begin the process of apprenticeship. This will typically involve learning the talents and abilities that form the backbone of each class. Apprenticeship, as its name would

imply, requires a trainer as most talents and abilities cannot be learned on their own. Each separate ability requires one month of training and 1 Experience Roll and will typically cost 100 SP each, but this cost can sometimes be offset by services rendered.

If the class is of the spell-casting variety, your character is also required to learn the normal starting allotment of spells as part of their training. This requires the normal methods of spell acquisition dependent on class.

The apprenticeship period may be broken up into nothing smaller than monthly increments for the purposes of adventuring. In this case, your character is considered multi-class but will only possess the talents/spells currently learned.

Your character is required to learn every talent before being able to learn other talents that are normally acquired in play, such as ranked talents and talents that require skills of a certain level. This includes abilities such as the paladin abilities and talents of Summon Warhorse and Cast Cleric Spells, and the druid's ability to Shape Change and Pass Without a Trace, for example.

- ⇒ **Restrictions:** Your character will be subject to the restrictions from each class.
- ⇒ **Experience Roll Penalty:** A character that takes on 2 or more classes gains 1 fewer Experience Roll, to a minimum

of 1 Experience Roll. In addition, taking 3 or more classes reduces the experience gain on a success from 1d4+1 to 1d3+1. Therefore, a fighter/magic-user/thief would receive 1 fewer Experience Roll, and reduce the experience gain to 1d3+1.

- ⇒ **Ranks and Advancement:** Your character's rank in each class is calculated individually based on their prerequisite skills. It is therefore possible to be of Rank 1 in one class, while attaining Rank 3 in another. This wholly depends on your character's choice of advancement.

Character Creation Completed

Working through the first three chapters should now have left you with a well-rounded, competent character with an established species/culture and class. You have everything you need to begin play. One hopes the character creation process will have also set you thinking about your character's life, history, and aspirations. What does she want from life? Why is he adventuring? What are the things driving this character to risk life and limb? These are not questions that need to be answered immediately. Many answers will suggest themselves through play, and one of the joys of CLASSIC FANTASY is discovering more about your character as he or she develops in experience and maturity. However, it is always worthwhile to have some possible answers to these Big Questions in mind, and, when appropriate, discuss them with the Games Master. This helps the Games Master understand more about the character you are playing, and enable him or her to create opportunities during play to answer the Big Questions and weave them into the campaign.



4: Skills

The vast majority of information on skills can be found in MYTHRAS. Some skills noted below include changes from their core versions, specifically: Athletics, Language, Musicianship, and Swim. The following Professional Skills are new to the game: *Animal Training*, *Arcane Casting*, *Arcane Knowledge*, *Channelling*, and *Piety*. Language (Common) is the equivalent to Native Tongue with regards to the various human cultures, as well as a secondary language spoken by all demi-human and most humanoid races. Finally, Acting, Meditation, and Mysticism, while included in the core rules, are reprinted here as the first skill is useful for a bard and the latter two are a vital part of the monk class.

Standard Skills

Athletics (STR+DEX)

Athletics covers a range of physical activities, including climbing, jumping, and running. While included in both MYTHRAS, it has been reprinted here to more easily facilitate the use of imperial measurements. Those using metric measurements may use the original version. For adventurers wearing armour, the distances they can climb, run, or jump are affected by the Armour Penalty. The Movement section in MYTHRAS describes these effects.

Climbing

With the right surface (hand and footholds), the right equipment (ladders, ropes, pitons) and enough time, characters can climb any surface without the need for a roll. Under normal circumstances, use the following guidelines:

- ⇒ Climbing a rough or rugged surface (branching trees, scaffolds, piles of rubble, and so on): Twice the Armour Penalty (rounded up) is subtracted from the character's base Movement (20 feet per Combat Action for human adventurers). If the result is 0 or less, they are too encumbered by armour to climb.
- ⇒ Climbing a steep surface (pitched roofs, steep hills, and so on): Four times the Armour Penalty is subtracted directly from the

base Movement. If the result is 0 or less, they are too burdened by armour to climb.

- ⇒ Climbing a sheer surface (walls, cliff faces, and so on): Six times the Armour Penalty is subtracted from the base Movement. As with previous situations, if the result is 0 or less, the character cannot climb.

Tests should be made for treacherous surfaces (such as sheer cliffs or wet surfaces) and if a character is distracted, or attacked, during an ascent or descent.

A **critical** success permits the climber to scale the surface extremely quickly or avoid any hidden danger involved with the attempt.

A **failure** merely indicates that the climb was aborted, or in the case of a long climb, no progress was made during that attempt.

A **fumbled** Climbing roll results in a fall; furthermore, the character cannot attempt an Acrobatics roll (if possessing that skill) to reduce falling damage.

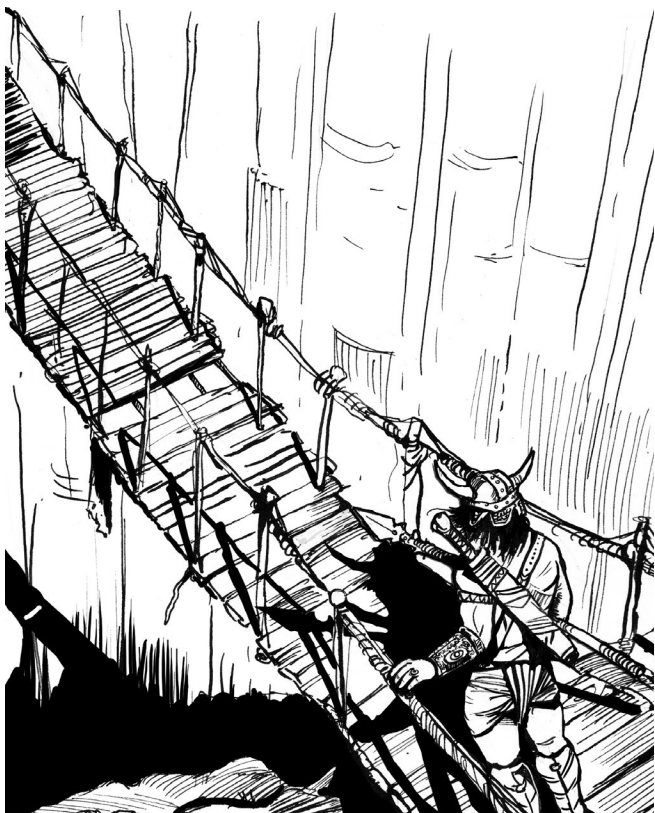
Jumping

A successful Athletics roll allows one to jump up to twice one's own height horizontally or up to half one's own height vertically (if the character has at least a 15-foot run-up available). If the jumper is jumping from a standing position, then these distances are halved. Any jump of over half a character's maximum distance results in falling prone on landing.

- ⇒ If wearing armour, reduce the jump distance in feet by 1.5 times the Armour Penalty to a minimum of 1 normal step.
- ⇒ For every full 20% a character has in Athletics, the character can add an extra 3 feet to a horizontal jump or 6 inches to a vertical one, if there is space to perform a run-up.

On a **critical** success, the character adds a further 3 feet to the total distance and remains upright on landing.

A **fumbled** roll indicates the character has landed awkwardly and must immediately make an Endurance roll. If the Endurance roll is a success, 1 point of damage is sustained to one leg. If the Endurance test fails, then 1d4 points of damage is inflicted instead.



Running

A higher Athletics skill allows a character to run at a higher speed over short or long distances.

For every full 25% in Athletics, the character can add an extra 5 feet to base Movement when sprinting or half that when running over longer distances. These figures should be rounded to the next 5-foot increment for simplicity. In certain situations where space may be limited, such as Charging within a melee, the character can decide not to apply this bonus and remain at the base racial or species movement.

On a *critical* success, the character adds a further 5 feet to the Movement rate.

A *failure* causes the runner to increase a level of fatigue.

A *fumbled* roll indicates the character has pulled a muscle or torn a ligament and must cease running. The character must immediately make an Endurance roll. If the Endurance roll is a success, 1 point of damage is sustained to one leg. If the Endurance test fails, then 1d4 points of damage is inflicted instead.

Throwing

Athletics can also be used for hurling large, unwieldy objects over a distance or tossing smaller items with accuracy. Throwing is

restricted to sports or improvised missile weapons — everything from small stones to bar stools. Weapons which are thrown using a specific technique to ensure it strikes point or blade first (rather than just achieving distance), such as javelins, axes, or knives, are included in their relevant Combat Style instead.

A thrown object has a maximum range of 3 feet for every point the character's STR exceeds the object's SIZ.

Language (Common) (IN᠖ + CHA)

Language (Common tongue), or simply Common as it is sometimes known, is the native language of most human cultures of the World of Greymoor. However, due to its widespread use, it is often spoken as a second language by the demi-human and humanoid species of CLASSIC FANTASY. It takes the place of Native Tongue as defined in MYTHRAS with regards to human characters, while demi-human player characters will typically possess both their Native Tongue (elven, dwarven, orcish, etc.) and the Common tongue spoken by the widespread human cultures.

The language has spread the world over through the numerous trade routes, and while regional variation does exist, the variance is not typically extreme enough to hinder communication.

Swim (STR+CON)

While included in both MYTHRAS, Swim has been reprinted here to more easily facilitate the use of imperial measurements. Those using metric measurements may use the original version. Without development, the ability to swim is limited to being able to thrash around and keep one's head above the water for a short time. Higher Swim percentages indicate being able to negotiate deeper and stronger waters, with less risk of drowning. Making a Swim roll therefore depends entirely on the conditions. Rough seas, strong currents, white water, and rip-tides all reduce the grade of the skill no matter what the character's affinity for water might be. Under normal conditions a character's maximum swimming speed per round is equal to the base Movement rate, plus an extra 5 feet for every full 20% they possess in Swim.

A *critical* Swim roll allows the character to add a further 5 feet to the Movement rate.

Failing a Swim roll has no immediate consequences, save that the character gains a level of fatigue.

If a Swim roll is *fumbled*, then controlled movement ceases as the swimmer begins suffering cramps or is overwhelmed by turbulent conditions; future Swim rolls become 1 grade more difficult. From that moment on, all the swimmers can do is try to keep their head above water until help arrives or they become exhausted, at which point they'll likely start to drown. See the rules for Asphyxiation in MYTHRAS.

Professional Skills

Acting (CHA x2)

Acting governs the art of being able to impersonate and convey a completely different character, whether in a staged performance or in a social situation. Actors portray a personality and mannerisms different to their own in a convincing manner.

Coupled with the Disguise and Deceit skills, this skill is a powerful way of becoming someone else entirely. An Acting roll is needed when it is essential to perform convincingly: on stage, for example, or when attempting to pass oneself off as another person.

A **critical** success is thoroughly convincing. In a performance context, it guarantees a standing ovation or similar. In a social context, then the actor is the character being portrayed. It also means that any subsequent skill roll, such as Deceit, Influence, or similar, is 1 difficulty grade easier (Easy rather than Standard, for example).

Failed rolls signify a lacklustre performance.

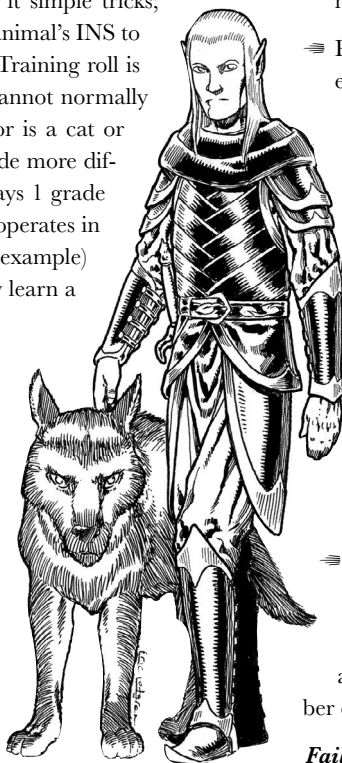
Fumbling an Acting roll means the performance convinces no-one and is so bad that even the most unperceptive will see through the act, or perhaps worse, laugh and jeer.

Animal Training (POW+CHA)

This skill is used to train an animal: teaching a dog to sit, fetch, stay, or heel; breaking a horse or teaching it simple tricks; etc. It generally requires 20 days minus the animal's INS to teach a single trick, after which an Animal Training roll is made to check for success. If the creature cannot normally be trained (because it is wild, like a wolf, or is a cat or reptile, for example), the roll becomes 1 grade more difficult. Training an unfamiliar species is always 1 grade more difficult, whilst training a species that operates in a different medium (a bird or dolphin, for example) is 2 grades more difficult. Most animals may learn a number of tricks equal to half their INS.

What follows are some sample tricks that may be taught and examples on using them in play:

- ⇒ **Attack:** The animal attacks apparent enemies. When you point at a target and shout the order, the animal will move to attack the target, if it can. A trained animal will normally only attack living creatures, training it to attack all creatures' counts as 2 tricks. Teaching a



typically non-aggressive animal to attack is 2 difficulty grades harder.

- ⇒ **Come:** The animal tries to return to you if it can hear your call.
- ⇒ **Defend:** The animal prepares to defend you, or another creature that you point to, without further prompting. It will only attack creatures it was trained to confront, as noted under Attack above. This trick is 2 difficulty grades harder to teach. However some commonly loyal animals, such as dogs, may be likely to come to their master's aid without training.
- ⇒ **Down:** The animal backs down, and if involved in combat, will cease hostilities. Without being taught this trick, the animal will continue to fight until injured, if subjected to some fear effect, if its opponent is eliminated, etc.
- ⇒ **Fetch:** The animal sprints off to pick up the item pointed to; if no item is pointed at, then the animal brings back a random item.
- ⇒ **Guard:** The animal sits in place and prevents others from coming towards the item/person being guarded. It will try to warn off the interlopers and will only attack if that individual continues to approach. If the individual to be guarded is a prisoner, the animal will instead attempt to prevent the subject from escaping. This trick is 2 difficulty grades harder to teach.
- ⇒ **Heel:** The animal follows you closely, even to places where it normally wouldn't go.
- ⇒ **Perform:** The animal performs a variety of simple tricks to entertain, such as sitting up, rolling over, playing dead, and so on.
 - ⇒ **Seek:** The animal moves into an area looking for anything that is obviously alive or animate, and then lets you know by making a noise or just circling it.
 - ⇒ **Stay:** The animal stays in place, waiting for you to return. While doing so, it stays quiet and does not challenge other creatures that come by. Note it will defend itself or flee if attacked.
 - ⇒ **Track:** The animal tracks the scent presented to it based on its Perception skill. This assumes an animal typically able to track by scent. This trick is two difficulty grades harder to teach.
 - ⇒ **Work:** The animal has been trained to pull or push a load even while burdened or overloaded.

A **critical** success can reduce the training time by half. In addition, the trick does not count against the maximum number of tricks the animal may learn.

Failure means you have to try to teach that trick again.

On a *fumble*, the animal simply cannot grasp the concept of the trick in question or is too stubborn to learn it. In addition, this may cause the animal to know 1 fewer trick than what is normally allowed.

Arcane Casting (INT+POW)

Arcane Casting is a magical skill essential to Arcane magic. It is the magic-user's ability to successfully cast spells previously memorised from a spell book or scroll. It also represents the caster achieving the correct mental state to cast a spell, mastering the accompanying gestures and incantations, and so on. Increasing competence in this skill also improves the final intensity of any spells cast with it. For further details, see page 115 of the Magic chapter.

Arcane Knowledge (INT x2)

Like Arcane Casting, this magical skill is essential to Arcane magic. It represents a mage's actual accumulated spell knowledge and is used when attempting to learn new spells, copy them into a spell book, create scrolls, identify a spell as it is being cast, etc.

Channel (INT+CHA)

Channel is a Divine magic skill used to call upon and channel the power of the gods. It includes knowledge of the history, myths, rituals, practices, prayers, and powers of the god or pantheon. This skill is essential to Divine magic since it is how a cleric or other Divine magic-user manifests Divine spells. For further details, see page 115 of the Magic chapter.

Language (INT+CHA)

This skill functions as noted in MYTHRAS; however, in CLASSIC FANTASY, the Language skill also includes a separate concept of literacy. Literacy does not necessarily imply writing, as there are an infinite number of ways to record information. Some cultures might carve symbols into trees or lengths of bone, whereas others record history in complex patterns of knots in a tapestry. Neither are all forms of literacy based on phonetic alphabets; hieroglyphs and ideograms are also commonplace.

Lockpicking (DEX x2)

This skill functions as noted in MYTHRAS; however, Lockpicking may also be used to 'reverse pick a lock', that is, to lock a door, chest, etc., when no key is available.

For example: Lilly the halfling thief is using her Lockpicking skill to lock a door as an angry troll bears down on her and the rest of the party. As time is an issue, she will attempt to reverse pick the lock. She reaches for her thieves' tools dangling from her belt and suddenly cringes as she remembers the party's brief encounter with the rust monster earlier today. Lilly has no lock-picks. She removes a hair pin and begins working the lock. Lilly has a skill of 80%, because she is

Option: Literacy (INT x2)

In a normal CLASSIC FANTASY campaign, the Language skill includes literacy. However realistically, speaking a language fluently does not mean one can read and write it. Some settings and campaigns may better cover language and literacy as 2 different skills, and different cultures and societies may display different levels and approaches towards it. In some, literacy is reserved for the nobility, bureaucratic, or religious classes. In others, it is unknown with oral traditions prevailing instead.

Naturally Literacy is specialised according to its associated language, including Native Tongue. If this option is chosen, before you can be literate in a language, you must be able to speak it (i.e., have the Language skill in it). Literacy cannot exceed the character's related Language skill. The skill works similarly to Language in terms of how much of written documents can be comprehended.

using improvised tools the difficulty is 1 grade harder. Finally, because the Games Master determines that the onrushing troll is a rather suitable distraction, he rules that the difficulty is further reduced another grade. Lilly's chance to reverse pick the lock is Formidable, at 40%.

Meditation (INT+CON)

While Meditation is included in MYTHRAS, it is reproduced here as Meditation is a core requirement for the monk class. Meditation is the ability to reach a state of deep relaxation and concentration through emptying the consciousness of all distractions: external and internal. Technically a magic skill, it is a fundamental part of Mysticism and the domain of the monk, controlling the depth of focus needed when augmenting skills to superhuman levels. As competence in Meditation improves, the more potent a monk's abilities become.

Being a useful skill, Meditation need not be limited to just monks. Since it helps to shut out distractions and relaxes the body, it allows any user to achieve rest even in the most uncomfortable of locations. A successful roll permits you to recover Fatigue or Hit Points in situations normally forbidden by the rules.

Mysticism (POW+CON)

While Mysticism is included in MYTHRAS, it is reproduced here as Meditation is a core requirement for the monk class. Mysticism is a core requirement for the monk class. Mysticism is a magic skill essential to monks. It measures their facility to perform superhuman acts through the channelling of inner resources and either harnessing or suppressing certain passions or concepts. As competence in this skill improves, so does the monk gradually approach perfection in those skills that are the focus of training. It not only controls the maximum Intensity at which any particular talent can be implemented, but

also governs how quickly monks master each of the talents available to them.

Mysticism is used to achieve the following effects:

- ⇒ Augment specific skills by shifting their difficulty grade.
- ⇒ Enhance your attributes (Damage Modifier, Healing Rate, and so on).
- ⇒ Invoke particular traits or abilities.

You are limited to using each individual talent at a maximum Intensity of 1/20th your Mysticism skill. Thus, with Mysticism 34%, you would be limited to implementing any of your talents at an Intensity of 2 at most. However, using Meditation, you may be able to maintain several of these talents at the same time.

Piety (Pantheon/Deity) (POW+CHA)

Piety is a magic skill, which reflects the commitment of a cleric or druid to the service of a deity. It not only measures the depth of devotion, but also governs the magnitude of any Divine spells called upon by the character.

Additionally the skill can indicate the standing of a divine caster within a religious organization. For further details, see the Magic chapter.

Piety is not only limited to professional clerics and druids. It may be adopted by those who simply wish to show respect to the gods even if they do not actively practise Divine magic.



5: Equipment

CLASSIC FANTASY uses the Silver Piece (SP) as the standard unit of currency in the game, with the cost of most equipment, goods, and services being measured in SP. The standard currency for CLASSIC FANTASY consists of the Copper Piece (CP), Silver Piece (SP), and Gold Piece (GP). The SP is the standard unit of cost, save for certain valuable magic items. The exchange rate is as follows:

- ⇒ 10 CP = 1 SP
- ⇒ 10 SP = 1 GP

Keep in mind that the above conversion rate differs from that used in MYTHRAS. However, as both games use the SP as the standard unit of exchange, this shouldn't cause any problems. In the World of Greymoor, as well as most worlds of CLASSIC FANTASY, gold is considerably more common than it is in the worlds of the standard MYTHRAS campaign. Because of this, it is not unusual for gold to be found in the hands of townsfolk, farmers, tavern patrons, etc.

Thus a single GP would provide a CLASSIC FANTASY character with reasonable food for 10 days. Three or 4 GP would see a character roughly all the way through the month, if the character is frugal.

For game purposes, assume that 100 coins of any denomination weigh 1 ENC.

Rare Currencies of the Lost Empire

Long past, an ancient empire spread throughout The World of Greymoor. Little is known about this empire other than that their ruins lay scattered throughout the land and their capital lay far off the western coast on an island now long gone. In addition to the above currencies, this empire minted coins of rare metals called electrum and platinum, and while no longer minted and quite rare, they do find their way into circulation now and again. They can be found as part of dragon hoards and sealed up in long forgotten

tombs. While still considered viable currency, electrum and platinum are not typically encountered in circulation. The exchange rate is as follows:

- ⇒ 2 Electrum (EP) = 1 GP
- ⇒ 5 GP = 1 Platinum (PP)

Equipment

The remainder of this chapter provided costs for armour, weapons, and tools. Accommodation, clothing, and other sundries characters rely on when adventuring may be found in the Economics and Equipment chapter of MYTHRAS.

Armour

The Armour Table on page 75 replaces that of MYTHRAS. All other information as it pertains to armour may be found in the Economics and Equipment chapter of MYTHRAS.

Notes on Armour

MYTHRAS classifies armour as either 'flexible' or 'rigid'. CLASSIC FANTASY replaces those terms with 'light' and 'heavy' respectively. They otherwise function in the same way.

Tools

As a convenience, the Tools Table from MYTHRAS is duplicated on opposite along with several new items specific to CLASSIC FANTASY, and in many cases more detailed descriptions and game effects.

ARMOUR TABLE

Material Type	Armour	Typical Construction	AP	ENC	Cost per Location	Suit ENC*/ Cost*/ Armour Penalty
Light	Furs or Hides	Hide	1	2	20	12/120/3
	Leather, Padded, or Quilted	Leather or Linen	2	1	50	6/300/2
	Studded Leather or Ring Mail	Leather or Linen	3	2	100	12/600/3
	Brigandine, Scale, or Laminated	Leather or Linen	4	3	300	18/1800/5
Heavy**	Chain Mail	Steel	5	4	400	24/2400/6
	Splint Mail or Banded Mail	Steel	6	5	600	30/3600/7
	Plate Mail	Steel	7	6	800	36/4800/8
	Full Plate	Steel	8	7	1200	42/9600/10

*The full suit ENC and Cost does not include head protection. Choose separate head protection above. For example, members of the town militia may have ring mail armour on their bodies and a plate pot helm.

**Prior to the period depicted in the standard Classic Fantasy campaign, these armours were typically constructed of bronze or iron, increasing their ENC per location by 1 each

TOOLS TABLE

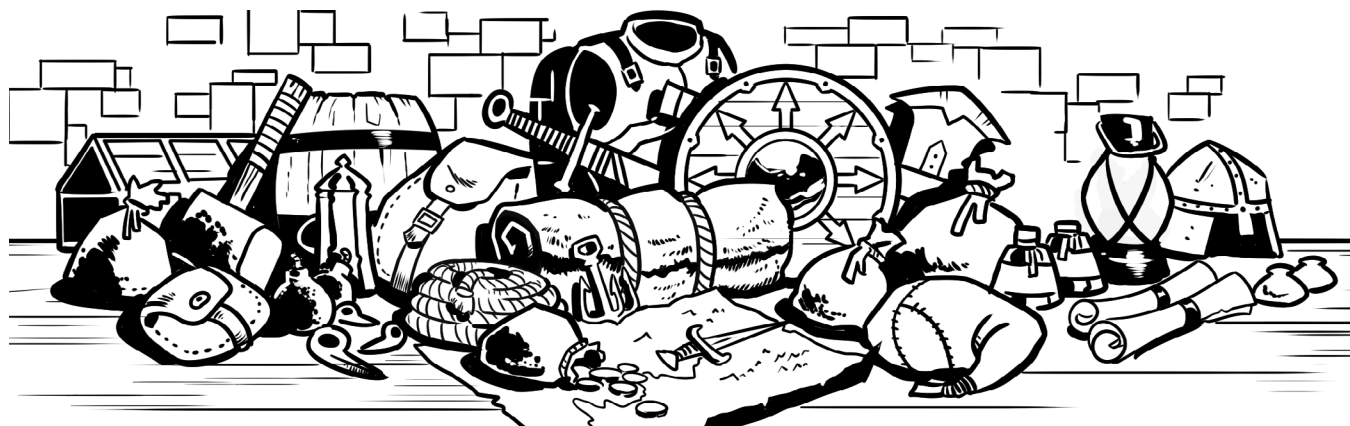
Item	Description/Game Effects	ENC	Cost
Abacus	Ancient onwards. Primitive counting tool commonly used by merchants, traders, and clerks.	1	8 SP
Animal call	Survival rolls when hunting a specific animal are 1 grade easier	—	1 SP
Astrolabe	Ancient onwards. Used to locate and predict the positions of the sun, moon, planets, and stars; determine local time; survey and triangulate; and cast horoscopes.	1	200 SP
Backpack	Holds up to 20 ENC.	1	5 SP
Backpack, Reinforced	Holds up to 20 ENC, plus 5 ENC hooked to the outside.	1	7 SP
Bandolier	Holds up to 8 items of negligible ENC allowing easy access.	1	4 SP
Bedroll	A blanket and cushioned pad for sleeping. Typically tightly rolled and tied off with cord for easy transport.	1	1 SP
Belt	Holds up to 4 items of 1 ENC each allowing easy access.	—	2 SP
Block & Tackle	Attempts to construct or disarm some large traps are 1 grade easier. Typically required for most feats of engineering.	1	15 SP
Bottle, Glass/Earthenware	Holds 1 litre (1 quart) of liquid	—	2 SP
Candle, 1 hour	1.5 metre (5 foot) radius	—	1 CP
Candle, 2 hour	1.5 metre (5 foot) radius	—	3 CP
Candle, 6 hour	1.5 metre (5 foot) radius	1	1 SP
Chalk (5)	Small bag, useful for marking dungeon walls	—	2 CP
Chest, Large	Includes 2 keys, holds up to 500 ENC	5	80 SP
Chest, Small	Includes 2 keys, holds up to 200 ENC	3	40 SP
Climbing Kit	Leather harness, pitons, short lengths of rope, and other miscellaneous tools. Climbing rolls are 1 grade easier	1	25 SP
Cooking Pot	For travel	2	3 SP
Craft Tools	Basic tools to match a handicraft	2	75 SP
Crowbar	Any Brawn rolls to force doors, casket lids, etc., are 1 grade easier. Counts as a club in combat.	1	25 SP
Doorjamb/Wedge	Any Brawn roll to force open a “jammed” door is 1 grade more difficult per wedge, to a maximum of 3.	2	5 SP
Dye, Coloured	Usable on hair, clothes, and skin; fades after 1d6 weeks.	1	13 SP
Falconer's Kit	Includes a thick leather glove and a hood for the bird. Craft (Falconer) skill roll is 1 grade more difficult if not using a falconer's kit.	1	30 SP
Fine Wine Goblet	Price is for glass, double for silver.	—	8 SP
First Aid Kit	Useful for 10 applications of First Aid skill.	—	25 SP

TOOLS

<i>Item</i>	<i>Description/Game Effects</i>	<i>ENC</i>	<i>Cost</i>
Fish Hooks (20)	Allows a standard Survival skill roll to catch fish .	—	1 SP
Fishing Kit	Three hooks, line, segmented rod, and corks. Survival rolls when fishing are 1 grade easier.	1	15 SP
Fishing Net	Used to trap crustaceans, fish, etc., increasing Survival skill roll to Easy. Requires 3d10 minutes to set properly.	4	10 SP
Flint & Tinder	Start fires in about a minute with no Survival roll necessary.	—	1 SP
Game Snares and Traps	Survival rolls when attempting to acquire game animals are 1 grade easier.	1	1 SP
Grappling Hook	May be thrown up to half STR in metres (yards) with a successful Throw roll.	—	5 SP
Hammer/Mallet/Chisel	Hammers and mallets may be treated as a club in combat, chisels as a knife.	1	1 SP
Healer's Kit	Useful for 10 applications of Healing skill.	1	150 SP
Holy Symbol	The symbol of one's patron deity. Good quality x10 cost, excellent x100	—	5 SP
Hourglass	Ancient onwards	1	20 SP
Key	An extra key	—	1 SP
Knife	Tool, not a weapon	—	5 SP
Ladder, Rope 3 metres (10 feet)	Climbing rolls 1 grade easier.	4	2 SP
Lantern, Basic	Burns for 2 hours on one flask of oil, 3 metre (10 foot) radius.	1	10 SP
Lantern, Hooded	Burns for 2 hours on one flask of oil, 1.5 metre (5 foot) wide beam 10 metres (30 feet) long.	1	12 SP
Lock Picks and Thieves' Tools	A small pouch containing tools useful for picking locks and disarming traps.	—	75 SP
Lockbox	Includes 2 keys, holds up to 10 ENC.	2	5 SP
Magnifying Lens	Perception rolls are 1 grade easier when examining small details; may be used to ignite flammable materials in direct sunlight.	—	10 SP
Milling Stone	Used to grind spices, grains, and minerals to powder.	2	8 SP
Mirror (Glass)	Hand mirror	1	12 SP
Mirror (Metal)	Small sturdy mirror	1	20 SP
Mug/Beaker/Dish/Plate	Wood, double price for metal	—	5 CP each
Musical Instrument, Small	Flute, lute, or equivalent. Good quality x2 cost, excellent x3	2	70 SP
Musical Instrument, Large	Cello, bass horn, or equivalent. Good quality x2 cost, excellent x3	3	140 SP
Musical Instrument, Huge	Piano or equivalent. Good quality x2 cost, excellent x3	NA	280 SP
Nails or Tacks (50)	Typical carpentry nails for basic wooden construction.	—	2 CP
Notebook or Journal	100 pages	1	60 SP
Oil Flask	2 hours fuel for a lantern. If broken, will sustain an open flame for 1 minute.	1	1 SP
Parchment or Paper Sheet	A large sheet of parchment or paper suitable for everything from creating a work of art to mapping a dungeon.	—	5 CP
Pickaxe	Used to chip through rock. If used as a weapon, treat as a club 1 grade more difficult, 1d6; may impale.	1	35 SP
Pole, 3 metre (10 foot)	May be used as a Quarterstaff at 1 grade of difficulty. Size and Reach +1 step.	1	1 SP
Pouch, Belt	Holds 1 ENC or 100 coins.	—	1 CP
Quills and Ink for Writing	A quill and enough ink to fill approximately 20 pages with detailed notes.	1	30 SP
Quiver	Holds up to 12 arrows or crossbow bolts.	1	2 SP
Razor, Folding	Common barber tool, 1d3 damage to bare flesh if used as a weapon; treat as a knife.	—	3 SP
Rope, Hemp 10 metres (30 foot)	Holds maximum of 20 SIZ/60 ENC.	2	10 SP
Rope, Silk 10 metres (30 foot)	Holds maximum of 25 SIZ/75 ENC.	1	75 SP

TOOLS

<i>Item</i>	<i>Description/Game Effects</i>	<i>ENC</i>	<i>Cost</i>
Sack, Large	Holds up to 60 ENC.	1	5 CP
Sack, Small	Holds up to 30 ENC.	—	2 CP
Saw, Hand	Can saw through wood at a rate of 1d4 Hit Points per Round. Equivalent to a short sword at 1 grade of difficulty if used in combat, but becomes useless as a saw thereafter.	1	1 SP
Scribing Kit	Specially prepared quills, inks, and ingredients for scribing spell books and magic scrolls. Cost is per rank of the spell to be scribed for scrolls and per page for spell books.	1	100 SP
Scroll or Map Tube	Holds up to 6 scrolls, maps, or rolled pieces of paper.	1	5 SP
Scroll Paper, Blank	A rolled sheet of specially prepared paper suitable for inscribing a single spell.	—	1 SP
Scythe	Harvesting tool; if used as a weapon treat as a bill with skill being 1 grade more difficult.	2	30 SP
Sextant	Renaissance cultures and later	1	25 SP
Ship's Compass	Medieval cultures and later	1	70 SP
Slingbag/Satchel	Holds up to 15 ENC. Due to the shoulder strap, may be easily discarded with a Free Action.	1	3 SP
Spade/Hoe/Pitchfork	Tools required to perform general labour. Can be used as a makeshift short spear in combat at 1 grade of difficulty. However, with regards to the spade and hoe, replace Impale with Bleed and Stun Location.	1	25 SP
Spell Book, Blank	100 specially prepared pages	3	150 SP
Spell Book, Travelling, Blank	20 specially prepared pages	1	35 SP
Spell Component Pouch	Contains all common spell-casting material components. As many are perishable and/or finite in number, the Games Master may require this to be repurchased at the start of each new adventure or about once every six months during a lengthy campaign.	—	20 SP
Spikes, Iron (5)	Useful for creating handholds to assist in climbing, securing doors, and numerous other functions. An iron spike can be used as a makeshift dagger in combat at 1 grade of difficulty and +2 Armour and Hit Points.	—	5 SP
Torch (1 hour)	3 metre (10 foot) radius. Treat as club inflicting an extra 1d4 fire damage in combat; has a 10% chance to go out if dropped, 60% chance if thrown.	—	4 CP
Torch (6 hour)	As above, longer duration	1	8 CP
Torch, Waterproof (1 hour)	As for torch. Will even burn if wet, not underwater, however.	—	2 SP
Waterskin	Holds 2 quarts of liquid, enough water to sustain an adventurer for 2 days in average conditions.	1	5 CP
Wax Block	Useful for making key/coin forgeries, sealing potion bottles, etc.	1	2 CP





Magic Items

While not listed in this chapter, most magic scrolls, potions, oils, elixirs, and some low rank magic items may be found at alchemy and mage guilds, divine orders, or shops dealing in exotic merchandise throughout the World of Greymoor. Their availability is subject to the size of the community and the whim of the Games Master. See the relevant sections of Chapter 13 for additional information.

Weapons

As a convenience, the Weapon Tables from MYTHRAS are duplicated here. All other information as it pertains to melee and ranged weapons may be found in the Economics and Equipment chapter of MYTHRAS. These tables also detail several new weapons specific to CLASSIC FANTASY, as indicated by italics.

Traits: While most weapon traits are detailed in MYTHRAS, several that pertain to weapons new to CLASSIC FANTASY are detailed below:

- ⇒ Dark Elf – This weapon is only common in dark elf society.
- ⇒ Dwarf – This weapon is only common in dwarf society.
- ⇒ Improvised – Attacks with improvised weapons are 1 grade more difficult, whilst the size of the weapon is treated as 1 grade smaller for the purposes of blocking damage.
- ⇒ Oriental – This weapon is only common in oriental societies. Games Masters may wish to limit the availability of oriental weapons only to the monk at character creation.
- ⇒ Primitive – These weapons are typically only found in Primitive cultures.
- ⇒ Repeating – This weapon holds a clip of 5 bolts and may fire 1 per Action. It requires 3 Ready Actions to reload a fresh bolt ‘clip’ and 1 minute to reload a spent bolt clip with 5 more bolts.
- ⇒ Stone – Stone weapons, typically flint, must apply a penalty to the rolled damage; this is already figured into the damage as presented in the weapon table.

New or changed weapons are shown in italics in the tables on pages [79 to 83](#).

Notes on Weapons

Unarmed

Damage, Size, and Reach all depend on the SIZ of the creature and how effective it is in combat. The information provided in the table represents a human or demi-human of SIZ 11-20. Creatures found outside this range will have different results. See the Creatures chapter of MYTHRAS for the tables required to calculate Damage, Size, and Reach for larger or smaller creatures.

Longsword and Bastard Sword

What MYTHRAS calls a longsword, CLASSIC FANTASY refers to as a bastard sword. In CLASSIC FANTASY, the longsword is considered the standard weapon of the fighting classes and is strictly a one-handed sword. The bastard sword fills the roll that the longsword does in MYTHRAS and is able to be used in either one or two hands.

Iron Weapons

Weapons made of cold iron are no longer the norm in the worlds of CLASSIC FANTASY, having been replaced by their lighter and stronger steel equivalents. However, some iron magic weapons may still be found and some monsters are vulnerable to weapons made of cold iron. Cold iron weapons typically have a cost multiplier of 0.75 and an ENC multiplier of 1.25.

Silver Weapons

Any weapons normally made of iron or steel may instead be made of pure silver so that they may harm creatures such as lycanthropes. These weapons are very expensive and typically weaker than their mundane counterparts. Weapons of pure silver have an additional cost in SP equal to the weapons ENC+HP, in addition to the normal cost of the weapon. They possess 1 fewer Armour Point and 2 fewer Hit Points. Finally, they are poor at armour penetration, treating all armour as possessing 1 more point than normal. Simply plating a weapon in silver is not enough to offer any effect against creatures that are only harmed by silver; the metal must be pure or alchemical silver, as detailed below. Silver weapons are commonly manufactured by a weaponsmith. The process of creating a silver weapon typically takes 1 week, which includes the time required tracking down the relevant materials.

Alchemical Silver

Alchemists may use a metallurgical and alchemical process to bond silver to weapons made of iron or steel so that they may harm creatures immune to non-silver weapons. The process of alchemical silversmithing doesn't work on weapons of bronze or on rare metals such as adamantine or mithral. A weapon of alchemical silver doesn't suffer the penalties of their pure silver counterpart; however, the process costs an additional 100 SP per ENC in addition to the normal cost of the weapon. The process of creating a weapon of alchemical silver typically takes 1 month, which includes the time required tracking down the relevant materials and ingredients. However, first an alchemy shop or guild must be located, and once one is, you must determine if that the shop has access to alchemical silver. See page [266](#).

Melee Weapons, Single Handed

Weapon	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits	Cost
Ball & chain	1d6+1	M	M	Bash, Entangle, Stun Location	2	6/8	Flexible	250 SP
<i>Bastard sword</i>	1d8	M	M	Bleed, Impale	2	6/12	—	250 SP
Battleaxe	1d6+1	M	M	Bleed	1	4/8	—	100 SP
Broadsword	1d8	M	M	Bleed, Impale	2	6/10	—	175 SP
Chain	1d4	M	M	Bash, Entangle	1	8/6	—	10 SP
Club	1d6	M	S	Bash, Stun Location	1	4/4	—	5 SP
Dagger	1d4+1	S	S	Bleed, Impale	—	6/8	Thrown	30 SP
Falchion	1d6+2	M	M	Bleed	1	6/10	—	200 SP
Hatchet	1d6	S	S	Bleed	1	3/6	Thrown	25 SP
Horseman's flail	1d6	M	M	Bash	1	3/6	Flexible	25 SP
Horseman's mace	1d8	M	S	Bash, Stun Location	1	6/6	—	100 SP
Horseman's military pick	1d6+1	M	M	Stun Location, Sunder	3	6/10	—	180 SP
<i>Improvised</i>	1d6-1	S-M	S	As appropriate	—	—/—	Improvised	—
<i>Jo Stick</i>	1d4	M	M	Stun Location	1 (pair)	3/4	Oriental	10 SP (pair)
Knife	1d3	S	S	Bleed, Impale	—	5/4	—	10 SP
Lance	1d10+2	H	VL	Impale, Sunder	3	4/10	Mount	150 SP
Longsword	1d8	M	L	Bleed, Impale	2	6/12	—	200 SP
Main gauche	1d4	S	S	Bleed, Impale	—	6/10	Entrapping	180 SP
<i>Morning star</i>	2d4	M	S	Bash, Stun Location	2	4/10	—	150 SP
Net	1d4	S	L	Entangle	3	2/20	Entrapping	20 SP
Rapier	1d8	M	L	Impale	1	5/8	—	100 SP
Sabre	1d6+1	M	M	Bleed, Impale	1	6/8	—	225 SP
Scimitar	1d8	M	M	Bleed	2	6/10	—	200 SP
Shortspear	1d8+1	M	L	Impale	2	4/5	Throw, Set	20 SP
Shortsword	1d6	M	S	Bleed, Impale	1	6/8	—	100 SP

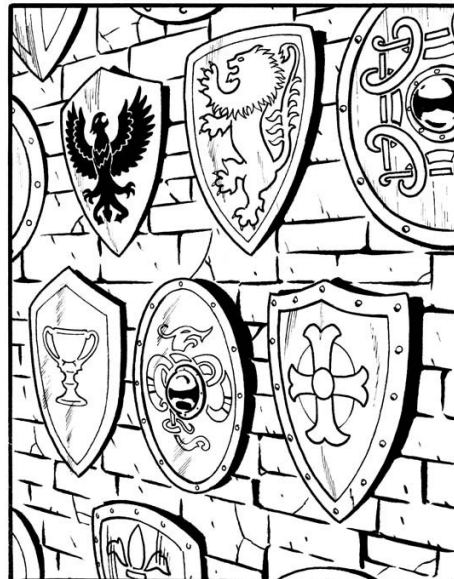
Melee Weapons, Single Handed

Weapon	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits	Cost
Sickle	1d6	M	S	Bleed, Impale	1	3/8	—	70 SP
Stone axe	1d8-1	M	M	Bleed, Stun Location	2	3/6	Primitive, Stone	50 SP
Stone hatchet	1d6-1	S	S	Bleed, Impale, Stun Location	1	2/4	Primitive, Stone	10 SP
Stone knife	1d3-1	S	S	Bleed, Impale	—	4/3	Primitive, Stone	5 SP
Stone shortspear	1d8-1	M	L	Impale	2	4/5	Primitive, Set, Stone	10 SP
Stone sickle	1d6-1	M	S	Bleed	1	2/4	—	5 SP
Trident	1d8	M	L	Impale	2	4/10	Barbed	155 SP
Unarmed	1d3	S	T	—	—	—/—	—	—
War hammer	1d8+1	M	M	Stun Location	2	3/8	—	150 SP
Whip*	1d3	M	VL	Stun Location, Entangle	1	2/8	Flexible, Entrapping	100 SP

*A whip may not typically be used to parry. However, if it is currently rolled up and in hand, the Games Master may choose to allow it at Formidable Difficulty. Rolling the whip takes 1 Combat Round. Therefore, it is generally impossible to Parry with it in the same round after it has been used.

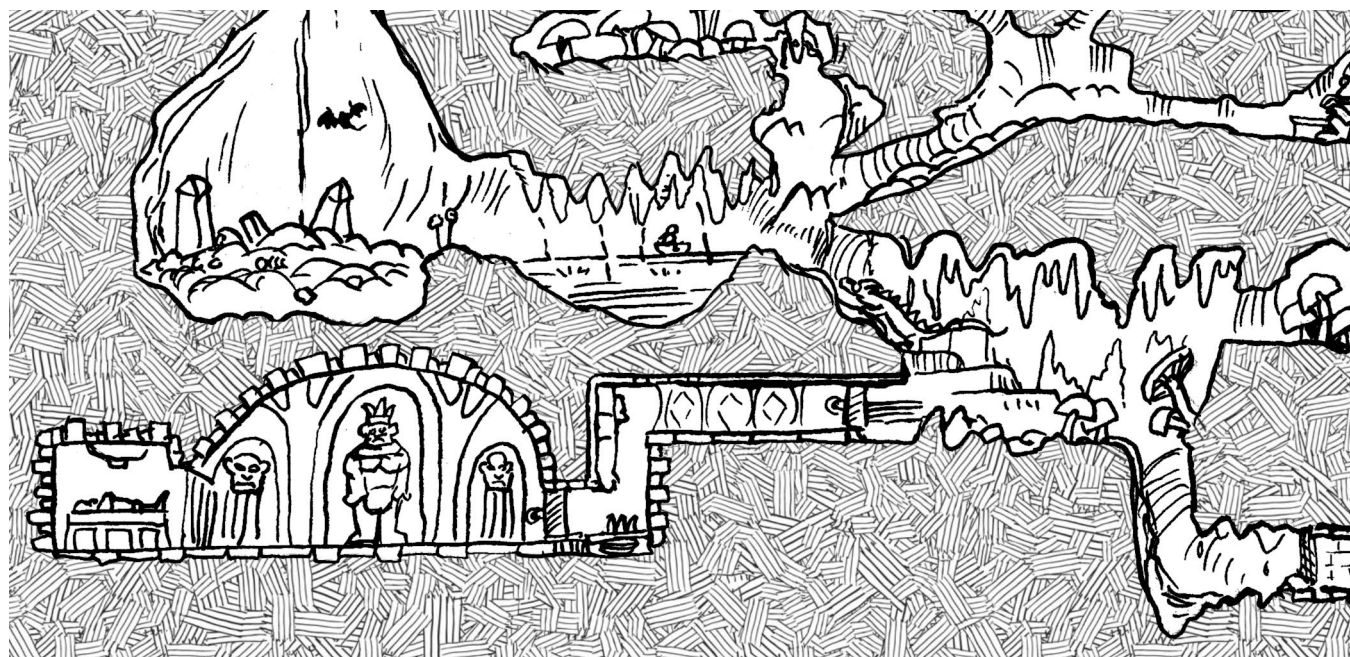
Shields

Weapon	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits	Cost
Buckler	1d3	M	S	Bash, Stun Location	1	6/9	Ranged Parry; Passive Block 2	50 SP
Heater	1d4	L	S	Bash, Stun Location	2	6/12	Ranged Parry; Passive Block 3	150 SP
Hoplite	1d4	H	S	Bash, Stun Location	3	6/15	Ranged Parry; Passive Block 4	300 SP
Kite	1d4	H	S	Bash, Stun Location	3	4/15	Ranged Parry; Passive Block 4	300 SP
Round	1d4	L	S	Bash, Stun Location	3	4/12	Ranged Parry; Passive Block 4	300 SP
Peltast	1d4	L	S	Bash, Stun Location	2	4/12	Ranged Parry; Passive Block 3	150 SP
Scutum	1d4	H	S	Bash, Stun Location	4	4/18	Ranged Parry; Passive Block 5	450 SP
Target	1d3+1	L	S	Bash, Impale	2	4/9	Ranged Parry; Passive Block 3	150 SP



Melee Weapons, Two Handed

Weapon	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits	Cost
<i>Bastard sword</i>	1d10	M	L	Bleed, Impale, Sunder	2	6/12	—	250 SP
Battleaxe	1d8+1	L	M	Bleed, Sunder	1	4/8	—	100 SP
<i>Bill</i>	1d6+1	L	VL	Bleed, Impale, Sunder	2	2/8	Set	50 SP
Footman's flail	1d10	L	L	Bash, Stun Location	3	4/10	Flexible	250 SP
<i>Footman's mace</i>	1d8+2	M	M	Bash, Stun Location	3	6/10	—	200 SP
<i>Footman's military pick</i>	1d8+2	L	M	Impale, Stun Location, Sunder	4	6/10	—	250 SP
Garrotte	1d2	S	T	—	—	1/2	Stealth	15 SP
Glaive/Rhomphaia	1d10+2	L	L	Bleed, Sunder	2	4/10	—	250 SP
Great axe	2d6+2	H	L	Bleed, Sunder	2	4/10	—	125 SP
Great club	2d6	H	L	Bash, Stun Location	3	4/10	—	50 SP
Great hammer	1d10+3	H	L	Bash, Stun Location, Sunder	3	4/10	—	250 SP
Great sword	2d8	H	L	Bleed, Impale, Sunder	4	6/12	—	300 SP
Halberd/Poleaxe	1d8+2	L	VL	Entangle, Impale, Sunder	4	4/10	Set	200 SP
<i>Improvised</i>	1d8-1	S-M	S	As appropriate	—	—/—	Improvised	—
Longspear	1d10+1	L	VL	Impale	2	4/10	Set	30 SP
Pike/Sarissa	1d10+2	L	VL	Impale	4	4/12	Set	90 SP
Quarterstaff/ <i>Bo stick</i>	1d8	M	L	Stun Location	2	4/8	—	20 SP
<i>Stone greataxe</i>	1d10+1	H	L	Bash, Bleed, Sunder	3	2/10	Primitive, Stone	75 SP
Xyston	1d10	L	VL	Impale	3	4/10	Set; Double Ended	100 SP



Ranged Weapons

Weapon	Dmg	Dmg Mod	Force	Range (Feet)	Load	Combat Effects	Impale Size	ENC	AP/HP	Traits	Cost
Atlatl	—	—	+1 Step	+0/+30/+60	—	—	—	1	1/4	Primitive	10 SP
Arbalest	1d12	N	E	270/540/1,080	4	Impale, Sunder	S	3	4/10	—	500 SP
Blowgun	—	N	—	30/60/90	1	Impale	—	—	1/4	—	30 SP
Bolas	1d4	N	—	30/75/150	—	Entangle	—	—	2/2	—	10 SP
Composite/Recurve Bow	1d8	Y	H	45/375/750	2	Impale	S	1	4/8	—	225 SP
Dagger	1d4	Y	S	15/30/60	—	Impale	S	—	4/6	—	30 SP
Dart	1d4	Y	S	15/30/60	—	Impale	S	—	2/1	—	10 SP
Hand crossbow	1d4	N	M	30/60/150	2	Impale	S	1	4/3	Dark Elf, 1H	700 SP
Hatchet	1d6	Y	S	30/60/90	—	Bleed	—	1	4/6	—	25 SP
Heavy crossbow	1d10	N	H	60/450/900	4	Impale, Sunder	S	2	4/8	—	350 SP
Heavy crossbow, repeating	1d10	N	H	60/450/900	—	Impale, Sunder	S	3	4/8	Dwarf, Repeating	2,800 SP
Javelin	1d8+1	Y	H	30/60/150	—	Impale, Pin Weapon (Shield)	M	1	3/8	—	20 SP
Light crossbow	1d8	N	L	60/300/600	3	Impale	S	1	4/5	—	150 SP
Light crossbow, repeating	1d8	N	L	60/300/600	—	Impale	S	2	4/5	Dwarf, Repeating	750 SP
Longbow	1d8	Y	H	45/375/750	2	Impale	S	1	4/7	—	200 SP
Net	—	N	—	10/15/30	—	Entangle	—	3	2/20	—	20 SP
Primitive Bow	1d6-1	Y	L	30/150/300	2	Impale	S	1	3/3	Stone	50 SP
Short bow	1d6	Y	L	45/300/600	2	Impale	S	1	4/4	—	75 SP
Shortspear	1d8	Y	L	30/45/90	—	Impale	M	1	4/5	—	20 SP
Sling	1d8	N	L	30/450/900	3	Stun Location	—	—	1/2	—	5 SP
Staff sling	2d6	N	E	15/75/150	4	Stun Location	—	2	3/6	—	20 SP
Stone/Rock	1d3	Y	S	15/75/150	—	Stun Location	—	—	—	—	—
Stone hatchet	1d6-1	Y	S	15/30/60	—	Bleed, Impale, Stun Location	S	1	2/4	—	10 SP
Stone Shortspear	1d8-1	Y	M	30/45/90	—	Impale	M	2	4/5	—	10 SP
Trident	1d8	Y	L	30/45/90	—	Impale	M	2	4/10	Barbed	155 SP

Ranged Weapon Ammunition

<i>Ammo Type</i>	<i>Description/Game Effects</i>	<i>ENC</i>	<i>Cost</i>
<i>Arbalest bolts (12)</i>		1	20 SP
<i>Arrows (12)</i>		—	4 SP
<i>Arrow, barbed</i>	If impaled it will cause full rather than half damage on being yanked free.	—	1 SP
<i>Arrow, fishing</i>	Includes 6 metres (20 feet) of line. Survival skill rolls are 1 grade easier when fishing.	—	2 CP
<i>Arrow, flight (12)</i>	All ranges are increased by 25%; however, they are poor at armour penetration, treating all armour as possessing 1 more Armour Point than normal.	—	6 SP
<i>Arrow, sheaf (12)</i>	All ranges are reduced by 25%, but an extra 2 points of damage is inflicted on unarmoured opponents/locations.	—	8 SP
<i>Arrow, silver</i>	Normal damage to lycanthropes and other creatures only harmed by silver weapons. Poor at armour penetration, treating all armour as possessing 1 more Armour Point than normal.	—	5 SP
<i>Arrow, silver, alchemical</i>	Normal damage to lycanthropes and other creatures only harmed by silver weapons. Normal armour penetration.	—	10 SP
<i>Arrow, silver sheaf</i>	As per both individual arrows above	—	8 SP
<i>Arrow, signal</i>	Creates a piercing whistle when fired. If used in combat, it becomes 1 grade more difficult to hit and does only half damage.	—	3 CP
<i>Arrow, wood-headed</i>	Does normal damage to vampires and other similar creatures when shot through their heart. This requires a critical Choose Location special effect. They are poor at armour penetration, treating all armour as possessing 2 more Armour Points than normal.	—	2 CP
<i>Crossbow bolts (12)</i>		—	3 SP
<i>Crossbow bolt, barbed</i>	As per Arrow, barbed above	—	8 CP
<i>Crossbow bolt, metal core</i>	A metal rod cored into this bolt allows it to hit with much greater force. It may ignore 3 AP of mundane protection in exchange for a reduced range. All ranges are reduced by 33%.	—	1 SP
<i>Crossbow bolt, silver</i>	As per Arrow, silver above	—	4 SP
<i>Crossbow bolt, wood-headed</i>	As per Arrow, wood-headed above	—	2 CP
<i>Lead sling bullets (20)</i>		—	1 SP
<i>Sling stone</i>	Stones are easily acquired; however, they tend to do 1 grade less damage and have a reduced range compared to bullets. Range categories are reduced by half.	—	—
<i>Blowgun darts (6)</i>	Not designed to do damage, darts can deliver a single dose of poison to a target if the firer can manage to bypass armour.	—	2 SP

6: Game System

The vast majority of information on game mechanics can be found in MYTHRAS; however, this chapter lists all the information pertinent to CLASSIC FANTASY, including new rules and changes to existing rules. Note that where a rule in this chapter contradicts the core rules, the CLASSIC FANTASY version takes precedence.

Some core rules are reprinted here if they play a significant part in CLASSIC FANTASY (such as Passions). In addition, CLASSIC FANTASY adds many new rules, most of which come into play whilst exploring ancient tombs and forgotten dungeons.

Briefly, this chapter includes rules for the following:

Reprinted Rules

- ⇒ Acid
- ⇒ Passions

Adjusted Rules

- ⇒ Aging
- ⇒ Character Improvement
- ⇒ Falling (adds Imperial measurements)
- ⇒ Fires
- ⇒ Luck Points

New Rules

- ⇒ Disease and Poison
- ⇒ Locked and Stuck Doors
- ⇒ Recovering Spent Ammunition
- ⇒ Repairing Weapons and Armour
- ⇒ Searching Rooms and Secret and Concealed Doors
- ⇒ Securing a Door
- ⇒ Tight Places
- ⇒ Traps
- ⇒ Visibility Underground
- ⇒ Where to Rest and Recover

Acid

Acids come from many different sources and are used extensively in alchemical research. The most important factor with any acid is its concentration, rather than its type. All acids are therefore classified as either Weak, Strong, or Concentrated. CLASSIC FANTASY assumes that contact with the acid is significant or sustained, rather than just a droplet or two.

A splash or spray of acid lasts only for a few Combat Rounds before it loses potency. Immersion in a considerable volume of acid inflicts the damage every round until the victim or location is removed and treated.

For generic acids, it is assumed that armour protects against the effects of acid but does not stop it, the acid reduces the armour's Armour Points until it reaches 0 hit points, at which point the damage then affects the hit location the armour used to protect. Armour reduced to 0 Armour Points is considered useless as the acid burns through bindings, straps, and joints.

Although the Acid table assumes the action of acid on living flesh, not all acids affect nonorganic substances equally. Some can eat rapidly through metal, whilst others barely mark it. If desired, the Games Master can develop strange acids that affect only metal or other specific materials instead of flesh. For example, the rust monster, bane of all adventurers, excretes a substance that causes ferrous metals to rust away with secretions from its antenna. Holy water can be treated as a strong acid when it comes into contact with undead, demons, or devils, affecting their clothing, and so on, as well as their flesh.

Acid Type	Damage	Duration
Weak	1d2	1 Combat Round
Strong	1d4	1d2 Combat Rounds
Concentrated	1d6	1d3 Combat Rounds

Aging

All characters age and with age comes certain consequences. The signs of aging start at early middle age (40 years for humans – other species age at greater or lesser rates as shown below). As your character passes into a new aging band, you must make both an Endurance roll and a Willpower roll at the grades noted. If a roll is failed then you experiences aging effects as shown in the Aging Effects table.

Each characteristic affected by aging reduces by 1d3 points. These points can be recovered, or at least partially counteracted, through characteristic improvement, representing characters' efforts to stay trim and alert as they grow older. If any characteristic is reduced to 0 from aging, your character dies due to terminal frailty. Once your character reaches the dotage age band, aging rolls are made yearly regardless of race.

What specific debilitating effects arise as part of the aging process are up to the Games Master to define. For instance, reducing STR, CON, or DEX represents general wear and tear on the body, i.e., creaking joints and a gradual loss of mobility. Reducing INT indicates that age is starting to play tricks on the mind and memory, whilst reducing CHA indicates the character is getting craggier and more short-tempered, perhaps, as they get older.



AGE EFFECTS

1d6	Physical Aging (Failed Endurance)	Mental Aging (Failed Willpower)
1-2	STR	INT
3-4	CON	POW
5-6	DEX	CHA

AGE RANGES

Age Band	Human	Dwarf	Elf	Gnome	Half-elf	Half-orc	Halfling	Endurance and Willpower Roll Grade
Early Middle Age	40-49	150-199	500-624	300-379	50-99	30-39	70-89	Easy
Middle Age	50-59	200-249	625-749	380-459	100-149	40-49	90-109	Standard
Late Middle Age	60-69	250-299	750-874	460-539	150-199	50-59	110-129	Hard
Old Age	70-79	300-349	875-999	540-619	200-249	60-69	130-149	Formidable
Advanced Old Age	80-89	350-399	1000-1124	620-699	250-299	70-79	150-169	Herculean
Dotage	90+	400+	1125+	700+	300+	80+	170+	Hopeless

Character Improvement

In addition to the rules for improving your character found in MYTHRAS, CLASSIC FANTASY makes use of the following additional rule.

Increasing in Rank

As noted in Chapter 3, each class requires 5 Prerequisite Skills for advancement. At each level of rank, a number of these skills must meet a Prerequisite Skill level before your character may advance to the next rank. Increasing in rank does not cost Experience Rolls. As long as your character is in good standing with any oaths required of the class and possess the required skills, your character will automatically increase to the appropriate rank. The exception to this would be both druids and monks, of which only a certain number exist at each higher rank. In these two cases, your character will have to win the right to advance. See the relevant write-ups for more information. Increasing in rank allows access to additional abilities and/or spells.

Disease & Poison

In addition to the rules for diseases and poisons found in MYTHRAS, CLASSIC FANTASY includes the following new disease.

Foul Rotting

This most horrible of diseases is magical in origin and typically acquired through a curse. The victim literally rots to death over a period of several months to over a year.

Application: Curse

Potency: 90

Resistance: Willpower

Onset time: 1 week

Duration: Permanent until curse removed

Conditions: This disease manifests 1 week after the curse is acquired with the loss of 1 point of DEX, CON, and CHA, and an additional point every week thereafter. Once any characteristic reached 0, the character suffers Death.

Antidote/Cure: Can only be cured by a casting of Remove Curse followed by Remove Disease, then either Heal, Limited Wish, or Wish. The curse and disease may also be removed by powdering the gem from a Periapt of Health and sprinkling the dust on the victim. Note that any characteristic loss is permanent, regardless of removal method.

Falling (adjusted)

The following table is redone using Imperial measurements. Additional rules for falling may be found in MYTHRAS.

FALLING DAMAGE (IMPERIAL)

Falling Distance	Damage
5 feet or less	No Damage
6 to 15 feet	1d6 points of damage to one random location.
16 to 30 feet	2d6 points of damage to two random locations.
31 to 45 feet	3d6 points of damage to three random locations.
46 to 60 feet	4d6 points of damage to four random locations.
Each +15 feet	+1d6 damage.

- ⇒ Creatures of smaller size suffer less from a fall. Those of SIZ 8 to 9 treat the distance fallen as 5 feet less. A creature of SIZ 6 to 7 treats the distance fallen as 10 feet less. A creature of SIZ 4 to 5 treats the distance fallen as 15 feet less. A creature of SIZ 2 to 3 treats the distance fallen as 25 feet less. A creature of SIZ 1 or less treats the distance fallen as 35 feet less.
- ⇒ Creatures of larger size suffer more from a fall, adding their Damage Modifier to the falling damage.
- ⇒ Acrobatics can be used to mitigate falling damage – a successful roll allows the character to treat the fall as if it were 5 feet shorter than it actually is. In addition, as long as the roll is successful and your character does not suffer a Serious or Major wound due to the fall, your character lands relatively safely and is not prone.
- ⇒ Characters falling onto soft surfaces may treat the distance they fall as halved for the purposes of damage. This is always at the Games Master's discretion.
- ⇒ Characters falling onto damaging surfaces (such as a pit of spikes) will suffer the effects of the surface to all locations that are damaged in the fall.

Fires

In addition to the rules for fire found in MYTHRAS, CLASSIC FANTASY makes use of the following additions.

Combat flame spells have an effect that typically takes place over a single turn; however, they should still have a chance of igniting flammable materials. To determine the chance of this happening,

find the nearest Intensity of the flame damage on the Fire table in MYTHRAS and roll the die indicated on the Time to Ignite column. If a 1 is rolled, the object or creature has caught on fire. If a creature, calculate the number of hit locations as determined by Intensity.

The victim may attempt to smother the flames by dropping prone and making a successful Athletics roll. This requires an Action Point and may be attempted each Turn. If others assist in smothering the flame in some way, the roll is 1 grade easier. If the damage roll results in 0 damage, the fire has gone out on its own in that one location. For each location that had gone out on its own, the roll to smother the flames is also 1 grade easier. If left uncontrolled, it spreads to a number of hit locations, per round, equal to its Intensity.

Locked & Stuck Doors

The most common obstacle to the progress of an adventuring party is the door, and some may be either locked or simply stuck. However, several solutions to bypassing such an obstacle are available to an adventurer, from simply picking the lock to physically removing the offending portal from its hinges. Some of these are detailed below. Note, in most cases, a standard dungeon door is made up of wood possessing 4 Armour Points and 25 Hit Points, while an iron reinforced door would possess 6 Armour Points and 30 Hit Points. If the door is merely stuck, it may typically be bashed open with a successful Brawn roll. However, for more securely held portals, the following rules may be useful.

Picking the Lock

This is the standard method of getting through a locked door, the details of which are covered fully under the Lockpicking skill in MYTHRAS Chapter 4.

Crowbars

In addition to braining orcs and goblins, crowbars may be used to pry open a locked or stuck door with a successful Brawn roll. The Brawn roll is 1 grade more difficult if the door is locked instead of merely stuck, and typically will not work at all if the door is barred from the other side. It generally takes 1 Combat Round per attempt to force a door using a crowbar. Up to two characters may work together to crowbar a door, which follows the rules set forth under Augmenting Skills in MYTHRAS.

Breaking the Lock

Most dungeon doors use recessed locks, not padlocks. Those that do, may have the padlock broken with a few well-placed hits with a melee weapon depending upon the quality of the lock. A standard padlock possesses 6 Armour Points and 4 Hit Points, while a heavy duty padlock possesses 10 Armour Points and 6 Hit Points. Depending on the situation, it can sometimes be easier to destroy the door.

Bashing Down a Door

Physical force may be used to bash open a door. Take your character's maximum lifting capacity in SIZ (STR x2) and apply that value to the Damage Modifier table from MYTHRAS to determine how much damage can be inflicted with each Brawn attempt, remembering that failed rolls may result in injury. The Brawn roll is 1 grade more difficult if the door is locked instead of merely stuck and 2 grades more difficult if it is barred from the other side.

Each attempt to bash open a door requires a successful Brawn roll and full Combat Round. A critical allows character to do full damage, while a fumble results in the characters taking 1d6 points of damage to an arm or leg, depending on whether they were attempting to shoulder or kick in the door. There is generally room for up to two characters to attempt to bash open a door, which follows the rules detailed under Augmenting Skills in MYTHRAS. The damage is based on the combined maximum lifting capacity of both characters.

Battering Rams

Assuming the characters can find a large enough piece of timber or a wooden beam, they can always use it as a makeshift battering ram. Up to four characters can manipulate a battering ram with a minimum of one individual to either side. A battering ram follows the rules for Bashing Down a Door as noted above, except that the maximum lifting capacity is calculated based on the total STR of all individuals and then increased a further step on the Damage Modifier Table for the battering ram.

The Brawn roll is augmented by a single assisting character; the extra characters simply provide additional damage. A fumble has no negative effect. Given enough time, a battering ram may be suspended from the ceiling from support beams, if there are any. This will require a full 10 minutes to rig and at least enough rope to reach up to the ceiling and back twice. This helps support the weight of the beam and increases final damage 2 steps instead of 1 on the Damage Modifier Table. Each attempt takes 2 Combat Rounds.

Unlock Spell

A successful casting of this spell will automatically open any normally locked or stuck door, and overcome Secure Portal or Mage Lock if cast at sufficient Magnitude. See Unlock on page [151](#).

Destroying the Door

If all else fails, a door can simply be hacked to pieces. Generally, this requires the use of axes, maces, and/or clubs, as other weapons are not suitable to the task. Damage-dealing magic spells may also be used to take down a door. A door barred from the other side is extremely resistant to damage with the door receiving an additional 10 Hit Points. Up to two characters may safely work to destroy a



door. A standard dungeon door is made up of wood possessing 4 Armour Points and 25 Hit Points, while a reinforced door possesses 6 Armour Points and 30 Hit Points.

Burning Down the Door

As a final possibility, a wooden door may be set afire with a torch or fire-related spell, though the conditions within the dungeon must be dry and there must be sufficient kindling and/or firewood to keep the fire going long enough for the door to start burning on its own. The process will require at least 10 minutes for a standard door to burn and 20 minutes for a reinforced door. This time requirement may be reduced by 5 minutes if a flask of oil is first used to douse the door. The light from the fire should be treated as a campfire with regards to light and smoke. See *Vision Underground*.

Luck Points

In addition to the rules for Luck Points found in *MYTHRAS*, *CLASSIC FANTASY* makes use of the following additions.

As soon as your character has attained Rank 1 in a class, even during character creation, your character receives an additional Luck Point. This means that under most circumstances, most player characters will possess that Luck Point at the beginning of a campaign. In addition, each time a new rank is achieved, your character gains another Luck Point all the way through to Rank 5. This somewhat simulates

the gaining of extra Hit Points in level-based games, allowing characters of greater rank to better handle themselves against things like dragons, demons, devils, etc. In the case of multi-class characters, additional luck points are equal to their average rank.

For example, a fighter/magic-user/thief of ranks 4/2/2 would have 3 bonus Luck Points (4+2+2 equals 8, divided by 3 equals 2.6, rounded up to 3).

It is suggested that Games Masters not use the rules for Group Luck Points found in *MYTHRAS* along with these rules, because used together the two systems would greatly unbalance the game.

Using Luck Points

Area Effect Defence

Area effect attacks used in some spells, such as fireball, or as the primary form of attack by some monsters such as dragons, can have extremely adverse effects on player characters. By spending a single Luck Point, you may change the results of any Evade roll used to reduce this damage, with a successful roll resulting in your character taking no damage and a failed roll resulting in only half damage.

Cheat Fate

When using a Luck Point to Cheat Fate as per *MYTHRAS*, you may choose the better of the 2 rolls and you are not required to use the second roll if it will produce a less desirable result. In the case of an area of effect attack, where 1 roll affects the entire party, forcing a re-roll will only change the results of the character that spends the Luck Point.

Also, because *CLASSIC FANTASY* introduces the option for spell casters who fail their casting roll to 'force' the spell, turning it into a success at the expense of having it expunged from their memory, the following new rules are introduced. If the caster decides to force a failed spell casting, and the targeted player character spends a Luck Point to force a re-roll, the caster instead must make a Willpower roll to see if it is possible to force it. If the caster succeeds, the spell is forced as desired; if the caster fails, the original casting roll stands. Of course, casters who are player characters have the option of spending a Luck Point of their own to re-roll the Willpower test. See Chapter 8 for additional rules on forcing a failed spell roll.

Desperate Effort

No change, as per *MYTHRAS*.

Mitigate Damage

No change, as per *MYTHRAS*.

Passions

Introduced during the character creation chapters, a Passion is any deeply held commitment that has the capacity to influence events during play. Although they can be used as stand-alone abilities (to call them skills is to do them a disservice), Passions are further expanded below to explain in more detail how they work and how they can influence CLASSIC FANTASY characters and campaigns.

In summary, Passions can be used as follows:

- ⇒ To augment another skill, reflecting the depth of one's feeling and how that feeling drives action.
- ⇒ When used in this regard, the Passion adds 20% of its value to a skill being used, as long as the augmentation is thematically and dramatically important.
- ⇒ As an ability in its own right to drive choices, desires, and emotional actions and responses. When used in this way a standard roll is made against a Passion to determine how strongly the character thinks and feels about something. If a roll is a success, then the character acts in line with what the Passion would dictate. If the roll fails, then the character can act freely without feeling constrained by the Passion's drives.
- ⇒ To oppose other Passions – even those held by the same character. This is typically used where two Passions would conflict. For instance, a personal love might dictate a course of action that would be contrary to an oath or loyalty. Here use an opposed roll between the two Passions with the more successful determining how the character acts.
- ⇒ As a general measure of depth of commitment, belief, and loyalty to a cause. The higher the Passion's value, the more committed the character is. Characters with similar Passions can compare and contrast their ratings to determine who exhibits the deeper commitment.
- ⇒ To resist some form of psychological manipulation or magical domination. In certain cases where characters are being forced into performing an act contrary to his Passions, they may substitute their Passion for the usual Willpower in the opposed roll.

During character creation, characters establish several starting Passions; however, new Passions can be developed at any point during a CLASSIC FANTASY game session if the circumstances warrant it. One might instantly develop 'Hate X', where someone else does something that would strongly invoke hatred to arise. A lord or chief calling for an oath would immediately establish a Passion of 'Loyalty to X' as soon as that oath is taken or sworn – something explored further under Oaths in Chapter 3.

Passions developed during play in this way cost no Experience Rolls and are established there and then. Of course, you can also choose to establish a Passion during improvement, at the cost of an Experience roll to gain a Passion at its base value: see the chart on page 30 of *Chapter 2 Race and Culture*.

Deepening and Waning

Passions can increase during a game independently of Experience Rolls, based on the strength of whatever occurred to trigger the increase. Also Passions can, and do, wane. A strongly held belief can be shaken by many things, leading to that Passion being either reduced or, in more extreme circumstances, reversed completely.

For instance, a character with 'Trust Chieftain' might, if the chieftain acts treacherously, either reduce the Passion or turn into 'Distrust Chieftain' at the same percentage. The Games Master needs to determine if a Passion reduces or reverses. If it reduces, then it does so according to the strength of the source of the change.

The Deepening and Waning table shows by how much the Passion changes depending on the strength of the change.

PASSIONS: DEEPENING & WANING

Degree of Change	Change
Weak	1d10
Moderate	1d10+5
Strong	1d10+10

Recovering Spent Ammunition

Archers, crossbowmen, and slingers need to know how much of their spent ammunition is recoverable. This is as much a factor of luck as it is skill, because even if every shot was right on target, there is a chance of the victim breaking an arrow or bolt when finally felled, or a sling bullet bouncing off a shattered skull, never to be found again. After the battle, the original owner of the ammunition makes a Perception roll and the degree of success determines the amount recovered as follows:

- ⇒ Fumble: Recover 25% of all spent ammunition
- ⇒ Failure: Recover 50% of all spent ammunition
- ⇒ Success: Recover 75% of all spent ammunition
- ⇒ Critical: Recover 100% of all spent ammunition

A second character can attempt to assist the first in searching for ammunition, which follows the rules set forth under Augmenting

Skills. The Perception chance to recover magic ammunition may be made 1 grade easier with a successful casting of Detect Magic.

A separate roll should be made for each different type of ammunition used over the course of the battle by the character, such as a character that shot four normal arrows and three +2 arrows. Where only one piece of ammunition was used in the battle or a special piece of ammunition is being sought after, like an arrow of giant slaying. A standard success or better indicates the ammunition has been found, while a failure or worse results in the ammunition not being recovered. Ammunition not recovered can be assumed to have been lost or broken in the chaos of battle.

Example: Sorack Blackwolf attempts to recover all the arrows he used during an engagement with an orc patrol. He fired one +1 arrow and five normal arrows over the course of the battle and each type will require its own roll. Sorack's ally Lilly Tanglefoot is present and offers help to him recover his spent arrows. Lilly's Perception of 60% allows her to add a further +12% (20% of 60 = 12) to Sorack's Perception of 72, bringing it to 84%. He first chooses to find his +1 arrow and rolls an 89, a failure. The Games Master informs him that the arrow broke when it missed the patrol leader and struck the stone cavern wall behind him. Finally, he and Lilly search for the five normal arrows. He rolls a 9, which under normal circumstances would be a critical success. However, as Sorack's skill is currently being augmented by Lilly helping him, his critical range is unchanged and remains an 8. He rolls a standard success and recovers 75% of his normal arrows. Sorack has lost only one normal arrow in the battle; however, he also lost his favoured magic arrow.

Repairing Damaged Weapons & Armour

Damaged weapons and armour may be repaired using suitable Craft skills, and repairs require that the item did not take more than half its Armour or Hit Points in damage, as that signifies too great a loss of structural integrity for the repairs to hold. Each repair attempt typically takes anywhere from as little as 5 minutes to as long as several hours, depending on the type of material and degree of damage. A successful roll will repair 1d3+1 Armour Points in the case of armour, with each location requiring a separate roll, or 1d3+1 Hit Points in the case of weapons.

A critical result repairs 5 Armour or Hit Points with no roll necessary.

A fumble actually weakens the structure of the item being repaired, causing an additional 1d4 points of damage. If this reduces the items total Armour/Hit Points below half, the item is rendered unrepairable.

Example: After the battle, Sir Valamir Drake looks over the damage to his kite shield (4 AP, normally 15 HP). It took a sundering hit during the battle bringing it down to 8 HP while attempting to parry the massive club used by the now twitching corpse of the ogre chieftain. Later after returning to Dunfel, Valamir visits Fimerick, the dwarf armour and weapon smith, to see what can be done to

save it. The Games Master informs Mark, Valamir's player that it will require Fimerick 1 hour per attempt to repair the shield.

Fimerick's first roll is a success, and rolling 1d3+1, repairs 4 of the shield's lost Hit Points. However, Fimerick's second roll is a fumble, resulting in the loss of 2 HP to the shield.

If the fumble had been Fimerick's first roll, the shield's Hit Points would have been reduced below half, resulting in an irreparably damaged kite shield. Luckily, Fimerick can continue with the repairs.

Searching Rooms & Finding Secret or Concealed Doors

When exploring a dungeon environment, the characters will be on the lookout for traps, hidden items, and both secret and concealed doors. Traps are covered in more detail on page 93, but additional information related to finding them can be found under Searching below. Secret doors are those that are designed to blend with the surroundings of the dungeon, while a concealed door is typically camouflaged by placing an object of some type, such as a mirror, dresser, or bookcase, in front of it. It is also very common to conceal a trapdoor in the floor with a large rug. Also it is not out of the question to find a secret door behind such camouflage, increasing the odds of it going unnoticed.

Searching

It typically requires 1 minute to thoroughly search a 1.5 square metre (5 foot square) area, and if the characters are searching an entire room, the Games Master should just determine the total area to calculate how long the search will take. This requires 1 roll per character for the entire area, rather than once per 1.5 square metres, and assumes each character is double checking where the others have already looked, increasing the chance of success.

If time is of an issue, they may divide the area of the room between them. In this case, the Games Master should ask each player which section of the room that character is searching to determine which character has the chance to actually find an item of interest, if any. In either case, the Games Master should roll these dice out of sight of the players so as not to give away whether there is actually anything to find there or not.

Secret Doors

The only chance a character has to spot a secret door is to actively search the area for one; it is impossible to just stumble across it. Therefore, players are required to tell the Games Master whenever they are searching an area. Though they do not have to specify that they are looking for secret doors, a successful roll will turn up



a secret door if one is present, along with anything else a successful Perception roll will reveal. The actual Perception roll is opposed by the original designer's appropriate Craft skill, in the case of simple secret doors made of wood or stone. Larger and more complicated secret doors involving trip levers, pulley systems, recessed sliding walls, etc., would require an opposed Perception roll with a Difficulty grade of Hard vs. Engineering.

Sometimes finding a secret or concealed door is not as easy as just pulling out a dresser or spotting the secret door, as some portals may only be opened if a hidden trigger of some type is first found. This could be anything from a loose brick that, when depressed, causes the bookcase to slide into the wall revealing a hidden chamber, to a torch sconce that, when pulled down, causes a section of the dungeon wall to swing away, revealing a descending stairwell beyond. The Games Master should exercise judgment in these cases, for example, ruling that finding the correct brick to open the bookcase requires a Perception roll of Hard Difficulty, while finding the torch sconce requires a player specifically telling the Games Master the character is actually pulling on it to see what happens. It is possible to find the lever or button without even finding the secret or concealed door. In this case, the door is automatically found when and if the trigger is activated.

Concealed Doors

Concealed doors are generally easier to find than secret doors, assuming the characters think to look for them. Of course, both elves and half-elves are allowed a Formidable Perception skill test to notice a concealed door when merely passing within 3 metres (10 feet) of one. In this case, the character's keen senses have noticed an anomaly rather than the actual concealed door, for example, a dresser pulled out just a little too much on one side, a rug flipped up on one corner, or a mirror slightly askew. Actively searching allows an opposed Perception roll vs. the Conceal skill of the character that hid the door. However, at any time, the player can tell the Games Master that they are looking behind a particular object to see if there is anything there, and if present, a concealed door will be automatically revealed. See the Conceal skill in MYTHRAS for additional information.

Moving the concealing object generally only takes 1 Round for items with a SIZ equal to up to half the character's STR, like a small rug or a mirror. For anything with a SIZ of up to twice the character's STR, like a dresser or desk, it takes 1 minute and requires a standard Difficulty Brawn roll. Anything larger than this will require a Brawn roll with a Difficulty grade of Hard and takes 5 minutes.

Two characters may work together to move large objects, following the rules set forth under the general rules for Augmenting Skills. This reduces the time required by half. There is no roll required to find a door concealed behind an object unless it is a secret door, in which case, follow the rules on secret doors above.

As a reminder, typical objects possess 1 SIZ for every 3 ENC.

Securing a Door

Sometimes the party wants to get through a door, other times they want to keep others from doing so, such as an angry basilisk or an irate ogre. There are several methods of keeping a door shut and these are discussed below.

Lock the Door

This is the most obvious method, though unless the characters possess a key, this can prove difficult. Even so, several solutions still exist. First, if the door has a deadbolt, it can be set using a single Ready Action, assuming it's on the same side of the door as the character is. A padlock may simply be 'closed' to lock a door, though it would need to be picked later if no key exists. Securing a padlock also takes but a single Ready Action, assuming the lock is already in place, otherwise it requires another Ready Action to first attach the lock to the door. Without a key, a recessed lock can still be secured with a successful Lockpicking skill roll in the same way it would be used to open it, opposed by the Mechanisms skill of the lock's designer, as usual.

Locking a door using lockpicks assume special ‘thieves tools’ are being used, and any attempt while using improvised tools is 1 grade more difficult. Additional information can be found under the Lock-picking skill in MYTHRAS.

Bar the Door

This is one of the most efficient methods of securing a door, as it adds considerable reinforcement to the structure and frame. See Locked and Stuck Doors above for additional information on the advantages of barring a door versus the various methods of forcing one.

Physically Hold the Door

Sometimes there is nothing available with which to secure a door and desperation causes the characters to hold it shut using nothing but raw strength. In this case, the action becomes an opposed Brawn roll vs. the Brawn of whatever’s on the other side. Typically, there is room in a doorway for up to two characters to physically hold it shut, which follows the rules set forth under Augmenting Skills. This takes an amount of time equal to that taken by the attackers in their attempts to force the door. Physically holding a door has no effect against weapons other than battering rams.

Barricade the Door

It is possible to place all kinds of junk in front of a door to make it that much more difficult for an opponent to gain entry. Typically, barricades add a further Hit Point for every 1 point of SIZ possessed by the object.

For example, dragging a SIZ 18 dresser in front of a normal dungeon door will add a further 18 HP to the door for purposes of resisting gaining entry through force. This may be combined with locking, dead bolting, or barring for additional effect. The Games Master will need to determine the time required based on the size, construction, and distance of the objects on a case-by-case basis.

Spike the Door

Spikes may be driven into a door with each increasing the difficulty of forcing it by 1 grade. Each requires the use of a mallet or similar tool, and a full combat round. Once a door has been spiked, it may never be opened again normally and must be broken down or otherwise destroyed to go through it, only at that point can the spikes be retrieved.

Wedge the Door

Wooden wedges or even spikes may be slid under the door in an attempt to increase the difficulty of forcing it open. The difficulty to force the door is increased by 1 grade for every wedge used, and a maximum of two wedges may be used on a single door. It takes an Action Point to securely insert a single wedge. The advantage of

wedging a door over spiking it is that the wedges are easily retrievable afterwards.

Spells

Finally, a successful casting of Secure Portal or Mage Lock will automatically hold a door for the duration. See page 142 and 148 for the description of the spells.

Tight Spaces

Sometimes characters just have to go someplace they’re not designed to fit. These places will have a SIZ rating just like a character. If your SIZ is less than the SIZ of the space, you can enter it with no problem. If your SIZ is equal to or greater than the SIZ of the space, then you’re going to have to squeeze your way in with a successful Athletics roll. In each case, you will need to figure all carried ENC

TIGHT SPACES

Character’s SIZ is...	Athletics Skill Grade
Less than Location SIZ	Automatic; full Movement rate
Equal to Location SIZ	Standard; no adjustment
1 greater than Location SIZ	Hard; reduce the skill value by one third
2 greater than Location SIZ	Formidable; reduce the skill value by half
3+ greater than Location SIZ	Hopeless; No attempt can be made



into your SIZ calculation, figuring for armour, but not normal clothing. Under normal circumstances, 3 ENC equals 1 SIZ.

Your final chance of success is determined according to the following table.

Traps

Because of the importance placed on traps in the dungeon environment, all have been reprinted from MYTHRAS in this chapter. In addition, CLASSIC FANTASY includes a large selection of new traps. The reader will still need to refer to MYTHRAS for rules on using the following traps.

Sample Traps

These are example traps which Games Masters can use as templates to create their own devious devices.

Alarm Trap

This simple trap may represent anything from a pile of pots and pans placed behind a closed door, to a more complicated cable and pulley system designed to cause a hammer to strike a gong every 30 seconds until deactivated. If the trap is not found and disarmed, it will alert all within hearing range that intruders have entered their territory.

Purpose: Alarm

Trigger: Walking into a tripwire or stepping on a pressure plate

Difficulty: 60%

Resistance: None

Effect: If activated a bell starts to ring and continues for 1 minute alerting all within 10 metres (30 feet). Enemies from 11 to 18 metres (31 to 60 feet) are alerted with a successful Perception roll, while those from 19 to 28 metres (61 to 90 feet) will hear the alarm with a Perception roll at a Difficulty grade of Hard.

Corrosive Gas Trap

When this trap is sprung, a cloud of corrosive gas floods the confines of a small room.

Purpose: Maiming or Death

Trigger: Walking into a tripwire, stepping on a pressure plate, or opening a chest

Difficulty: 80%

Resistance: Armour. The characters can attempt to get out through the now locked door, see *Locked and Stuck Doors* on page 87, or ride out the duration of the gas.

Effect: When triggered, the only door into this room closes and locks behind the party. Small hidden vents then begin filling the room with a corrosive gas. Luckily for the adventurers, time has weakened the corrosiveness of the gas, which is now

equivalent to a weak acid. The acid does 1d2 points of damage to all exposed hit locations as well as the Armour Points of any armour worn. Once the armour has been reduced to 0, the previously protected hit locations begin to take damage as well. Characters that state that they are holding their breath may do so for a number of seconds equal to their Endurance skill, otherwise they begin taking an additional 1d2 points of damage directly to their chest hit location as the acid begins to burn their throat and lungs. This is in addition to any damage to the chest normally. After 8 Rounds, the acid stops venting into the room and 3 Rounds after that completely dissipates.

Crushing Roof (reprint)

This trap often takes the form of a small room or short length of corridor. The trap has a lure of some sort, usually something of an artistic or valuable nature, which attracts the victims to enter. Most crushing roof traps are dead ends with only one entry, perhaps with a false door on the other side; rarely they are used as additional security to prevent illicit access to a real doorway.

When triggered, the entry portal slams closed with a metal portcullis, which locks into place. The roof then gradually lowers, its support pillars sinking into the floor as their supporting sand flows away; or if the ceiling is suspended from some sort of ratchet device, the chains play out.

Due to the difficulty of carving entire roofs from a single piece of rock, most ceilings are actually made of plastered wood, weighted on top with large rocks to provide extra mass. Unless the creator deliberately incorporated a secret trapdoor in the ceiling to provide an emergency escape route, victims typically suffer a long, slow demise as the weight of the roof crushes them to death.

Purpose: Death

Trigger: Moving the lure object

Difficulty: 80%

Resistance: Evade to dive clear of the room before the entry slams shut. If several characters are trapped within the chamber, they may attempt to support the roof with Brawn whilst a companion attempts to open the door or find something with which to wedge or support the roof. In this circumstance, add the SIZ and STR of every resisting character to calculate their combined Damage Modifier, and use this value with the highest Brawn skill of the party against the trap's Damage Modifier of 2d8.

Effect: Once the ceiling lowers far enough, victims become pinned to the floor and receive 2d8 damage per round to a random Hit Location, armour does not protect – eventually crushing every bone in their bodies.

Lotus Pollen Trap

This cruel trap is designed to fill an area with lotus dust when activated, killing those who fail to react fast enough.

Purpose: Death

Trigger: Walking into a tripwire, stepping on a pressure plate, or opening a chest

Difficulty: 80%

Resistance: Willpower

Effect: When triggered, a sweet smelling pollen fills an area 3 metres (10 feet) in radius. If a Willpower roll is successful, the victim is able to resist the enticing scent and hold their breath long enough to extricate themselves from the area of effect. Those who are less fortunate succumb to the sweet, cloying scent, experiencing ecstasy for 1d3 rounds, after which their heart bursts and they die a painful, agonising death. This may only be treated by an infusion of the rare Golden Lotus, which brings complete recovery, otherwise magic must be used.

Pitfall (reprint)

A pitfall is an archetypal trap used by every culture. It can take the form a simple dug pit covered by branches and leaves or reach the sophistication of stone-walled sumps beneath hinged false floors that are counterbalanced to swing back up into place after a victim drops in. Pitfalls do damage equal to the distance fallen.

Pits need not be particularly deep. If designed for capture, a simple amphora or lobster pot shape will prevent escape from climbing, as will walls that are chiselled smooth or made from crumbling material that gives way under a character's weight.

Pits that are instead intended to kill usually line the floor with dozens of stakes, closely packed, so that a falling character will inevitably become impaled. Other options could include filling the bottom with a weak acid, water deep enough to drown in, or starving rats.

Purpose: Ensnaring or Death

Trigger: Walking across the false surface covering the pit

Difficulty: 60%

Resistance: Either Evade to jump clear or a Hard Athletics roll to catch the edge as they drop.

Effect: The typical dungeon pit trap is 3 metres (10 feet) deep and inflicts 1d6 damage to a random Hit Location; armour does not protect as this is concussive or impaling damage. Deeper pits inflict damage as per Falling in MYTHRAS. Secondary effects are left to the Games Master's imagination, but some of the more common examples are noted below.

Variation (Spiked Pit)

Spikes do 1d4+1 points of damage in addition to the falling damage. A character falling into such a pit can expect to land on a number of spikes based on the skill of the trap maker. Typically, a more skilled trap designer will litter the floor with more spikes, increasing its deadliness. The number of potential hit locations struck is determined on the Damage column of the Death Trap Damage table from MYTHRAS, however reduced 4 grades and further reduced by -1. For example, a spiked pitfall designed by a trap maker with a 60% skill, will have the floor lined with spikes doing 1d4+1 points

of damage to 1d4-1 hit locations. If the number of locations rolled results in 0, the victim has been lucky and managed to miss all the spikes. A location rolled multiple times has been struck by multiple spikes.

Variation (Water-filled Pit)

This pit is either filled three quarters of the way with water through design or by natural means. A character unexpectedly falling into such a pit will take no damage from the fall, but must make a Swim roll to grab a breath or immediately start to drown. See Asphyxiation, Drowning and Suffocation in MYTHRAS for additional information.

Variation (Vermin Pit)

This pit has been filled with anything from swarms of insects or rats to snakes or even slimes or moulds. The Games Master should consult Chapter 11 for the write-up of the chosen critter. This will typically be found under the write-up for Small Animal.

Variation (Acid Pit)

One of the nastiest of pit traps is the acid pit. Unless the Games Master has determined beforehand, assume the pit is filled to roughly knee deep to an average human. Weak acid will do 1d2 points of damage, strong 1d4 points of damage, and concentrated 1d6 points of damage every round. The Games Master will need to determine which hit locations are effected on a case-by-case basis, depending on the situation. For example, a SIZ 13 character in knee deep acid would take damage to both legs, while a character of SIZ 7 in the same acid could be expected to take damage to the abdomen as well. See Acid on page 84 for further effects.

Poison Gas Trap

This common yet deadly trap is found throughout many of the ancient tombs and dungeons of The World of Grey Moor. Designed to kill one or more victims by filling the area with toxic gas when activated, the poison gas trap is a favourite of those wishing to protect their property.

Purpose: Death

Trigger: Walking into a tripwire, stepping on a pressure plate, or opening a chest

Difficulty: 60%

Resistance: Evade, Endurance

Effect: When triggered, a clear, colourless gas fills an area 3 metres (10 feet) in radius accompanied by a loud hiss. If an Evade roll is successful, the victim is able to leap clear of the area of effect. Those that are less fortunate do not react in time and breathe in an unhealthy amount of the foul smelling gas and require a successful Endurance roll. Failing this check causes the victim to collapse incapacitated after an onset time of 1d4 rounds, and then die after a number of rounds equal to CON. This may be treated before death by an anti-venom potion, which allows complete recovery, otherwise magic must be used.

Poison Needle Trap

This is another common trap found anywhere from a king's chamber to a forgotten tomb. This trap is typically placed upon a chest, but could be found protecting door locks as well. Unless opened with the proper key, the trap will expel a small poison needle into the hand of any attempting to pick the lock.

Purpose: Ensnaring or Death

Trigger: Attempting to pick the lock of the trapped object.

Difficulty: 60%

Resistance: Endurance

Effect: When triggered, a small poison needle springs out and sticks into the hand of any attempting to pick the lock. Any poison may be used to coat the needle. If the poison is deadly, use the effects detailed for the Poison Gas Trap above, however, applied only to the unfortunate lockpicker. For a non-lethal sleeping poison, use the effects noted under the Sleeping Gas Trap below.

Projectile Trap

Projectile traps typically shoot a crossbow bolt, arrow, or dart on a predefined course into a room or corridor. Usually a tripwire is placed in the path of potential intruders or a pressure plate in the floor is set to depress when any weight is set upon it, launching the projectile directly at the unfortunate victim. However, any character in the path of the projectile may be struck.

Purpose: Maiming

Trigger: Walking into a tripwire or stepping on a pressure plate

Difficulty: 50%

Resistance: Either Evade to dive aside or a Hard Parry roll if wielding a shield. Passive Blocking may apply if previously declared.

Effect: The projectile inflicts 1d10 damage to a random hit location. If the trap gains one or more levels of success over the victim it can apply special effects, such as Impale.

Variation (Poison): This projectile is designed to deliver poison to the target in addition to its normal damage. See Disease and Poison in MYTHRAS for further information.

Variation (Multiple Projectiles): This trap fires any number of smaller bolts at one target or spread out to potentially strike multiple individuals. If fired at a single target, damage may affect multiple random hit locations, with each additional bolt reducing the damage by 1 grade. For example, a multi-projectile trap with 50% Difficulty would do 1d8 damage to 1d2 hit locations, 1d6 damage to 1d3 hit locations, 1d4 damage to 1d4 locations, etc.

If designed to strike multiple individuals, then each projectile beyond the first reduces its damage by 1 grade and all must be within 60 degree arc of the trap. Each target struck takes the damage to 1



hit location. For example, a multi-projectile trap with 50% Difficulty could do 1d8 damage to two individuals, 1d6 damage to three individuals, 1d4 damage to four individuals, etc., as long as the targets were all in the area of effect. If there are fewer targets than there are projectiles, the extra automatically miss.

The number of bolts fired, as well as their arc of fire, is set when the trap is designed and cannot be changed.

Sleeping Gas Trap

This gas trap is designed to capture instead of kill. Otherwise, it is used in the same situations as the Poison Gas Trap above.

Purpose: Ensnaring

Trigger: Walking into a tripwire, stepping on a pressure plate, or opening a chest

Difficulty: 60%

Resistance: Evade, Endurance

Effect: When triggered, a clear, colourless gas fills an area 3 metres (10 feet) in radius accompanied by a loud hiss. If an Evade roll is successful, the victim is able to leap clear of the area of effect. Those that are less fortunate do not react in time and breathe in an amount of the foul smelling gas and require a successful Endurance roll. Failing this check causes the victim to collapse incapacitated after an onset time of 1d4 rounds and remain unconscious for 1d4+1 hours, unable to

be awoken until the duration ends. This may be counteracted by the *Healing* skill and use of a strong stimulant, otherwise magic must be used.

Spear Trap (reprint)

Spear traps are complex devices, which require hidden niches or a separate chamber in which their mechanical launchers must be set. Their primary mode of operating is to drive a spear through a wall or floor, powered by a counterweighted lever or compressed spring.

The manner of their placement can be quite inventive. Instead of the traditional spear hidden behind plaster or bas-reliefs, some versions have the spear in plain sight, held in the raised hand of an innocuous looking statue, for instance, whose arm might pivot down to stab a victim from above.

Purpose: Maiming

Trigger: Stepping on a pressure plate or moving an object

Difficulty: 75%

Resistance: Either Evade to dive aside or a Hard Parry roll if wielding a shield.

Effect: The spear inflicts 2d8 damage to a random hit location, but can be (partially) parried by a shield if its size is sufficient to counteract the spear's size of Huge. If the trap gains one or more levels of success over the victim, it can apply Special Effects, such as Impale.

Visibility Underground

Dungeons and natural caverns are very dark, and without a source of light, the average adventurer has little to no chance to survive the dangers that lurk deep below ground. What follows, are some rules covering the effects of different light sources and methods of vision, and their effects on the typical adventurer.

Normal Vision

Most dungeons are pitch black, and without a form of heightened vision or a light source, typical human adventurers will not be able to see their hands in front of their faces.

Infravision

Most demi-human and humanoid species, elves, dwarves, goblins, kobolds, etc., possess infravision. This typically allows them to see out to 18 metres (60 feet) in total darkness. Therefore, in many ways, infravision is similar to the Dark Sight talent or spell in MYTHRAS. However, infravision functions under completely different rules, and while considerably more common, is inferior to Dark Sight in many ways and will never replace a good torch or lantern. That's why one

will never see a dwarven subterranean city without artificial lighting illuminating the streets and tunnels.

Infravision only discerns varying degrees of heat, or lack thereof. For example, it will spot an orc running down a dungeon hallway, because of the contrast between the warmth of the orc's body and the cool walls of the dungeon. Undead, on the other hand, can go completely unnoticed, as they have long ago succumbed to that bane of infravision: room temperature.

Objects at room temperature tend to 'blend' when viewed using infravision, and a Perception roll is required to notice subtle variations in the ambient temperature. For example, a wooden door will be slightly warmer than the surrounding stone walls of a dungeon and will show up without the need of a Perception roll. Most traps, however, being at room temperature and hidden as well, are very difficult to spot using nothing more than infravision. A Perception roll is required when trying to distinguish any object at room temperature using infravision. In addition, if the object is stationary, the Difficulty is increased 1 grade.

The final problem with infravision is other light sources. Standing within the radius of a light source will totally negate any effects granted by infravision, as the heat of it washes out everything else.

Torches

A torch is just a short piece of wood, usually with a cloth soaked in oil, pitch, or tar wrapped around one end. When lit, a torch sheds light over a 3 metre (10 foot) radius. A torch will burn for about 1 hour.

Of course, a torch is also useful for setting flammable materials, such as oil alight; however, contrary to popular myth, webs are not flammable but will take normal burning damage if a torch is used to burn through one. If used as a weapon, a torch is treated as a club, doing an extra 1d4 fire damage with a strike, and if held against a flammable creature or object for 1d3 rounds, the creature or object will ignite.

If dropped, a torch has a 10% chance of going out, and a thrown torch has a 60% chance to go out. A torch that is dropped on a flammable surface or items, and does not go out, may set what it touches alight.

Assuming suitable wood or branches are available, it requires 1 flask of oil to create 6 torches.

Lanterns

A basic lantern provides light covering a 3 metre (10 foot) radius. A hooded lantern projects light in a 1.5 metre (5 foot) wide beam that is 10 metres (30 foot) long.

If dropped, a lantern has a 90% chance of breaking, spilling the oil, and setting fire to a 3 metre (10 foot) radius, or a 1.5 metre (5 foot)

radius if only partially full. A thrown lantern automatically breaks. An attacker may target a held lantern with a Choose Location Special Effect, if so the lantern automatically breaks, covering the area and possibly the user with flaming oil.

A lantern consumes 1 flask of oil in 2 hours.

Campfires

A campfire will illuminate everything in a 6 metre (20 foot) radius and will burn for about 2 hours if left unattended; however, as long as fuel is provided a campfire will burn indefinitely. Standing within 6 metres of a campfire while in the unventilated confines of a sealed or poorly ventilated chamber can cause unwanted side effects as well; see Asphyxiation, Drowning, and Suffocation in MYTHRAS for further details.

Vision Distance

When underground, any light source can be seen within 'line of sight', and light from a torch or lantern can be seen around one 'bend' in a tunnel or corridor if that bend is within the light's radius. Brighter light, like that from a campfire or an illumined cavern or chamber, can be seen much further. A character in complete darkness, using infravision or otherwise, can see light at an even greater distance. The Games Master must exercise judgment to determine at which distance a given light source may be seen.

Where to Rest & Recover

The party's spell casters are dangerously low on Magic Points and its fighters are in need of healing. It is time to set up camp. As the Games Master, you have to be careful or camping will become routine and so commonplace that your players will be setting camp after every battle, making it far too easy and predictable to rest and recover. It is better for the campaign that the players not know when their characters will get another chance to rest. While exploring the dungeon, there are several 'safe' times when setting camp is a realistic possibility as follows.

Secret Chambers

If the party has discovered a secret room and there is evidence that it has remained undisturbed, this is an ideal location to set up camp and can possibly be used multiple times as a base of operations within the dungeon. If the characters are careful, it can also be used to store any treasure found by the party until they are ready to exit the dungeon. If the party does use this location multiple times and there is evidence that the party has not left the dungeon, you can have the monster with the best INT, usually the boss of the dungeon, make a Perception roll with a Difficulty grade of Formidable to see

if the boss starts sending out patrols to search for secret rooms. The boss may also have the stealthier minions spy on the party. Once the characters are found, a sneak attack should not be far behind. Also, in the case of using their base to store treasure, such circumstances could lead to plundering by the minions whilst the adventurers are out exploring.

Securing a Room

The party may secure the door to a secluded room using any of the options detailed in Securing a Door (page 91). However, if the dungeon's inhabitants use regular patrols, it is only a matter of time before they notice the now-inaccessible room and get curious.

The Games Master should roll for random encounters outside the room as normal, and whenever an intelligent monster is randomly determined, have it make a Perception roll. If successful, it realises something is out of place. The Games Master can decide whether it quietly heads off to get reinforcements or checks out the room on its own based on its courage and disposition. This option is only feasible if the monsters on the level in question are sapient, or the party has remained undetected up until this point; otherwise, they will be under constant attack while holed up.

Camping Outside the Dungeon

The party may leave the dungeon, if possible, and camp within sight of it. If they choose this option, they must remain vigilant for possible wilderness predators as well as adversaries leaving the dungeon to hunt or scout. Generally, dungeons that are inhabited by intelligent adversaries will send out periodic patrols or station guards at the entrance, so it is best for the party to be a good distance away, and yet still have a fair view of the ruins or entrance. The latter is one of the safer choices, as the party can keep an eye on the entrance to the dungeon and at the same time have a good escape route if things get dangerous.

Returning to Town

This option gives the party the chance to lug home all their hard-won treasure, and possibly re-equip with better weapons and armour for the return trip. The downside is the time the party must spend away from the dungeon, leading to the possibility of having to explore areas already cleared out all over again. Also this may not be the most feasible choice depending on the distance of the dungeon from civilisation, but at the same time, it may be necessary if the party is low on supplies or in dire need of healing.

Repopulating the Dungeon

In all of the above cases, the Games Master must take into account that in a realistic living and breathing dungeon, monsters will not sit quietly in their rooms waiting to be found and killed by a group of adventurers.



For each 8 hours that the party spends holed up in a forgotten chamber or away from the dungeon altogether, there is a chance that previously 'cleared out' rooms will become re-inhabited. The Games Master should roll 1d3-1; this is the number of previously explored rooms that are now re-occupied. The first re-occupied will always be guardrooms or sentry posts, but beyond that, the Games Master may pick, using a method of choosing. In this case, the Games Master is encouraged to choose creatures from the particular dungeon's wandering monster table unless specific ones have been added between sessions to tailor new encounters.

Even after a level of a dungeon has been cleared of all monsters, there is a chance for creatures from the lower levels to make their way up to repopulate the now-vacant rooms above at a rate of 1d3-1 rooms every 24 hours instead of every 8. However, this will typically be creatures found to inhabit that dungeon level, if possible.

Finally, a completely cleared dungeon will not stay empty for long, as new monsters find their way in from the outside world, repopulating

rooms at a rate of 1d3-1 per month, unless the characters think of some fool-proof way of sealing all entrances. In this case, the Games Master may repopulate the dungeon with completely new creatures and create a completely new wandering monster table. Only by permanently stationing patrols and guards at a dungeon or ruins is it even remotely possible to be sure to keep out new vermin.

The end result is that the players should see it as a fine balancing act as to how often to set up camp or return for supplies, for doing it too often is to risk making no progress, and possibly even losing ground in the long run.

7: Combat

The Miniatures System described in this chapter uses the standard combat system found in MYTHRAS as its base. While some changes have been made to facilitate tabletop play, it is still very much the core system. The rules that follow are very detailed in an attempt to be all encompassing and may not be appropriate for all groups. Games Masters should use as much or as little of it as makes them and their players comfortable. It should also be noted that this chapter includes several new rules that players may find useful whether using miniatures or not.

Rule Changes

CLASSIC FANTASY either adjusts or eliminates the following rules found in the Combat chapters of MYTHRAS:

- ⇒ **Movement:** CLASSIC FANTASY assumes the use of miniatures throughout this chapter, however their use is not necessary to fully enjoy the game. Movement options are detailed below.
- ⇒ **Initiative:** This replaces Strike Rank, the term used in MYTHRAS. MYTHRAS also uses Initiative to describe the order of actions in a Combat Round sequence. Although the name is different, Initiative works in *exactly* the same way as Strike Rank.
- ⇒ **Combat Styles:** Combat Styles are now all-encompassing and based on class.
- ⇒ **Weapon Choices:** These are typically determined by the character's class and not player choice; however, this section provides an interesting comparison of weapon types and is still useful for deciding which weapons to use in combat.
- ⇒ **Combat Style Benefits:** These are replaced with class talents
- ⇒ **Example Combat Style Traits:** These are replaced with class talents

Miniatures Tactical Combat

When using miniatures in combat, movement (referred to as Tactical Movement) is strictly enforced. Typically, the playing surface is marked off in either 1.5 or 3 metre squares (5 or 10 feet, respectively). This chapter uses the core combat system as presented in MYTHRAS; however, elements have been reformatted and streamlined to more easily incorporate the use of miniatures. Feel free to continue using the core system independently if your group has become comfortable with it, or if you don't wish to incorporate the tactical rules presented here, you can just lift elements from this chapter to suit your playstyle.

Learning New Combat Styles

While most classes feature a Combat Style with a large variety of weapons, sometimes characters will still desire to add a different weapon to their existing style. After a campaign is underway, and if the Games Master approves, characters may be allowed to learn how to use a weapon for which they do not currently possess a skill. This does not apply to weapons that are shunned by a class for some reason, such as bloodletting weapons in the case of a cleric or ranged weapons in the case of a cavalier and paladin.

Adding a new weapon to a Combat Style requires 1 Experience Roll and takes 1 month of training in the weapon. This allows the new weapon to be wielded using the character's Combat Style at 1 grade of Difficulty. After a further play session involving the award of Experience Rolls, a second month of training allows the weapon to be used at full skill level. This requires the player to expend an additional Experience Roll as normal.

Miniatures Combat Order of Play

CLASSIC FANTASY's Order of Play, showing the steps needed to conduct miniatures combat, is detailed below.

Step 0: Initiative Phase

All players roll 1d10 and add their Initiative to determine their order for the current situation. Unless something occurs to change the situation, such as certain Combat Actions or Special Effects, initiative remains in play until it is forced to be re-rolled.

Proceed to Step 1: Book-keeping Phase. However at the start of combat, there will usually be no book keeping required and the Games Master may instead proceed to Step 2: Action Phase.

Step 1: Bookkeeping Phase

During the Bookkeeping Phase, effects with an ongoing duration or actions that require 1 or more full Rounds to complete are tracked. These could be spells with a lengthy casting time, Rounds required to conduct first aid or pick a lock, or even the number of Rounds until reinforcements arrive. With respect to ease of tracking, the player or Games Master may use dice, tokens, beads, or counters to track the passage of Rounds. Simply place a marker for each Round of duration on the character sheet or next to the miniature and remove one each time Step 1 is reached.

Example 1: A character enduring bloodloss or the effects of asphyxiation, suffer any required loss of Fatigue during this step, and characters having been previously stunned and unable to act may reduce the duration of the stun by 1 Round every time Step 1 is reached. A character stunned for 4 Rounds could place 4 tokens on her character sheet, removing 1 each time the Games Master calls Step 1.

Example 2: A magic-user begins a spell requiring 1 Round to cast during the Action Phase of the previous Round. The spell will take place during this step. However, a spell begun last Round that requires 2 Rounds to cast would not take place until the Bookkeeping Step of the next Round.

Once all bookkeeping has been taken care of, play proceeds to Step 2: Action Phase.

Step 2: Action Phase

All characters, both player and Games Master controlled, take turns in order of Initiative (highest to lowest), performing an action and then moving. Each Action Phase contains a number of Cycles based on the number of Action Points available to the characters and will change as active and proactive actions are performed. Play always begins with the First Cycle as detailed below.

- ⇒ **First Cycle:** During the first cycle, each character in order of Initiative performs a first action (Attack, Cast Magic, Regain

Footing, etc.). Opposing characters may then conduct Reactive Actions, if applicable (Evade, Parry, Counter Spell, etc.), in an attempt to counter the acting (proactive) character. After performing an action, the active character chooses a movement gait; (Hold Ground, Walk, Run, or Sprint) They may then move up to half that chosen gait. The movement gait must be one that is allowed by the chosen action and will limit the choice of later actions taken during the remainder of the Round. Reactive Actions are also limited by movement gait. A new movement gait cannot be chosen until the next Round. See Tactical Movement on page 103 for more information. The end of the cycle is reached once every participant has used a first action. If anyone still has Action Points remaining, then a new cycle is begun. Proceed to the Second Cycle.

- ⇒ **Second Cycle:** During the second cycle, each character in order of Initiative takes a second action. After performing the action, the character may move any remaining distance allowed by their chosen gait. If anyone still has Action Points remaining, then a new cycle is begun. Proceed to Third Cycle.
- ⇒ **Third Cycle:** During the third cycle, each character in order of Initiative that still possesses Action Points may take a third action. No movement may be conducted in this or later cycles. If anyone still has Action Points remaining, then a new cycle is begun. Proceed to Fourth Cycle.
- ⇒ **Fourth and Additional Cycles:** Play continues in this way until all Action Points, with the exception of those characters that have chosen to delay, have been expended.

Assuming the combat has not yet concluded and Initiative remains unchanged, play then returns to Step 1 for the next Turn and the process begins again. If for some reason Initiative needs to be recalculated, go back to Step 0 and then continue.

Actions

While Combat Actions are fully detailed in MYTHRAS, they are reprinted here along with new rules to better incorporate movement and the use of miniatures. For instance, each description now notes the movement gaits (Hold Ground, Walk, Run, or Sprint) that may be used along with the action. See Movement below for additional information as well as definitions of the noted gaits. Refer to MYTHRAS for more detailed rules defining the use of Actions.

Proactive Actions

The following are activities a character can attempt on a Turn by spending an Action Point. Note that some actions, such as spell casting or reloading, may require several actions to complete, each costing its own Action Point.

Attack

The character can attempt to strike an opponent using a hand-to-hand or ranged weapon. As movement takes place after performing an action, attackers will have to be strategic when closing with an opponent.

Movement Restrictions: The character may move at a gait no faster than a Walk if moving into engagement range or making a ranged attack. The exception is the rules for Charging, page 104.

Brace

The character braces by taking a firm stance and leaning into the direction of a forthcoming attack. For the purposes of resisting Knockback or Leaping Attacks, the character's SIZ is treated as 50% bigger. Against the Bash special effect, SIZ is doubled. Other actions may be possible; however, the benefits of bracing are lost once characters move away from the place where they planted themselves.

Movement Restrictions: No movement possible.

Cast Magic

The character can attempt to cast a spell, invoke a talent, or produce some other magical effect. Complex magics may require several actions in order to complete the casting. Once concluded, the magic can be released at any moment up until the caster's next Turn – at which point it can be held for later effect, but this requires the Hold Magic action (see below) to maintain it in preparation for later release.

Movement Restrictions: The character may move at a gait no faster than a Walk.

Change Range

The character can attempt to close on or retreat from an opponent, changing the range at which the fighting is taking place in order to take best advantage of a weapon's reach or retreat from engagement entirely. See Weapon Reach - Closing and Opening Range in MYTHRAS.

Movement Restrictions: The character may move at a gait no faster than a Walk.

Delay

The character conserves one or more actions in order to perform reactive actions at a later time, such as Interrupt or Parry. The Action Point costs of delaying is covered by whatever acts are finally performed. If the delayed actions are not taken before the character's next Turn (on the following cycle), then the character is considered to have Dithered and the Action Points are lost.

Movement Restrictions: As determined when the delayed actions are taken.

Dither

A character can decide to do nothing, i.e., abort on action, by simply spending all of the character's Action Points and wasting that Turn doing nothing useful.

Movement Restrictions: While opting not to take an action, the character may move at any gait.

Hold Magic

Once casting is complete, the character may hold a spell in temporary check, awaiting the best moment to release it. The magic may be held back for as long as the character continues to take this action on subsequent Turns, but allows free use of the Counter Spell reaction if pertinent to the spell. The actual skill roll to cast the held spell is not made until it is actually cast.

Movement Restrictions: The character may move at a gait no faster than a Walk.

Mount

The character can mount or dismount a riding beast. Particularly large or difficult mounts may require several Turns to complete.

Movement Restrictions: The character may move at a gait no faster than a Walk.

Outmanoeuvre

The character can engage multiple opponents in a group opposed roll of Evade skills. Those who fail to beat the character's roll cannot attack that character in that Combat Round. If the character beats all of the opponents, the character may disengage from combat. Outmanoeuvre may not be attempted by a prone combatant. See Outmanoeuvring in MYTHRAS.

Movement Restrictions: The character may move at a gait no faster than a Walk. If successful at outmanoeuvring, the defender may move up to half Walking speed, with the Games Master repositioning the trailing group of opponents so as to reflect the new situation. The character may change to any facing after moving.

Ready

The character may retrieve, draw, sheath, withdraw, or reload a weapon or other object. Retrieving a nearby dropped object requires 2 actions: one to move and reach down for the object and a second to return to a readied stance. Some missile weapons require several actions to reload.

Movement Restrictions: The character may move at a gait no faster than a Walk, but must make a successful Athletics roll unless standing still or fail to retrieve the object. On a Fumble, the item is kicked 1d3x1.5 metres (1d3x5 feet) away.

Regain Footing

If unengaged with an opponent, characters can automatically regain their footing from being tripped or knocked down. A prone yet engaged character may attempt a kick-up manoeuvre, kicking up from prone to standing with a Standard Acrobatics roll. A failed roll leaves the character prone.

Movement Restrictions: The character may move at a gait no faster than a Walk.

Struggle

If the victim of a certain types of attack or Special Effect, the character may attempt to disengage from the situation, for example, breaking free from a Grapple or Pin Weapon.

Movement Restrictions: The character may move at a gait no faster than a Walk, assuming the character breaks free to begin with.

Reactive Actions

This list specifies reactions that can be used at any time during the Combat Round as a response to an imminent threat. As in the previous list, a reaction costs an Action Point to perform. Reactive Actions due to their nature do not typically possess a movement option unless the character previously delayed and has movement remaining and wishes to use it.

Counter Spell

The character can attempt to dismiss or counter an incoming spell. This assumes the countering magic has a casting time of 1 Action Point; otherwise, it must be prepared in advance and temporarily withheld using the Hold Magic action. Successfully intercepting magic in this manner is assumed to negate the entire spell, even those with multiple targets or areas of effect.

Movement Restrictions: The character may be moving at a gait no faster than a Walk.

Evade

The character can attempt to dive or roll clear of threats such as incoming missiles or a charging attack. Using Evade leaves the character prone, unless mitigated by some special consequence or class ability. Thus, the character's next Turn is usually spent taking the Regain Footing action. A character that has been rendered prone due to evading may end up in the same square, or if using

Battlemats with a scale of 1.5 metre (5 foot), an adjacent square. See Evading on page [105](#).

Movement Restrictions: The character may be moving at any gait other than Sprint.

Interrupt (Delaying Characters Only)

This reactive action halts an opponent's Turn at any point in order to take a delayed Turn action. Assuming no change in the tactical situation, the opponent continues the Turn after the character's is completed. If unable to still achieve the original declaration, the opponent's Action Point is wasted. An interrupt can also be used against anyone passing close by the delaying character within weapon's reach.

Movement Restrictions: As per that of the interrupting action.

Parry

The character can attempt to deflect an incoming attack using a combination of parrying, blocking, leaning, and footwork to stop the blow.

Movement Restrictions: The character may be moving at a gait no faster than a Walk if unengaged or Hold Ground otherwise.

Free Actions

Free actions can be performed at any time during the Combat Round and cost no Action Points.

Assess Situation

If unengaged, a character can make a Perception roll at no Action Point cost. A Success reveals any relevant changes in the tactical situation (such as spotting a foe beginning a charge).

Movement Restrictions: The character may be moving at a gait no faster than Walk or Run (running results in a Formidable Perception roll).

Change Facing

As a free action, after the results of an attack are applied, the defender may change facing to better defend against any further strikes.

Movement Restrictions: The character may be moving at a gait no faster than a Walk.

Drop Weapon

Dropping a weapon is a Free Action.

Movement Restrictions: The character may be moving at a gait no faster than a Run.

Signal

If unengaged, gesturing or signalling to one or more participants (as long as they can perceive the sign) is a Free Action.

Movement Restrictions: The character may be moving at a gait no faster than a Walk.

Speak

A character can speak at any time during combat, but what is said should be limited to short phrases that can be uttered in 5 seconds or less, for example, ‘Time to die!’, ‘Look out behind you!’ or ‘Long live Gygax!’

Movement Restrictions: The character may be moving at a gait no faster than a Run.

Use Luck Point

Using a Luck Point – to re-roll a particular result, for example – is a Free Action.

Movement Restrictions: The character suffers no movement restrictions.

Ward Location

The character guards a particular Hit Location from being hit by dedicating one weapons to statically cover the area. Any blow that lands on that location has its damage automatically downgraded as per normal for a parrying weapon of its SIZ. The ward continues until the dedicated weapon is used to attack or actively parry. Establishing a ward or changing the Hit Location covered must be performed prior to an opponent rolling to attack the character. Due to their design, shields can cover multiple areas. For further explanation, see Passive Blocking in MYTHRAS.

Movement Restrictions: The character may be moving at a gait no faster than a Run.

Tactical Movement

Moving is not an independent act in its own right, and for the purposes of Tactical Movement, is dropped as a Combat Action. During the first action phase of each Round, each player chooses a movement gait for their character: *Hold Ground*, *Walk*, *Run*, or *Sprint*, and moves according to that gait throughout that Round. The choice of actions will determine the possible movement gaits, with the chosen gait then determining actions taken later in that Round. Only 1 movement gait may be chosen per 5-second Round. The character is moved half the possible movement distance on the first cycle, and half again on the second. The character need not move the full distance if a slower pace is desired, but is still limited to actions allowed by the declared gait.

These movement gaits, along with several of a situational nature, are detailed below:

Hold Ground

While not a movement gait per se, the character has the option to Hold Ground and not move during the first cycle. The character may then change movement gaits to either Walk, Run, or Sprint during the second cycle if desired. To do so, the character may not have performed any action that would preclude the new movement gait, and moves a distance equal to half the designated movement gait as normal. As usual, no movement may be performed on the third or later cycles. A character choosing Hold Ground may choose any facing desired. There are no limits placed on the character’s later choice of actions.

Walk

A character choosing to Walk may move up to their Movement Rate. A walking character may choose any of the following actions: Attack (ranged weapons only), Cast Magic (ranged spells only), Delay, Dither, Evade, Interrupt, Parry, Ready Weapon, and Ward Location. Walk may also be used to move a character into engagement range but the Attack or Cast Spell action may not be taken until the character’s next turn. Leaving engagement range requires the normal rules for disengagement. The character may change facing as often as desired during the course of moving without penalty.

Run

A character choosing to Run may move up to 3 times the Movement Rate. A running character may only choose the Dither, Ward Location, or Evade actions. When running, characters may move into any of their front squares as often as desired and are not restricted to moving in a straight line, while each 90 degree facing change uses up 3 metres (10 feet) of the character’s total movement. See Running under the Athletics skill description in chapter 4 for more information.

Sprint

A character choosing to Sprint may move up to 5 times the Movement Rate. Sprinting prohibits the use of any Combat action other than Dither during the Round. A Sprinting character’s facing limitations are as per Run above. See Running under the Athletics skill description in chapter 4 for more information.

Situational Movement Gaits

These movement gaits are situational and are not always an option. Many are detailed elsewhere but are included here for convenience. Most of these situational gaits may be used in addition to a normal movement gait under set restrictions. Such information is detailed in the specific descriptions below.

Climb

A character that moves adjacent to or starts the Turn next to a climbable surface or object may climb at a rate equal to the base Movement Rate. The character cannot have moved faster than a Walk and must have movement remaining, with the distance climbed being reduced by any movement already used. Armour and the ease of the climb may modify the rate of ascent/descent. See the Athletics skill description in chapter 4 for more information.



Crawl

A character that begins the Turn prone may crawl at a maximum rate of 1.5 metres (5 feet) per Turn. Creatures that naturally crawl as their normal mode of movement instead use the rules for Walk, Run, and Sprint set forth above.

Jump

A character that moves adjacent to or starts the Turn next to a jumpable obstacle may attempt to leap over it. The character may be moving at any gait up to the point of the leap. Choosing Hold Ground or Walk counts as a standing jump as far as distance is concerned, while a Run or Sprint counts as a running jump. The final distance leaped when running or sprinting may not exceed the character's maximum allowed movement for those gaits. In situations where it does, the character is assumed to end the Movement Phase in mid jump and will finish the leap during their portion of Step 1 of the next Turn. This has no effect on their movement options next Round unless the jump ended in a mishap. Armour may modify the final distance leaped. See the Athletics skill description in chapter 4 for more information.

Swim

A character that moves adjacent to or starts the Turn next to a body of water may swim at a rate equal to the base Movement Rate, minus any movement already used. See the Swim skill description in chapter 4 for more information.

Basic Engagement Rules

The following rules govern engagement when using Tactical Movement:

- ⇒ Movement takes place after actions are performed.
- ⇒ Movement can only be performed by unengaged characters (save for special cases such as outmanoeuvring).
- ⇒ Once movement has been declared, the character is committed to the restrictions imposed by that gait for the remainder of that Round.
- ⇒ Except in certain cases (such as charging), all significant movement ceases once a character enters engagement range of the intended opponent.
- ⇒ Except in certain cases (such as Charging through Contact), moving into the opponent's engagement zone places each in engagement with the other.
- ⇒ Once engaged, characters cannot move away from an opponent unless first withdrawing from close combat.
- ⇒ Attempting to move past an unengaged foe who is using the Delay combat action, permits (as a specific exception) that opponent to strike at moving characters as they pass by or block a character's progress, prompting close combat on the following Round.

Charging

The following rules for Charging have been altered slightly to reflect the changes introduced by CLASSIC FANTASY. They replace those found in MYTHRAS. Charging is the act of moving quickly to increase the force and impact of an attack. There are two main types of charging, depending on whether the attacker wishes to stop in engagement range with the target or continue sweeping past, through, or over the target.

The common principles of a charge are as follows:

- ⇒ A charge requires the attacker to move at a Running or Sprint gait.
- ⇒ During the first cycle of movement, the attacker must move the full distance granted by that movement speed. During the second cycle of movement, the attacker does not have to move the full distance. Not meeting these requirements counts as a charge with regards to Charging into or through Contact, but no attack may be made. For example, a human with a movement rate of 6 metres (20') chooses to charge at a Run movement gait. Running gives the character a movement rate

of 18 metres (6x3=18) - or 60'. During the first cycle, the attacker charges for 9 metres (half the maximum of his 18 metres) - or 30'. The character must move the full 9 metres towards the opponent. During the second cycle, the character may move any amount up to 9 metres.

- ⇒ An attack may be conducted after or during the move as long as the requirements noted above are satisfied. This is an exception to the normal rules that actions take place before moving.
- ⇒ A charge imposes a penalty to the attack roll, increasing it by 1 Difficulty grade
- ⇒ A charge increases a bipedal attacker's Damage Modifier by 1 step or a 4 (or more) legged creatures by 2 steps. In addition, the SIZ of the attacking weapon is improved by 1 step

The recipient of a charge has three options: *attempt to parry*, *evade*, or *simultaneously counterattack* the charging attacker.

Parrying a charge attack holds some significant risks, depending on the size and strength of the attacker. The primary danger is suffering knockback, which may leave a victim prone even if they suffer no other damage from the impact. Use of the brace combat action in advance of the charge attack can help mitigate the effects of knockback. The secondary threat comes from the bonus to the charger's weapon size, which may permit a blow to penetrate or overcome the defender's parrying weapon.

Evading a charge attack is more of a gamble, but in some circumstances may be the only option. The defender must make an opposed roll of Evade skill versus the charging opponent's combat skill. If the defender wins, the defender is thrown completely clear of the charge, otherwise the defender is hit. Any difference in level of success results in special effects as normal.

Counterattacking sacrifices the defender's opportunity to actively defend against the charge in exchange for a chance to injure the attacker. In such cases, both sides are treated as having failed to parry, although they can still benefit from passive blocking. The wielder of the weapon with the longest Reach strikes first, potentially hindering the opponent from launching the subsequent blow. If using long-shafted impaling weapons, which can be 'set' against a charge, the defender may substitute her own Damage Modifier for that of the charging opponent (or its mount if the attacker is riding).

Charging into Contact

Some charges are intended as a method to crash into an opponent, and then remain in place to take advantage of any chaos caused. An example of this would be a barbarian warrior, armed with a great-axe, launching at a shield wall, hoping that the impetus of the

charge will help smash through the defender's shield or knock the defender over.

Once the charge strikes home, the attacker is considered engaged with an opponent. From that moment on, combat proceeds normally. All benefits gained from the charge are lost after the first attack.

Charging through Contact

The second type of charge is one that uses the momentum to carry the attacker through and clear of an engagement. It is normally limited to mounted combatants or creatures of significant size unlikely to be hindered by an impact with smaller foes. For instance, an enraged frost giant could quite easily charge through a group of adventurers, tossing or trampling over a victim as it passes, before continuing on out of close combat range.

The speed of such charges prevents the attacker and defender from exchanging more than a single action with each other, namely, the charge attack and the defender's reaction to it (Parry, Evade or Counterattack). Since the charge attack occurs on the attacker's Turn, the attacker will have already been carried clear by the time the defender's Turn arrives.

Note that charges are not limited to just running, but can be performed by flying or swimming creatures in the relevant environment.

Advanced Engagement

Engaging an opponent usually involves a careful, measured approach, ensuring that characters do not place themselves at risk by moving too swiftly into weapon range or overshooting their target – something that may result in characters squandering their Turn or Initiative. Of course, closing to weapons range is usually a two-way thing and relies on the willingness of the opponent to start fighting too.

Thus engagement, at a Run or Sprint, negates the character's chance to attack until the next Turn, even in cases where a character attempts to engage with a foe already engaged with another. Charging through Contact is an exception to this, but is already covered in MYTHRAS.

Some situations involve characters trying to engage with an opponent who is actively fleeing from combat. In these circumstances, if the characters manage to manoeuvre to be directly adjacent to the escaping target, after that target has moved during that cycle, the character may attempt on his Turn during the Action Phase to tackle the opponent or attack if the characters are mounted on a creature performing the movement for them.

Running Tackles

As a further exception to the rule that an attack cannot be committed at a Run or Sprint, characters can try to physically tackle an opponent whilst moving at full pelt. In these situations, the characters are not trying to engage safely, but dash headlong at the foe as if performing a Charge through Contact. The actual tackle relies on the use of the Unarmed skill to body check or grapple the target, using the appropriate method as described under Unarmed Combat in MYTHRAS.

Movement Considerations

Despite best efforts, a degree of abstraction remains even in Tactical Movement, primarily because movement is measured in Turns, rather than in the expenditure of Action Points. Although some players may question the seeming restrictions this places upon their characters, it actually helps avoid small loopholes in the rules. It should also be remembered that whatever hindrances are applied to player characters are also applied to their opponents, so in effect, it is a level playing field.

In reality, the distances that can potentially be covered in 5 seconds of running are far in excess of the usual sprawl of combat. Engaged combatants tend to move little and cautiously, rarely taking more than a few steps, since doing so usually reduces the accuracy or power of their blows. Faster movement is usually restricted to charging or fleeing. When viewed in terms of tabletop miniatures, even a slow character can easily cross $\frac{3}{4}$ of a 25mm miniatures battlemat with just a single Round at Sprint.

Movement on the Battlemat

Miniatures combat in CLASSIC FANTASY assumes the use of battlemats with a 25mm (1 inch) square grid. These mats can be found at any game and hobby store, and numerous websites allow you to printout grids, customised to whatever scale you desire.

Scale

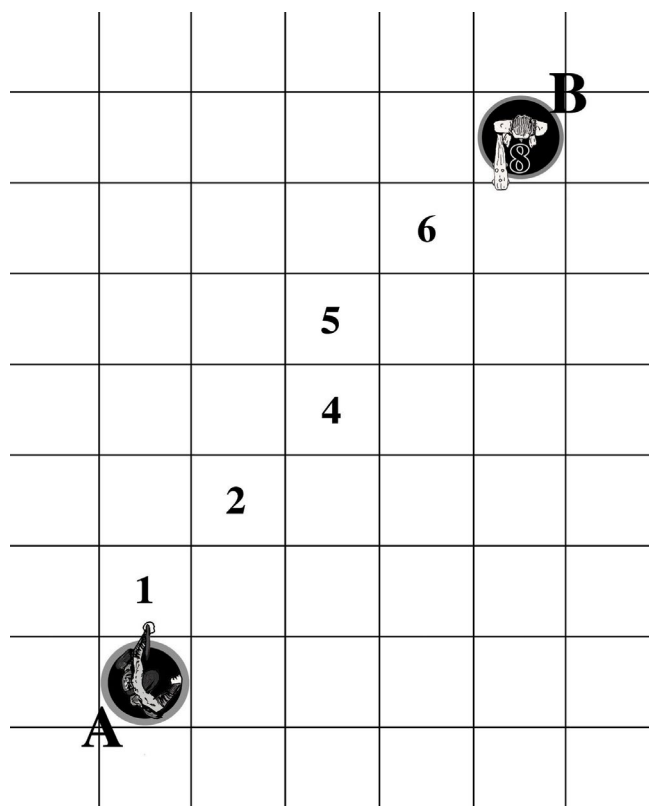
The CLASSIC FANTASY miniatures rules work best where 25mm (1 inch) is equal to either 1.5 metres or 3 metres, respectively (5 or 10 feet). However, any scale is usable with minor adaptation. Where distances work out in half squares, the miniature may not typically make that move.

Movement and Distance

When measuring distance between two points, you count the squares from point 'A' to point 'B', ignoring the square point 'A' occupies but counting the one point 'B' is in. When counting diagonals, they are

treated as $1\frac{1}{2}$ squares of distance, but for simplicity sake, count the first diagonal as if entering a 1.5 metre square (5 feet), the second counts as if entering a 3 metre (10 feet), the third counts as 1.5 metre (5 feet), the fourth counts as 3 metre (10 feet), etc. If this is broken up with a couple vertical or horizontal squares, remember to continue where you left off if going back to diagonals. If you only have 1.5 metres (5 feet) of movement remaining but the diagonal you are to move into would require 3 metres (10 feet), you may not make that move.

In the diagram below, Sorack the Ranger at A, is going to fire an arrow at an ogre warrior at B. Counting along the closest path we see that the ogre is at a range of 8 squares. As the map displays a scale of 1.5 metres (5 feet) per square, this is a range of 12 metres (40 feet).



Simple Diagonals

As an option, some groups may choose to simply count a diagonal as 1 square. While this can give unrealistic results, it is simpler and faster and will in no way break your game. Use this option if your group likes their miniatures combat a little more streamlined.

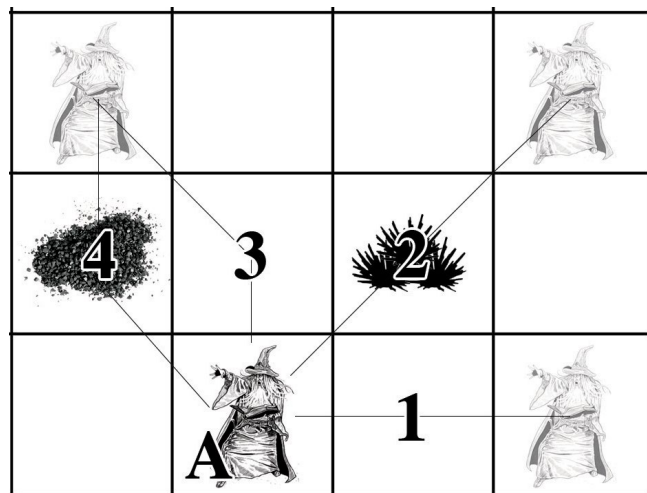
Effects of Terrain on Movement

Battlefields will usually have terrain of some type hindering movement and this section goes into detail on its various effects:

- ⇒ **Obstacles:** Obstacles can be anything from huge trees, walls, high fences, doors, pits, etc. An Obstacle completely blocks movement, requiring opponents to circumvent it; however, some creatures, like ghosts or those that fly, are unaffected by Obstacles. If an object doesn't completely block a square, like a chair, small tree, or bush, it is treated as Difficult Terrain below.
- ⇒ **Difficult Terrain:** It costs twice the normal movement to enter a square consisting of Difficult Terrain. Thus, moving vertically or horizontally to enter a 1.5 metre (5 foot) square would count as 3 metres (10 feet) of movement, whilst moving diagonally would count as 3 metres (10 feet) for the first diagonal, 6 metres (20 feet) for the second, 3 metres (10 feet) for the third, etc. Therefore, to move 3 diagonal squares would count as 12 metres (40 feet) of movement. If using Simple Diagonals, the movement cost to enter Difficult Terrain is equal to 3 metres (10 feet) regardless of direction. Some examples of Difficult Terrain would be shallow pools of water, rubble, low fences, bushes, tall grass/weeds, and dead bodies. Like Obstacles above, some creatures, like ghosts or those that fly are unaffected by Difficult Terrain. Passing through Difficult Terrain at any rate faster than Walk while in combat, or during any otherwise stressful situation, requires a successful Athletics or Acrobatics roll to avoid stumbling and falling. If at a Sprint, the Athletics or Acrobatics roll is made at a Difficulty grade of Hard.

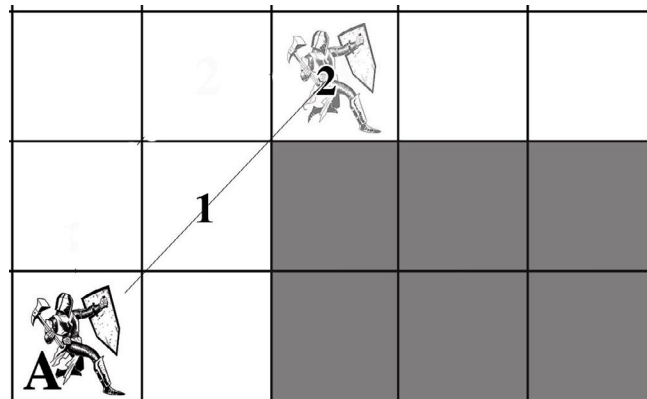
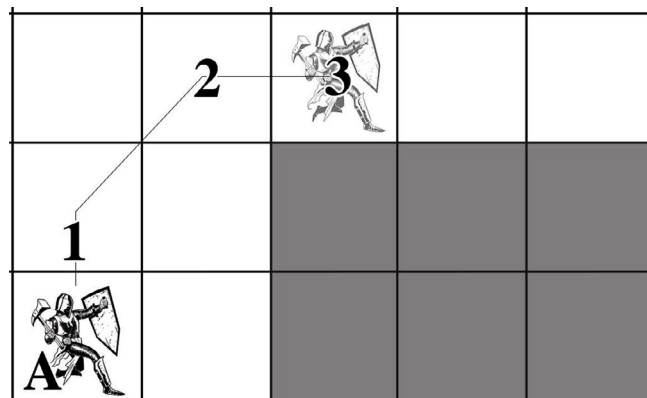
The diagram opposite shows some examples of Difficult Terrain effecting movement. The scale is 1.5 metres (5 feet) to a square. The mage at A is looking to move to one of three different locations marked by the ghosted images on the map for a better vantage point to cast a spell, providing four possible choices.

1. If the mage moves sideways along path 1, it would only require 3 metres (10 feet) of movement as there is no intervening terrain.
2. Moving along path 2 would require 6 metres (20 feet) of movement. 3 metres (10 feet) to enter the first diagonal (doubled because of the bush), then 3 metres (10 feet) of movement to enter the next diagonal square as it is the second square of diagonal movement and the second square is always doubled.
3. To move along path 3 and avoid the rubble would require 3 metres (10 feet) of movement, 1.5 metres (5 feet) for the first



square, and 1.5 metres (5 feet) for the second as it is only the first diagonal.

4. Finally, if choosing to move through the rubble along path 4, the mage would be required to use 4.5 metres (15 feet) of movement; 3 metres (10 feet) for the diagonal movement (doubled due to the rubble), then another 1.5 metres (5 feet).



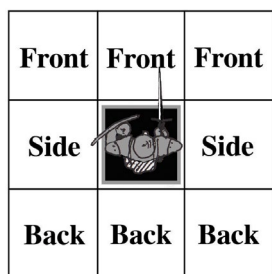
- ⇒ **Corners:** One may not move diagonally past corners of walls, fences, shrubs etc.

In the diagrams below, the character at 'A' wants to move around the corner in the least number of moves. Two example moves are given; however, only the first is legal. In the second, the character is attempting to move diagonally past a corner, which is considered an illegal move.

- ⇒ **Hazardous Terrain:** Treat Hazardous Terrain just like an Obstacle or Difficult Terrain above, but Hazardous Terrain can injure or kill a character. Some examples are pits, fire, lava, deep water, areas covered with caltrops/spikes, etc.

Facing

A character's facing is one of the most important considerations on the battlefield. Leaving a side or back open to attack is the fastest way for a combatant to meet an untimely death. To the right is an example of a facing diagram. At the end of movement, a figure must be facing one of the sides of the square occupied. A character's figure may not be placed on the battlemat facing diagonally.



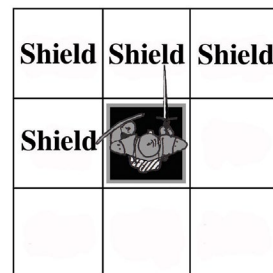
There are several modifiers to a character's attack and defence rolls dependent on the currently equipped weapons as detailed below:

- ⇒ **Evading:** Evading is always at Standard Difficulty against any attack from any direction except those from a back square, which is Formidable. Evading an attack from a back square first requires a successful Perception roll. Berserkers gain several other benefits when Evading attacks from behind as detailed on page 40 — *Eyes in the Back of Your Head*.
- ⇒ **A single weapon:** The Difficulty of an attack or parry depends on which square the opponent occupies as follows:
 - ⇒ Opponent in a front square: Attacks and parries are of Standard Difficulty.
 - ⇒ Opponent in the side square of the weapon arm: Attacks and parries are of Standard Difficulty.
 - ⇒ Opponent in the side square opposite the weapon arm: Attacks and parries are 1 grade more difficult.
 - ⇒ Opponent in a back square: Parrying and attacking into a back square first requires a Perception roll. If successful, parrying an attack coming from one of your back squares is Formidable, whilst attacking an opponent that occupies a back square is a Herculean task!

For example, a right-handed attacker using a shortsword would be able to attack or parry into a front square as well as to the right side at no penalty, whilst attacking or defending against an attack from the left side would be Hard. Finally, parrying an attack from behind is Formidable and attacks against that same opponent are of Herculean difficulty.

- ⇒ **Two weapons (Dual Wielding):** When armed with two weapons, a technique called dual-wielding, all penalties based on location are as detailed under single weapon above. The main benefit to this style in miniatures combat is being able to attack and parry to either side without penalty. Rangers gain several other benefits when fighting with this style as detailed on page 61.
- ⇒ **Two-handed weapon (including ranged weapons such as bows and crossbows):** The Difficulty of an attack or parry depends on which square the opponent occupies as follows:
 - ⇒ Opponent in a front square: Attacks and parries are of Standard Difficulty.
 - ⇒ Opponent in either side square: Attacks and parries are 1 grade more difficult. The exception to this is the quarter-staff, short spear, and other similar weapons. These can be used to attack or parry to either side square at Standard Difficulty.
 - ⇒ Opponent in a Back square: Parrying and attacking into a back square first requires a Perception roll. If successful, parrying an attack coming from one of the Back squares is Formidable, whilst attacking an opponent that occupies a back square is a Herculean task!

- ⇒ **Shields:** Parrying with a shield gives the same field of protection as with a weapon. A shield can be used to parry or attack into any of the front squares and to the side of the shield arm at no penalty. But due to its size and location, the shield cannot be used to attack or parry into any other square, including the opposite side square. This is illustrated in the accompanying diagram and displays a right-handed combatant, where the shield would be held with the left arm. In the noted diagram, the character can attack and parry with the shield into any square marked with the "shield" notation.



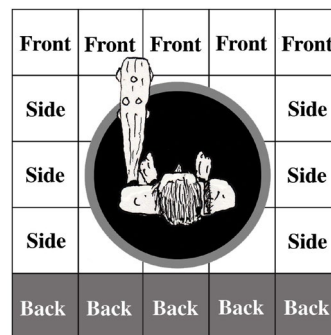
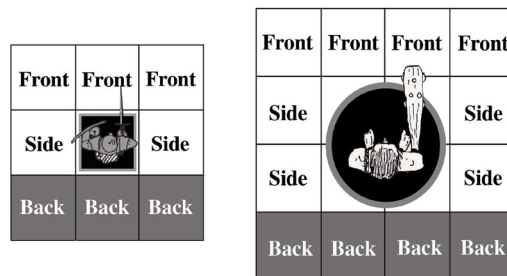
Weapon Reach & Sweep Attacks

Weapon Reach

For simplicity, all melee combat is done when two attackers are adjacent to one another on the battlemat. So while one opponent may be armed with a halberd and the other a dagger, both will fight in adjacent squares and follow the normal rules for Weapon Reach – Closing and Opening Range as detailed in the combat chapter of MYTHRAS.

Sweep Attacks in Miniatures Combat

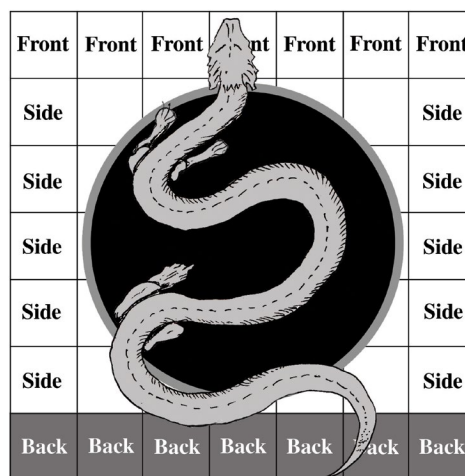
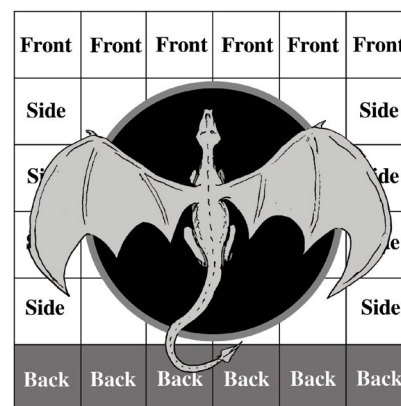
In miniatures combat, a Sweep Attack may only be made against targets in the attackers' appropriate Engagement squares, depending on the weapon or attack type. For example, a giant could sweep a tree trunk club through each of his front and side squares, while the tail of a dragon should only be able to sweep into its side and rear squares. The Games Master should use common sense when making Sweep Attacks by monsters with unusual body types.



Engagement Zone & Other Considerations

Each character or creature has what is called an Engagement Zone. For most humanoid creatures below SIZ 30, this is the square they occupy, the three squares to the front, and the one on either side. The three squares behind the character are outside of line of sight and not considered part of the Engagement Zone.

Larger opponents have larger Engagement Zones to reflect their greater size as shown opposite. In these examples, the displayed Engagement Zones assume 1.5 metre (5 foot) squares. The Engagement diagrams would need to be re-evaluated if using a battlemat of a different scale. The Games Master should use his own judgment when picking an appropriate size diagram. Typically, the miniature itself will help in that determination. Many miniatures today have round bases that measure 25mm (1 inch) in diameter and up. These miniatures fit nicely with this system. Simply place the miniature in the square that best fits its 'Base' size and that will determine the appropriate Engagement diagram.



Ranged Combat Considerations

Distance Penalties


The table on page 110 provides Distance Penalties found in MYTHRAS, in Imperial measurements.

DISTANCE PENALTIES (IMPERIAL)

Distance	Target SIZ					
	10 or less	11-20	21-40	41-80	81-150	151-300
1-60 ft.	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	2 Steps Easier	2 Steps Easier
61-120 ft.	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	1 Step Easier	2 Steps Easier
121-180 ft.	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	1 Step Easier	1 Step Easier
181-240 ft.	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect	1 Step Easier
241-300 ft.	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder	No Effect
301-360 ft.	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder	1 Step Harder
361-420 ft.	4 Steps Harder	3 Steps Harder	3 Steps Harder	2 Steps Harder	2 Steps Harder	1 Step Harder

Arc of Fire and Field of Vision

When using a ranged weapon, attackers have an arc of fire, which is simply an expanded facing diagram. Attacks into their front arc are at their unmodified Combat Style skill, while attacks into their side arc are 1 degree more difficult, as illustrated below. A character's field of vision is simply the front arc and both side arcs combined. This represents what the character can see and therefore react to. This diagram assumes characters are craning their neck and/or twisting their torso, not simply standing and looking straight ahead.

		Standard Difficulty			
1 Degree Harder		Front	Front	Front	1 Degree Harder
		Side		Side	
		Back	Back	Back	
		No Fire			

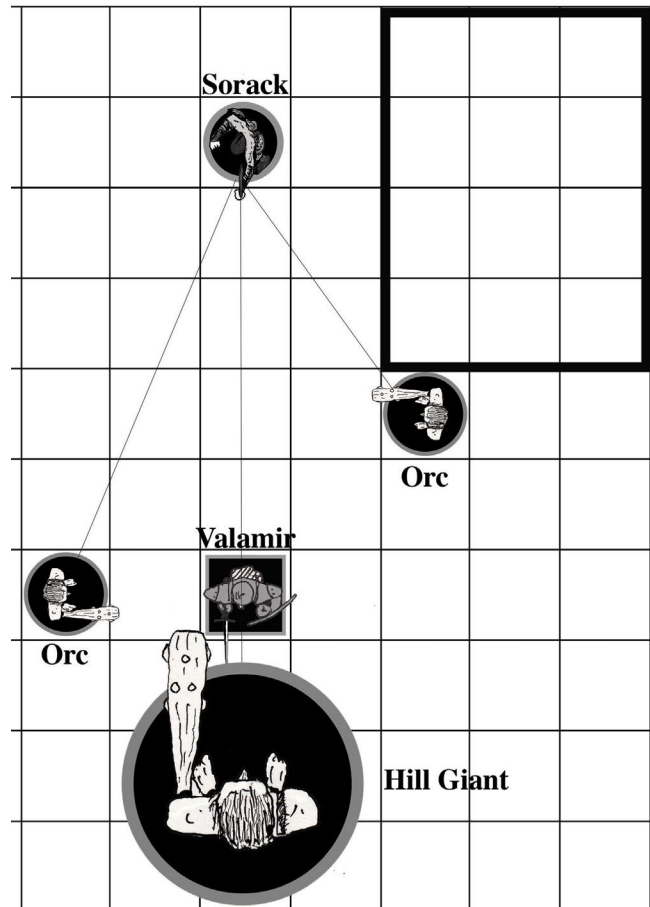
Line of Sight

When attacking with a ranged weapon, the first thing that must be determined is whether the character has line of sight to the target.

The best way to determine line of sight is to imagine a straight line from the centre of the character's square to the centre of the target's square. This can actually be determined on the battlemat with a piece of string, ruler, tape measure, or even a piece of paper if the distance is short enough. If this 'line' does not intersect with any Obstacles, then there is line of sight. Obstacles include other creatures, friendly or otherwise. If only partial line of sight is achieved, like the target is blocked partially by tree, stone, or even an ally, the character may still make the shot as normal, but a hit is treated in the same way as if the target has cover. In other words, the Games Master determines which hit locations are blocked, and when a hit location roll is made, if one of the blocked locations, the tree, rock... or ally, takes the hit.

The diagram below shows some examples of Line of Sight.

Sorack the Ranger wishes to attack with his long bow. His target choices are the orcs (one of which lurks at the corner of the dungeon wall) or the hill giant, which is being engaged by the brave Valamir. Line of sight to the orc at the corner is blocked completely by the dungeon wall and therefore is not a possible target while line of sight to the hill giant is partially blocked by Valamir Drake. The remaining orc is wide open to attack, so Sorack lets an arrow fly at the hill giant (he's impetuous like that). The Games Master determines that both of the hill



giant's legs are blocked by Valamir so if the hit location rolled is either leg, then Valamir takes the hit. Good luck Val.

Attacking Flyers in Miniatures Combat

In miniatures combat, it becomes a little more difficult measuring the true range to a flying target. The easiest way to do this is to compare the flying target's placement on the battlemat, with its actual elevation. The actual range will be the larger of these two distances, plus half that of the shorter. For example, a griffin miniature that is placed 30 metres (100 feet) away from a player character on the battlemat and noted by the Games Master as being 60 metres (200 feet) in the air would be at a distance of 75 metres (250 feet) for things such as ranged attacks and spell casting. This system does not calculate true range, but is simple and close enough for game purposes.

Thrown and Missile Weapons in Dungeons

Most missile weapons in CLASSIC FANTASY that target opponents at ranges beyond Effective do so by firing the projectile in a parabolic arc, while attacks at closer ranges usually move at a relatively horizontal trajectory. This means that using weapons in areas with low ceilings, such as the typical dungeon, can seriously reduce the weapon's potential range. As a simple approximation, the Games Master can assume that attacks within the weapon's Effective range may be made without penalty regardless of ceiling height. However, attacks at targets beyond the weapon's Effective range require at least 6 metre (20 feet) of ceiling height. Unless stated otherwise, most dungeons possess 3 metre (10 foot) ceilings.

Missing with a Thrown Weapon

Some weapons and attacks have a radius of effect and thus can still be effective or dangerous even if they miss their original target. When making an attack, a successful roll means the attack has landed right on target, while a failed roll has missed, but still must land somewhere. The first step when missing with an attack with a thrown weapon is to find out where it has landed. In the accompanying diagram, X marks the location of the target. Roll 1d8 and use the number on the diagram to determine the direction in which the hurled object has missed the target.

The object misses based on the range of the initial throw as shown on the following table.

4	5	6
3	X	7
2	1	8

Missing With a Thrown Weapon

Distance Thrown in 1.5 metre (5 feet) Squares	1.5 metre (5 feet) Squares Missed by...
1 square	0*
2-5 squares	1
6-10 squares	1d2
11-15 squares	1d3
16-20 squares	1d3x2
21-25 squares	1d3x3
36-30 squares	1d3x4
Each additional 5 squares	As per above progression

**A result of 0 squares means the object has missed the target but fallen in the square just the same.*

If the thrown weapon lands in an occupied square other than that of the target, it has a percentage chance of accidentally hitting the occupant equal to their SIZ.

Missing with a Missile Weapon

While the rules for Firing into a Crowd in the Combat chapters of MYTHRAS cover missing the intended target and accidentally striking another, this rule covers what happens when a character simply misses. For example, just because the arrow misses the goblin the character shot at, doesn't mean it vanishes in a puff of smoke. It still has to go somewhere.

This will typically only apply to attacks made against targets at Effective range, as beyond this most ranged weapons are fired in a parabolic arc with a miss typically landing close to the target. These can be simulated using the rules for Missing with a Thrown Weapon above. However at Effective range, weapons are fired directly at their targets and misses tend to continue past for a significant distance.

A stray missile's trajectory can be determined by drawing an imaginary line from the centre of the attacker's square to the centre of the target's square. Now imagine that line continues beyond the target to the extent of its Close range. If it passes through any square occupied by an item, character, or creature, there is a chance that it has been hit by the stray shot. This chance is equal to its SIZ expressed as a percentage. Hit locations are determined normally; however, Special Effects may not be applied.

For example, Sorack draws an arrow and fires at an orc 10 metres (30 feet) away and misses. 6 metres (20 feet) directly behind the original target is another of his kin. This is a total distance of 16 metres (50 feet) and well within the Effective range of the longbow. The Games Master confirms that the second orc is a potential target and rolls his SIZ of 16 as a percentage. With a roll of 11, the unfortunate orc takes the hit.

Objects or creatures in front of the target instead provide it cover, which is handled in Line of Sight above.

Valamir & Alexandra's Tale: Example Combat

In the fields outside the town of Dunfel, Valamir is practising with longsword and kite shield against Alexandra the Cleric who uses mace and target shield. Both he and Alex have 3 Action Points each, but Valamir rolls a better Initiative. They both begin engaged with one another.

Combat begins with the Action Phase as there is no book keeping necessary at this stage. Valamir, having rolled the higher Initiative, takes his first action. He begins by making an attack with his longsword (Proactive, 1 Action Point), which Alexandra effortlessly deflects with her mace (Reactive, 1 Action Point). He declares Hold Ground as his movement gait for the Round. On her own Initiative, Alexandra conducts an Attack of her own, (Proactive, 1 Action Point), which is deflected by Valamir's kite shield (Reactive, 1 Action Point). She also chooses Hold Ground. At this point, each has expended 2 Action Points; Valamir has expended 1 to attack and 1 to defend, and Alexandra, 1 to defend and 1 to attack. Each combatant now has 1 Action Point remaining. The first cycle ends with each character having taken a first Turn.

The second cycle sees Valamir spending his last Action Point to attack a second time. Alexandra again reactively parries the blow using her last Action Point. As both chose Hold Ground, either would be able to alter their declared movement gait if they were not engaged. However, as they wish to continue their training, this isn't an issue.

As neither character has Action Points remaining, this ends the Round. Thus, going first allowed Valamir to use his actions to attack twice and parry once, while Alexandra was only able to attack once, having been forced to parry twice.

As Valamir and Alexandra continue their practice session, Valamir notices three belligerent orc warriors, armed with longbows, making their way out of a stand of thick forest. He cries out a warning to Alexandra.

The Games Master determines that this change to the situation calls for a new roll for Initiative. This time Valamir's player rolls badly, with the

new Initiative seeing the orcs going first, Alex goes next, and Valamir finds himself going last.

The second Round begins and again the Bookkeeping Phase may be skipped as the Games Master determines that there is nothing to track.

Play then proceeds to Round 2's Action Phase, with the orcs having rolled the higher Initiative proceeding to go first. Each orc has 2 Action Points and on their first Turn, they each spend 1 to fire an arrow at the paladin. In response, Valamir defends himself against the fusillade with his shield, forcing him to block three times, once per arrow, costing the paladin 3 Action Points. The orcs declare Hold Ground as their movement gait for the Round,

Initiative then proceeds to Alexandra, who spends her first Action Point casting Spiritual Hammer (Proactive, 1 Action Point). The spell has a casting time of 2 Actions and will therefore not be completed until her next cycle. She chooses the Walk movement gait and defiantly moves 3 metres (10 feet) closer to the orcs while muttering a prayer and producing somatic gestures with her hands.

Initiative finally goes to Valamir; however, Val previously used all 3 of his Action Points reactively and has none remaining. So he is unable to perform any actions for the rest of the Round. He chooses the Walk movement gait and instinctively positioning himself between the cleric and the humanoids. Alexandra gives the paladin a stern glance of disapproval.

The Games Master cycles back to the highest Initiative, but fortunately for Valamir the orcs each spend their second (and last) Action Point nocking new arrows to their bows. Having previously chosen Hold Ground, they decide to alter their movement gait to Walk, and back 3 metres (10 feet) further away from the adventurers maintaining their range while continuing to face their targets.

Alexandra's Initiative comes up next, and with her second Action Point, she finishes casting her spell. A hammer-like force of spiritual energy appears over her head. With the spell successfully cast, she may now use her Action Points to strike with the spiritual hammer at a significant range.

She uses the rest of her movement to step out from around the paladin and close another 3 metres (10 feet) of distance.

Valamir still having no Action Points cannot perform an action. However, as a free action, he does shout a challenge to the orcs: 'Drop your cowardly ranged weapons and face me



sword to axe! He uses the rest of his allowed movement to close 3 more metres (10 feet) with the orcs, side by side with the cleric.

This ends the second cycle and as only Alexandra has an Action Point remaining play proceeds directly to her. Under her direction, the spiritual hammer arcs across the intervening terrain striking at one of the orcs (Proactive, 1 Action). Alex rolls her Combat Style to see if the hammer hits and scores a Critical Success. The orc, having no Action Points remaining, automatically scores a Failure on its defence roll resulting in 2 levels of success in Alexandra's favour. Alex picks the special effects, Choose Location (Head) and Maximise Damage. The orc falls lifeless between his two companions as the spiritual hammer flies up into the sky. As no movement may be conducted on the third or later Turns, the current range is maintained.

Thus, the end of the third cycle is reached and since no Action Points remain a new Round is begun.

Round 2 begins with the Action Phase as again no Bookkeeping is necessary. The two remaining orcs disregard spending an Action Point to fire their readied bows and instead choose the Run movement gait to retreat. Their normal movement for a Run is 18 metres (60 feet); however, this is reduced by 6 metres (20 feet) as they must make two facing changes to turn 180 degrees before retreating. This is still more than enough to allow them to reach the safety of the forest. As a free action, Valamir signals to Alexandra to hold back. Fearing a possible ambush, they instead wisely retreat to Dunfel to warn the captain of the militia of orcs within the borders.

Meanwhile within the cover of the treeline, an orc war chief and his retinue watch the adventurers retreat into the walled town of Dunfel, pondering the coming raid.



8: Magic

Magic comes in many forms and derives from numerous sources, but all forms of magic have one thing in common: the ability for the user to overcome or manipulate the natural order of the world to achieve specific, supernatural effects. Divine magic derives from the relationship between users and their god and an Arcane casters' magic derives from the rituals and formulae they have mastered.

Despite the sources and the relationships that drive them, all magic-using characters are able to perform remarkable feats well beyond the capabilities of non-practitioners.

CLASSIC FANTASY uses a number of default assumptions concerning the casting of magic. Since the same fundamental concepts are used by each discipline, these concepts have been collated here for easy reference and to avoid unnecessary duplication. The following rules are intended to be globally applied to both Arcane and Divine spell casting.

Magical Disciplines

CLASSIC FANTASY provides rules for two magical types, called disciplines herein. Others types of magic do exist, five of which are covered in detail in MYTHRAS, and more will no doubt be explored in future supplements. Nevertheless, CLASSIC FANTASY focuses on just two since they capture the essence of what CLASSIC FANTASY is all about. As such, both of these magical disciplines use the same basic system detailed in this chapter with regards to how magic works and how characters come by it. The following two chapters detail the specific spells usable by each discipline, Arcane and Divine, respectively.

Note that these two disciplines of magic each have their own strengths and weaknesses, and are not necessarily balanced with the other types described in the MYTHRAS rules. In CLASSIC FANTASY, no single class may use more than one discipline; however, multi-class characters can and do exist, creating an exception to that rule, though it is uncommon.

As mentioned, the two core disciplines are Arcane magic and Divine magic, and they are defined as follows.

Arcane Magic

Arcane casters manipulate reality through formulae that directly intersect with the very fabric of creation. These formulae are complex equations: a mixture of mathematical, psychological, existential, and supernatural principles that allow casters to grasp a portion of reality and bend it to their will. Magic-users do not rely on gods for their powers nor do they need to seek inner peace to achieve their effects. Their manipulation of these metaphysical equations makes Arcane magic very powerful and very flexible. Also, because magic-users have little need for the gods, it is not uncommon for them to develop a certain degree of arrogance and disdain for those who choose to venerate such entities. Although some magic-users maintain a healthy respect for the gods and may even practise worship themselves, this does not lessen the fact that magic-users are attempting to perform acts that others may consider the province of greater beings. This is the magic of mages, illusionists, and civilised bards, and requires long study and research.

Divine Magic

Clerics and druids draw their magic from their deities, and through worship and devotion, channel this power in the form of spells, sometimes called Miracles. This channelling grants them the ability to work divine feats in the mundane world – albeit in a much diluted form. Their strength of devotion to a deity has a direct impact on the power of the magic worked. Assuming that the deity retains some awareness of its worshippers, maintaining a cordial relationship with the deity is necessary to receive its power. Divine magic is the domain of clerics, druids, and druidic bards, and in time, powerful paladins and rangers.

Magical Energy

Although knowledge of magical powers may be prevalent in a character, it does not automatically follow that the magical energy required to invoke them is currently available. Having the skill to transform yourself into a bear is useless if you don't have the energy to cast the spell or request the Miracle from the gods.

Whilst every character has an attribute known as Magic Points, derived from their characteristic POW, this merely represents the capacity to hold or store magical energy, not necessarily the ability to generate it.

Magic Points: Use & Recovery

In CLASSIC FANTASY, characters generate their own magical energy, attracting and storing it from the world around them. This is the most common method of recovery, and is simply a matter of resting and letting one's body absorb the natural magical emanations of the world or as part of a relationship with a gods, until the points are restored. The magical character need do nothing else.

Magic Points recover at a rate of 2 per hour of sleep and 1 per hour if resting (no activity). Magic Points do not recover while active in any other way.

Running Out of Magic Points

When Magic Points reach 0, no more spells or magical abilities can be used without accumulating Fatigue. Characters can continue to cast magic or use magical abilities, but gain 1 level of Fatigue for each extra Magic Point expended in the spell or ability attempted. Note that in certain circumstances this could kill the caster if a fumble is rolled, so players will need to weigh the benefits of continued casting under these circumstances on a case-by-case basis.

Characters and Magic

CLASSIC FANTASY does not automatically assume that everyone can use magic, or even if they can, that they have access to it. Magic is not a right, nor should it be. Achieving any skill in magic usually

requires extensive training in a specific discipline. Generally, magic should be something to be marvelled at, respected, and feared by the common folk.

Arcane Casters

The manipulation of the Arcane requires 2 core skills: Arcane Casting and Arcane Knowledge. Arcane Casting involves the casting of a spell, whilst Arcane Knowledge reflects magical expertise.

Arcane Casting (INT+POW)

Arcane Casting represents a mage's ability to successfully cast spells. As this skill increases, so does the power of the caster's spells. The maximum Intensity of an Arcane spell is equal to 1/10th the mage's Arcane Casting skill.

Arcane Knowledge (INT x2)

This skill represents a mage's actual accumulated spell knowledge, and is used when attempting to learn new spells, copy them into a spell book, create scrolls, identify a spell as it is being cast, etc.

Divine Casters

To call upon Divine magic requires 2 core skills: Channel and Piety. Channel involves the casting of a spell, while Piety reflects the caster's depth of devotion.

Channel (INT+POW)

Channel represents the ability to successfully cast spells. As this skill increases, so does the power of the devotee's prayers and abilities. The maximum Intensity of a divine spell is equal to 1/10th the caster's Channel skill.

Piety (Specific Deity) (CHA+POW)

Piety is the depth of the worshipper's devotion to a deity. The greater this devotion, the more likely the deity will grant more powerful spells and abilities to its follower. It is also used by Divine casters when creating scrolls or attempting to identify another Divine spell as it is being cast.

Spell Casters and Rank

All spell casters possess a rank that helps to determine the number and rank of spells they are able to cast. When a specific degree of mastery is reached, the character increases in rank, and spells

Magical Duels

When two rival spell casters meet, conflict can, and usually does, result, but it can be a non-lethal form of combat called a magical duel. Magical duels are usually used to settle disputes when the goal of the duel is more of a show of strength than a duel to the death. For the druid class, magical duels are necessary to move up the ranks within their orders. To say that magical duels are non-lethal is not to say that damage doesn't result; when that much magical energy gets thrown around, windows can shatter, debris can be picked up and tossed around, and combatants can be knocked to the ground from the force of each other's magical strikes. However, taking a duel to a lethal point is rare.

Magical duels use the following rules:

A magical duel consists of opposed Skill Rolls using either Arcane Casting or Divine Channelling. The duel manifests visually as anything from a brilliant burst of light and colour, to illusionary flame or gale force winds, to tall grasses reaching up and entangling the target, to phantom creatures battling between the opponents. A myriad assortment of effects are possible, limited only by the casters' ability, creativity, and style of spell casting.

When one caster overcomes the other, the loser suffers the loss of 1d3 Magic Points, and the target must succeed at a Brawn roll to remain standing. A failed Brawn roll results in the target being knocked back 1.5 metres (5 feet) per Magic Point lost beyond the first, causing a single point of damage to a random hit location from the impact; armour doesn't protect against this damage.

This battle continues each combat Round until either one of the combatants is unconscious, or one side has ceded victory to the other. A caster reduced to 0 Magic Points automatically loses the duel. Each magic point lost below 0 causes 1 level of Fatigue.

A magical duel requires two willing spell casters and is impossible to initiate otherwise. Some creatures, such as spirits, may initiate a magical attack similar to a magical duel. However, in this case, the victim is unlikely to be a willing participant, and thus, these types of "duels" (attacks, really) will have different results for the loser as detailed in the creature's write-up.



rated at the caster's rank and below may be learned; this represents the character having demonstrated the necessary level of comprehension. When this comprehension is reached, it is based on the character's current skill levels with a set of Prerequisite Skills, as depicted on the below table. Gaining ranks in a spell casting class grants several benefits beyond those detailed on the table, specifically the ability to memorise more spells, as well as cast those spells of a lower rank at a reduced cost in Magic Points. This is detailed in the relevant sections later in this chapter. See Advancing in Rank in chapter 3 for the full rules required for advancement, but for the most part, as long as characters possess the required skills, they will automatically increase to the appropriate rank.

Like all classes, each spell casting class possesses a table that details the Prerequisite Skills and requirements per rank. However, their table typically notes additional information pertaining to spells and spell casting, as shown below. See **Chapter 3: Character Class** and Development for tables specific to each spell casting class.

Example Table: Magic User

Prerequisite Skills: Arcane Casting, Arcane Knowledge, Perception, Insight, Willpower

MAGIC-USER RANKS

Rank	Title	Max Spell	Prerequisites	Luck Points
0	Apprentice	Rank 0 Cantrips	-	-
1	Journeyman	Rank 1 Arcane	5 skills at 50%	+1
2	Adept	Rank 2 Arcane	5 skills at 70%	+2
3	Mage	Rank 3 Arcane	4 skills at 90%	+3
4	Arch Mage	Rank 4 Arcane	3 skills at 110%	+4
5	Grand Arch Mage	Rank 5 Arcane	2 skills at 130%	+5

Table Notes:

- ⇒ Prerequisite Skills: The skills important to class that determines at what point the character increases in rank.
- ⇒ Rank: A numerical representation of the character's rank.
- ⇒ Title: The title granted to a character of the appropriate rank.
- ⇒ Max Spell: The highest rank of spell able to be cast by the character in question. For example, a Rank 3 Mage would be able to cast spells of Rank 3 and below.
- ⇒ Prerequisites: The number of Prerequisite Skills and the required skill level needed to gain the relevant rank.
- ⇒ Luck Points: Each rank above 0 grants the character an additional Luck Point. Therefore, most player characters will begin the game with 1 additional Luck Point over and above the starting quota.

Starting Spells

Characters permitted to learn magic know a number of spells at character creation based upon the value of the appropriate magical skill used by that class (Arcane Knowledge or Piety). This is summarised in the following table.

STARTING SPELLS BY CLASS

Class	Starting Spells
Bard	1/20th Arcane Knowledge or Piety*
Cleric	1/10th Piety
Druid	1/10th Piety
Magic-user	1/10th Arcane Knowledge
Paladin	1**
Ranger	1**

*Requisite skill is dependent upon type of bard, civilised or druidic.

**A paladin or ranger that later gains the ability to cast spells starts with 1 for free.

The first spell taught to a beginning arcane caster will always be Read Magic; beyond this, the character is free to choose. For example, a mage with Arcane Knowledge 53% would begin the game with Read Magic and 5 other spells of their choice, whilst a beginning civilised bard would begin with Read Magic and 2 other spells. Spells known at character creation are already assumed to be inscribed within a magic-user's spell book. After character creation, a spell caster is unrestricted as to what additional spells can be studied and learned, limited only by rank.

Memorising Spells

Just because spell casters know a spell, does not mean they are ready to cast it. Both Arcane and Divine spell casters must commit spells to memory to have access to them when needed. The number of spells of their current rank that a caster may have in memory is equal to $INT/4$. For each rank below that, 2 additional spells may be memorised, 4 additional spells if 2 ranks below, etc. Bards may memorise a number of spells equal to rank based on $INT/6$. In addition, they memorise only 1 additional spell for each rank of difference. Finally, paladins and rangers, because they receive their spell casting after character creation, follow slightly different system of spell memorisation as noted in the class write-ups.

Example: Rengarth has just become a Rank 3 magic-user. He possesses an INT of 17 and can memorise 5 spells of Rank 3 ($17 INT/4 = 4.25$, rounded up to 5). This allows him to also memorise 7 spells of Rank 2 ($5+2 = 7$) and 9 of Rank 1 ($5+4 = 9$).

There is no limit to the number of versions of the same spell the caster may have in memory. This is important as situations may manifest where a particular memorised spell must be forgotten and can be a rather common occurrence for the beginning caster.

Example: Rengarth has 2 instances of Magic Missile prepared counting as 2 of the 9 Rank 1 spells he can have in memory. However, later in the day, a bad skill roll causes him to forget the Magic Missile spell he was currently attempting to cast. Under normal circumstances, Ren would not be able to cast Magic Missile again until he could sit down and memorise it; however, his forethought and planning has allowed him to continue casting this useful spell.

Memorising a spell requires 15 minutes of calm study and concentration or prayer and devotion, regardless of rank, as well as a calm, quiet area to concentrate. Regardless of class, a caster that has already committed the maximum number of spells to memory must first forget one to memorise another. This requires 15 minutes per spell as above.

Memorising Arcane Spells

Memorising a spell requires the mage to have first slept for at least 8 hours to have a clear mind. This sleep does not have to be continuous, but must total at least 8 hours. Mages must have access to their spell book to memorise a spell. A spell may not be memorised from another's spell book unless the desired spell is first deciphered by casting Read Magic. See Spell Books below.

Memorising Divine Spells

Memorising Divine spells may only be done during the time of the day considered most holy by the character's religious order. For example, the holy time devoted to Sedona, the Goddess of Music, Light, and Healing, is every morning at sunup. In the case of a Divine caster worshiping a pantheon, if no specific holy time is mentioned, the caster may choose a time of significance but must adhere to it. These spells are drawn from those known and placed into memory where they may be later cast.



Learning New Spells

Both Arcane and Divine casters automatically get a new spell whenever they gain a new rank. In the case of an Arcane spell, the caster may be assumed to have been slowly being researched it over time and it may be inscribed in the caster's spell book following the normal procedure, however neither the Arcane Knowledge roll nor expenditure of Experience Rolls are required. The required cost in ingredients and ink still applies, however. A Divine spell is simply added to the caster's list of known spells. In either case, the spell may be of any rank the caster is able to cast, with no Experience Rolls necessary to attain it.

In addition to spells gained through experience, both Arcane and Divine casters have additional methods to acquire spells unique to each group, as covered below.

Arcane Casters

After an Arcane caster enters the game, learning further arcane spells requires extensive study and research, taking a significant period of time. However, the process may be considerably faster if the mage has access to another's spell book or a scroll. Each of the following procedures requires the mage to be of sufficient rank to cast the spell in question.

Through Research

To learn a new spell through research requires the investment of a number of Experience Rolls equal to the spell's rank. In addition, this research requires 1 week of study per spell rank. For example, a Rank 2 spell would require 2 Experience Rolls and 2 weeks of study before the mage would be able to scribe it into their spell book. A character can break down the total investment of time and Experience Rolls into instalments over several sessions of play. The mage is assumed to have been slowly scribing the spell into his spell book over the course of this research period. See below for more information.

From Spell Books and Scrolls

Having access to a scroll or another's spell book allows the mage to copy the desired spell into a spell book of their own, or even add the complete spell book to their own collection. However, because of the endless variation in writing styles, notations, and ancient script, each spell requires a casting of Read Magic before the mage may commit the spell to memory, or scribe it into a spell book of their own. However, if the casting of Read Magic fails, the character does not get a second chance to decipher this spell (from this source). They are only able to determine the spell's rank and its name, but fail to fully understand the arcane formulas. An Arcane caster may automatically read the contents of their own spell book, and once a spell has been successfully deciphered, there is no need for the character to decipher it again.

Spells found on scrolls and within spell books are the most common ways a mage acquires new spells in CLASSIC FANTASY. See Copying and Replacing Spell Books below for more information.

Learning spells in this way does not require any Experience Rolls on the part of the character, as the actual research has already been done by the other party. It is possible to decipher a spell, only to then find out that it is of a rank beyond the capability of the character at the current time.

The Scribing Process

The scribing process requires a number of hours dependent upon the rank of the spell in question as detailed below.

SCRIBING

<i>Spell Rank</i>	<i>Time Required</i>
1	1 Hour
2	3 Hours
3	5 Hours
4	7 Hours
5	9 Hours

However, this period may be ignored in the case of a spell learned through research as the scribing process has been continuous over the entirety of the research time.

At the end of the scribing period, the character must succeed at an Arcane Knowledge skill check, with the chance being 1 grade easier for each rank that the spell is below that of the caster. If successful

the spell is scribed into the spell book taking up 1 page per rank of the spell.

- ⇒ A Critical success means that the spell takes 1 less page than required; half a page in the case of a Rank 1 spell.
- ⇒ On a Failure the spell requires an additional page regardless of rank because of several mistakes in the transcription.
- ⇒ A Fumble results in the accidental destruction of the original research notes, scroll, or spell before it is able to be completely scribed. This results in 1 wasted spell book page as well as the loss of the original.

The process of scribing a spell typically costs 100 SP per page to cover the purchase of special inks, quills, and materials.

Spells found on scrolls and within spell books are the most common ways a mage acquires new spells in CLASSIC FANTASY. See Copying and Replacing Spell Books below for more information.

Spell Books

Arcane spell casters use spell books, sometimes called grimoires, to contain all of their spell knowledge. These tomes are treasured by their owners, as a mage deprived of their spell book is limited to whatever spells they currently have in memory. While a beginning mage may require but a single book, eventually they will need to expand their library, both to encompass their growing store of magic, and to back-up years of hard work and research. At these times a mage may consider a small travelling spell book containing some of their most used and common spells, while leaving the majority of their knowledge backed up safely at home.

When written into a spell book, arcane spells use a system of ancient script, detailed notations, and magical formulas. All Arcane spell casters use the same system regardless of native language, culture, or

Copying & Replacing Spell Books

Because of the importance placed on a spell book, many mages will wish to make a backup in the event that something unforeseen happens to their original. Making a copy of a mage's own personal spell book uses the same rules detailed above; however, as the task is simpler, the difficulty is decreased 2 grades. In addition, the scribing cost and time required is reduced by half.

Replacing a lost spell book on the other hand is a little more difficult. First, any spells that the mage currently has in memory may be scribed at the normal Difficulty, cost, and time requirement as for scribing a new spell. Beyond this, the character will need to find another spell caster willing to lend a copy of their spell book, find copies on an adventure, or research them all over again following the normal rules.

Spell Components

In addition to both somatic and verbal components, the caster must be in possession of material components that vary from spell to spell and are consumed in the casting. Where no actual components are detailed in the spell description, assume the cost is negligible and that the caster has a sufficient quantity on their person to cover about a month or so of adventuring. If a value is noted, however, the caster will need to purchase and keep track of the required components. A caster that is somehow separated from their material components will be unable to cast any spells until the situation can be rectified.

species. However, each arcane caster also inputs their own personal variations and nuances that make the writings incomprehensible to other spell casters without the casting of Read Magic.

An Arcane caster may automatically read the contents of his or her own spell book and once a spell has been successfully deciphered with Read Magic, there is no need for the character to decipher it again.

Divine Casters

Divine casters do not learn spells in the same sense as an Arcane caster. Instead, they ask their deity to grant the use of Divine magic on a case-by-case basis. This requires a period of prayer and meditation on the part of the devotee and the expenditure of a number of Experience Rolls equal to the desired spell's rank. Spells of Ranks 1 to 3 are granted on behalf of the deity by its servants. *For example, celestial angels, lesser demons, sapient animals, etc., dependent upon the deity's nature. Spells of these ranks require 1 day of prayer per rank. For example, a Rank 2 spell would require 2 days of prayer before the character would be able to add the spell to those known.*

Spells of Ranks 4 to 5 are granted by the character's deity *only*. Spells of this level may only be sought in a temple, church, or holy ground consecrated to the deity, and take a number of weeks based on the spells rank, with Rank 4 spells taking 2 weeks, and Rank 5 spells taking 4. During this time the character is limited to prayer, sleep, and fasting.

In all of the above cases, new spells are automatically added to the caster's memory. If the caster has already committed the maximum number of spells to memory that they may normally possess, the spell is added to the caster's Divine Reserve, or simply Reserve. The Reserve is a portion of a Divine casters mind that may store spells that are not currently in memory. There are no limits placed on the number of spells the caster may have in their Reserve.

Casting Requirements

Whether the passionate entreaties of a cleric calling upon a deity or the esoteric hand movements of a magic-user, both Arcane and



Divine caster's are assumed to use ritual words and gestures to aid in the focusing of concentration required for their proper incantation. The caster must have previously memorised the spell to be cast, and must have the requisite number of Magic Points remaining. Attempting to cast a spell with insufficient Magic Points means that the spell simply doesn't work. However, a spell caster may choose to substitute a level of Fatigue for each required missing Magic Point in an emergency.

By default the following requirements are necessary for the casting of spells:

- ⇒ The ability to gesture or symbolise with at least 1 free hand
- ⇒ The ability to make appropriate vocal sounds to invoke the spell or talent
- ⇒ The ability to accurately perceive or sense a potential target, if the spell has to be targeted
- ⇒ The possession of 1 or more material spell components unique to the spell in question

Being denied even one of the above requirements renders a spell caster unable to cast any spell unless otherwise noted.

On the last turn of casting, the caster must pass an Arcane Casting or Divine Channelling skill check. Failing to cast the spell correctly usually results in nothing negative, save that the magic doesn't work, or at worst forgetting the memorised spell as detailed below.

Casting a spell does not expunge it from the character's memory. The spell remains and may be continuously cast as long as sufficient

Magic Points remain to do so. Typically, even being rendered unconscious will not cause the loss of a memorised spell. However, a character that has been killed and somehow returned to life can be expected to have forgotten their prepared spells, with the exception of some powerful life giving magic.

Restricted Actions during Casting

Whilst performing magic, no matter what discipline, characters are only able to:

- ⇒ Move at a maximum of walking pace
- ⇒ Perform Free or Reactive Actions

Therefore, characters cannot attack any foes whilst preparing a spell, or make any attempt to run or indeed perform any other skill. This reflects the deliberation needed to focus on the spell and channel the energy for it to have its desired effect.

At the Games Master's discretion, some reactive actions such as parrying or evading may make completing a spell more difficult due to disruptions incurred to the normally required somatic gestures or mental focus.

Interrupting Casting

All magic used in combat situations has casting times measured in periods of time from Instant, to 1 or more Turns. This means a spell caster performing more complex invocations can be slowed down in their casting by reacting to threats which eat up their available Action Points. However, unless the caster suffers some dramatic shock, all this does is delay the final completion of the magic.

To totally disrupt casting normally requires that the caster be injured or mentally suborned. The chance of this depends on the precise circumstances:

- ⇒ Minor Wounds force the caster to make a Willpower check, failure makes the casting 1 difficulty grade harder
- ⇒ Serious Wounds force the caster to make a Willpower check, passing makes the casting 1 grade harder, whilst failing makes it 2 grades harder
- ⇒ Major Wounds automatically causes the casting roll to fail
- ⇒ Succumbing to mental domination automatically causes the casting roll to fail

Casting in Armour

Arcane Casters

Because armour restricts movement, and the somatic component involved in the casting of spells requires precise gestures, an Arcane caster must increase the Casting Time by 1 per 3 points of Initiative Penalty imposed by any armour worn. *For example, the Initiative Penalty for a full suit of Scale armour is 5. A mage attempting to cast spells while wearing full Scale armour would add 2 to whatever the casting time of the desired spell was (Initiative Penalty of 5 divided by 3 equals 1.66, rounded up to 2). Therefore, if the caster was attempting Magic Missile, a spell with a casting Time of 1 Action, the casting would not be complete until he has used 3 consecutive Cast Actions (1+2=3).* For this reason, Arcane spell casters usually avoid wearing armour.

Divine Casters

Of the Divine casters, druids, divine bards, and rangers, tend to shun armours of unnatural materials. They suffer no penalties to spell casting when outfitted in furs or hides, leather, studded leather, padded or quilted. However, when wearing armour of other materials their Casting Time is increased as per Arcane Casters above. In addition, for characters with an oath shunning armour of unnatural material, disregarding this oath requires an Opposed roll comparing their willpower to their passion (appropriate oath). See Oaths; Tough Choices in Chapter 3 for additional information. This roll would be required each day that the character attempts to disregard their oath. Clerics and paladins suffer no penalty while armoured.

Casting Time

Spells generally require a set casting time regardless of Intensity. This is usually measured as Instant, # Actions, # Minutes, or # Hours. Other casting times are possible depending on the specific spell.

How this interacts with each specific casting time is further detailed below:

- ⇒ Instant: Spell may be either Proactive or Reactive and goes off as soon as cast. It may be cast as a Free Action
- ⇒ 1 Action: Spell is Proactive only and goes off on the same Turn that it is cast.
- ⇒ 2 or more Actions: Spell is Proactive only and goes off on the last Turn required to cast it.
- ⇒ Minutes, Hours, etc.: Spells with extensive casting times are typically used out of combat and therefore do not require detailed tracking.

Where a spell requires more than 1 Action to cast, the Action Points are spent each Turn, with the casting skill roll taking place on the final Turn of casting. Only once the spell's Casting Time has finished is the caster required to expend the Casting Cost, shown below.

Casting Cost

The cost of casting a spell, regardless of the actual discipline, depends on the spell's final Intensity, the caster's rank, and the success level of the casting skill roll. Spells are cast at a base Intensity of 1 and may be increased to their maximum Intensity to boost their effects by paying the extra Magic Points.

The cost to cast a spell is typically set at one of the following levels as noted in the spells description:

- ⇒ 1: The spell costs 1 magic point for 1 Intensity. Additional levels of Intensity have no effect.
- ⇒ 1/+1: The spell cost 1 magic point for the first level of Intensity, plus 1 magic point for each additional Intensity.
- ⇒ 3: The spell costs 3 Magic Points for 1 Intensity. Additional levels of Intensity have no effect.
- ⇒ 3/+1: The spell cost 3 Magic Points for the first level of Intensity, plus 1 magic point for each additional Intensity.
- ⇒ 3/+3: The spell cost 3 Magic Points for the first level of Intensity, plus 3 Magic Points for each additional Intensity.
- ⇒ Some powerful spells are capable of altering reality in some lasting way. These powerful spells require a permanent expenditure of life force on the part of the caster. This life force is represented in the sacrifice of 1 or more Experience Rolls. Typically, these Experience Rolls must be already acquired and unspent; however, in the case of a caster with no unspent rolls, a maximum of 1 may be used in deficit. This point must be paid off as soon as new Experience Rolls are earned.

For example, For example, Rengarath wishes to cast Familiar, which has a cost of 3 Magic Points per Intensity, plus 1 Experience Roll. Unfortunately, he has no Experience Rolls remaining after improving his Arcane Casting skill at the end of the last session. He decides to spend 1 unearned roll to cast the spell and pay the deficit at the end of the current session when new Experience Rolls are awarded.

Spells that require an Experience roll have their Magnitude doubled for the purposes of resisting spells such as Dispel Magic.

Once the final cost is known, the Spell Casting roll is made:

- ⇒ Critical: The spell works and only half the Magic Point cost is expended.
- ⇒ Success: The spell works and the full Magic Point cost is expended.
- ⇒ Failure: The spell fails, but no Magic Points are expended, nor are any Experience Rolls. Optionally, however, the caster may force the spell. A forced spell is treated as a Success above with regards to Magic Point expenditure and degree of success. Forcing a spell has the unfortunate side effect of expunging it from the caster's memory, meaning it must be memorised again before it may be recast.
- ⇒ Fumble: The spell fails and half the Magic Point cost is expended; however, all Experience Rolls are retained. In addition, the desired spell is expunged from the caster's memory. It may be re-memorised at a later time.

Magic Cost and Caster Rank

As a spell caster increases in rank, they learn more efficient ways to channel their personal reserves of magical energy. For each rank attained above 1, a pure spell caster may cast spells of a lower rank at a reduction of 2 Magic Points per rank of difference. This does not reduce the casting cost per Intensity, just the final casting cost of the spell in question. Therefore, a pure spell caster of Rank 3 that casts a Rank 2 spell may reduce the final casting cost by 2 Magic Points, while that same caster may cast a spell of Rank 1 at a 4 point reduction. Pure spell casters are clerics, druids, and magic-users. Semi-spell casters such as bards, rangers, and paladins, may reduce the casting cost by 1 magic point per rank of Difference.

Magic point reduction applies to personal reserves of Magic Points only. It does not apply to Magic Points stored in items and devices. No spell may have its final cost reduced below 1 magic point.

Dismissing one's own Magic

Characters can dismiss any magic they have personally cast as a Free Action. No roll is needed for dismissing a spell; simply the decision needed to cease its effects.

Casting a Non-Memorised Spell

It is possible for both Arcane and Divine spell casters to cast a spell they do not currently have in memory. Each type of caster may do so subject to the following limitations.

Arcane Casters

Arcane spell casters may cast a spell directly from their spell books. This is a time consuming procedure that is seldom done in the heat of battle. However, it does mean that spells that do not typically need to be cast in a hurry, do not have to take up precious space in the caster's memory. To cast a spell directly from a spell book requires the following procedure:

The caster must first be able to read the spell having either written it themselves or having previously cast Read Magic upon it.

The spell must be of a rank the caster is capable of casting.

Assuming the caster can read the spell, casting a spell from a spell book follows the normal spell casting procedure; however, the spell's casting time is increased by 1 grade subject to the following order: Instant to 1 Round, Rounds to Minutes, and Minutes to Hours. Spells that normally have casting times measured in hours are typically faster to memorise and cast normally.

The caster makes a Hard Arcane Casting roll due to this not being the intended use of a spell book and that the formulas and incantations do not facilitate this casting method. On a failed roll, the spell is simply not cast and no Magic Points are expended; however, on a fumble the spell fades from the book's pages and the spell is lost. A critical success results in the spell being cast at no cost in Magic Points.

Divine Casters

Divine spell casters may pray for the casting of a spell they do not currently have memorised according to the following rules:

The spell must be of a rank the cleric is capable of casting themselves.

Praying for a spell follows the normal spell casting procedure; however, the spell's casting time is increased by 1 grade subject to the following order: Instant to 1 Round, Rounds to Minutes, and Minutes to Hours. Spells that normally have casting times measured in hours are not eligible to be attained using this method.

The caster makes a Formidable Piety roll if the spell is known but simply not memorised or a Herculean Piety roll if the spell is not currently known. Success indicates that the god has heard the prayer and the spell will be cast following the normal procedure except as noted above. On a failed roll, the spell is simply not granted and no Magic Points are expended; however, on a fumble, the god is disappointed by the request and the caster's Piety skill is reduced by 1d4+1%. A critical success results in the spell being cast at no cost in Magic Points.



Stacking Magic

Magic of different disciplines cannot be stacked together to produce greater effects. Thus an Arcane Magic spell cannot add its effect to that produced by a Divine spell for example. In addition, magic of the same discipline which has a similar purpose cannot be stacked. In situations where 2 incompatible spells are in simultaneous existence, the magic with the greater Intensity takes precedence, suppressing or subsuming the lesser magic. Where both magics are of equal Intensity, the newer magic replaces the previous one. In cases where both spells offer differing effects, they both may exist simultaneously regardless of discipline.

Magnitude & Intensity

These two terms are methods of describing the potency of magic. Magnitude is used to see how difficult it is to dispel or resist the magic whereas Intensity reflects its level of effect. More detail concerning these terms is described for each discipline.

Although maximum Intensity and Magnitude are based upon the value of a magical skill, they are not modified by any difficulty grades applied to the casting roll. For example, the Maximum Intensity of a spell is 1/10th the caster's Arcane Casting or Divine Channelling skill, no matter whether the casting roll is Easy, Hard or even Herculean. The spell may be cast at any Intensity of between 1 and its Maximum Intensity. The spell's Magnitude is always based on the Maximum. Therefore, a caster with 60% skill may choose to cast a 3 Intensity Fire Ball; however, the spell will still possess a Magnitude of 6. A caster need not increase the Intensity to their Maximum values if they desire to limit the spell's effect, or keep its Magic Point cost low. Not all spells benefit from an increase in Intensity.

For example, With an Arcane Casting skill of 56%, Rengarath possesses a maximum Intensity and Magnitude of 6, for any spell he chooses to cast. His spell's Intensity starts at 1 and may be increased to 6 by spending additional Magic Points. His spell's Magnitude is equal to 6 regardless of final Intensity.

Spell Damage

A large number of spells enable a caster to harm opponents with deadly bolts or waves of Arcane or Divine energy. Successful attacks may strike a random location, or in the case of area effect spells, engulf entire victims striking all hit locations equally. Unless specified otherwise in the spell description, the Intensity of the spell typically denotes the damage inflicted as determined on the below table. Under normal circumstances, worn armour does not protect, but natural or magical Armour Points reduce damage as normal. See the individual spell write-ups for further information.



SPELL DAMAGE

Intensity	Damage
1-2	1d4
3-4	1d6
5-6	1d8
7-8	1d10
9-10	2d6
11-12	1d8+1d6
13-14	2d8
15-16	1d10+1d8
17-18	2d10
19-20	2d10+1d2

Maintaining a Spell

Spells with Durations based on Intensity do not have to be initially cast beyond an Intensity of 1 unless the caster so desires. Instead, the caster may choose at the beginning of each period of time covered by the Duration whether to maintain the spell or let it end. To maintain the spell, the caster simply spends the required Magic Points and the spell continues for another period based on the Duration.

The only stipulation is that the caster must concentrate throughout the duration, even in the case of spells that do not normally require concentration. Once concentration is ceased, the spell will finish out its current duration and then end, unless concentration is normally required, in which the spell ends immediately. The most that a spell may be maintained is still limited to its Magnitude as determined by 1/10th casting skill.

For example, Detect Magic has a Duration noted as 2 Minutes/Intensity, this means that at 3 levels of Intensity, the spell will last 6 minutes. However, there is no reason why the caster couldn't cast the spell at Intensity 1 for 2 minutes, and extend the duration when the current duration expires. In this case the caster would have to maintain concentration throughout the first 2 minutes, and could spend another Magic Point to extend it another 2 minutes after the first duration has expired. If after choosing to maintain Detect Magic for another 2 minutes, the caster chooses to cease concentration, the spell will finish out its current duration and then end.

Resisting Magic

Most spells and magical effects that target an individual allow that individual a chance to resist; this is sometimes called rolling to save. Resisting targets may make an Opposed Endurance, Willpower, or even an Evade test in the case of a targeted missile spell. Note that Resist (Evade) requires the target to have a Combat Action available in order to throw themselves clear. Spells that may be resisted are always easier to resist at lower levels of Magnitude. To resist a spell, the victim compares the results of their Resistance Roll with the caster's Arcane Casting skill roll. Where the original Arcane Casting roll is unknown, which may be the case of spells with permanent durations, magical traps, etc., roll the spell's Magnitude x10%.

Items Resisting Magic

Many spells will totally engulf a target possibly damaging any items worn or carried as a result, also, some spell casters can simply single out an exposed item as the target of a spell. Typically, items are allowed a Resistance Check only if they are magical or if they are attended (held, worn, grasped, etc.) by a creature able to resist the spell, in which case the object gets the creature's Resistance Check unless its own bonus is greater. A magic item's Resistance Check is equal to 10% +5% per Magnitude. If the item's owner is a spell caster, a further bonus of 1/2 the owner's skill with Arcane Knowledge or Piety may be applied.

Items surviving after a Resistance Check: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack. If an adventurer fumbles his or her Resistance Check, however, an exposed item is harmed (if the attack can harm objects). The four items nearest the top of the Items Affected by Magical Attacks Table (opposite) are the most likely to be struck. Determine which four objects are most likely to be struck and roll randomly among them. The randomly determined item

must make a Resistance Check against the attack form and take whatever damage the attack deals. Items that possess Armour and/or Hit Points apply them normally to a failed Resistance Check.

If an item is not carried or worn and is not magical, it does not get a Resistance Check. It simply is dealt the appropriate damage.

How this damage is applied is up to the Games Master. Items with hit points simply take the damage normally, while items that usually have no hit points, such as a cloak or armour, can simply be destroyed as in the case of the cloak, or have its Armour Points reduced in the case of the armour.

ITEMS AFFECTED BY MAGICAL ATTACKS

Order	Item
1st	Shield
2nd	Armour
3rd	Backpack, exposed bag, or exposed pouch
4th	Item in hand (including weapon, wand, etc.)
5th	Cloak
6th	Stowed or sheathed weapon
7th	Bracers
8th	Clothing
9th	Jewellery (including rings)
10th	Anything else

Dispelling Magic

All magic resists being dispelled using its Magnitude. Thus at lower levels of skill, magic can be fairly easy to dismiss. When Dispel Magic is cast against an ongoing magical effect or a magic item, there is no roll to resist. Instead, if the Intensity of Dispel Magic exceeds the Magnitude of the magic, it is dispelled, temporarily in the case of a magic item or a spell with a duration expressed as permanent. See the write-up for Dispel Magic in **Chapter 9: Arcane Spells**, as well as the rules for Dispelling Magic Items in Chapter 12 for additional information. In addition to Dispel Magic, some spells may be used to dispel other spells if they are the same or opposed. These spells will be noted as such in their write-ups. *For example, the spell Light may be used to dispel Darkness, and Illusionary Terrain may be used to dispel another instance of itself already in existence.* In these cases, every 1 level of intensity counts as 3 Intensity with regards to countering the spell. *For example, if confronted with Darkness of Magnitude 6, the caster would need Dispel Magic of Intensity 7, or Light of only Intensity 3 to counter it.* It should be stressed, that under most circumstances, the Magnitude of an existing spell is unknown and dispelling it is a matter of trial and error.

Enduring Magic Costs

As a general rule, the Magic Points attribute (or pool) of a spell caster is temporarily reduced by the cost of all ongoing active magic. The caster is unable to start recovering Magic Points used to cast a spell (or similar ability) until that magic is dismissed or expires. Therefore, spells such as Charm Being, which can have a duration measured in weeks, can severely hamper a magic-user that has decided to charm his own personal retinue. A spell with a duration noted as Permanent does not affect the caster's Magic Point total.

Spell Traits

Every Spell is defined by a series of traits explaining how it is used in the game, followed by a description of the spell's precise effects. In most cases the physical and temporal parameters of the spell can be hand waved unless the Games Master wishes to keep detailed track during tactical situations. A spell's traits are detailed using the following format:

Spell Name (Reversible)

(School)

Cost: 1, +1/additional Intensity

Area: 6m (20°) Wedge

Casting Time: 1 Action

Duration: Instant

Range: 0

Resist: Willpower

The traits are as follows:

(Reversible)

Some spells are reversible; this will be noted in parentheses after the spell's name. A spell caster must choose when memorising a spell noted as Reversible, whether it will be the normal or reversed version. It is possible to have both the normal and reversed versions of the same spell memorised.

School

Following the name of the spell, is the School it belongs to. Spells belong to one of eight specific schools of magic, and while they are noted for both Arcane and Divine spells, the information is of most use to casters of the Arcane persuasion. While most mages remain generalists, being able to learn any spell, some prefer to concentrate on one school at the expense of others.

For example the School of Evocation specialises in manipulating unseen sources of power to create devastating damaging effects, granting access to spells such as Fireball, Lightning Bolt, and Magic Missile. Whereas the School of Enchantment teaches spells that effect the minds of others, allowing the caster to control or influence their normal behaviour. This school includes spells such as Charm Being, Domination, and Suggestion.

A magic-user's spell book might only contain spells of a single school, or it could contain several spells of each. The precise balance or lack thereof is dependent upon the original creator of the spell book.

Spells of the School of Enchantment have (Charm) noted as a reminder that these spells are typically subject to immunity by elves and half-elves. See the magic-user description in Chapter 3 for the rules on specialist mages and more information on the various Schools of Magic.

Sphere

Arcane spells do not have this trait. Divine spells are classified according to Sphere, of which there are 16; All, Animal, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Plant, Protection, Summoning, Sun, and Weather. Some spells note a separate Sphere in parentheses; this details the spell's Sphere when reversed. Deities have several Spheres of Influence which is a determining part of their nature. Clerics, druids, druidic bards, paladins, and rangers may only cast spells of their deities Spheres of Influence. See the relevant class write-ups in Chapter 3 for more information.

Cost (X)

This is the cost in Magic Points to cast a spell. For example a spell with a cost noted as 1, cost a single magic point to cast and cannot be increased in Intensity, while 3, +1/additional Intensity would cost 5 Magic Points to cast at 3 Intensity (3 for the first level, and 1 for each additional). Some spells which alter reality in a significant way have a cost in Experience Rolls, for example (+1 EXP).

Area (X)

The spell affects all targets within a defined area. This could be either a set amount, such as 6m (20°), or as a variable such as 3m (10°)/Intensity. For example, a spell with an Area trait expressed as 3m (10°) Radius/Intensity and cast at Intensity 4 would have a radius of 12m (40°). An Area spell with a Range of 0 has the effects centered upon the caster or whatever he touches.

- ⇒ **Caster:** The spell affects the caster only.
- ⇒ **1 or more Targets:** The spell affects one or more targets, of which one may be the caster if desired.
- ⇒ **Cone (X):** The spell affects all targets within a specified Cone-shaped area. Cones possess three dimensions; length,

width, and height with the specific dimensions defined in the description.

- ⇒ **Path:** The spell affects all targets within a specified pre-defined Path.
- ⇒ **Radius (X):** Radius measures a circular area from its centre to its edge. Therefore, an area with a 6m (20') radius is 12m (40') across.
- ⇒ **Wedge (X):** The spell affects all targets within a specified Wedge-shaped area. Wedges possess two dimensions; length and width, lacking any vertical dimension, with the specific dimensions defined in the description

Casting Time (Instant, Actions, Minutes, or Hours)

The length of time required to cast a spell is defined as Instant, or 1 or more Actions, Minutes, or Hours. This casting time is not typically modified by Intensity unless otherwise noted.

Duration (X)

The spell's effects stay in place for an amount of time described as either a set length, such as 10 Minutes, or as a variable such as 5 Minutes/Intensity. Spells noted as Instant take place immediately and then end, while spells detailed as Permanent have a lasting effect.

- ⇒ **Concentration:** The spell's active effects only function so long as the character specifically concentrates on it. Concentration requires the caster to be free of all physical and mental distractions: any such disturbance has a chance to interrupt the concentration, resulting in the spell's immediate dismissal. Distraction follows the rules outlined on page 121 for Interrupting Casting.

While concentrating the caster is usually restricted to moving at a maximum of walking pace and performing Free or Reactive Actions (when necessary, use common sense). Any passive elements of the spell continue running without the need to concentrate unless the spell states otherwise; for example, the Spiritual Hammer spell requires concentration to actually move and attack with it, as soon as the cleric's concentration lapses, the spell ends. By default, a spell caster may only concentrate on a single Concentration spell at any one time.

- ⇒ **Trigger:** Trigger spells can be cast successfully but have their effects delayed by a period of time defined in the spells description or sometimes at a time determined by the caster. If a spell not defined as *permanent until triggered* is not triggered during the scene in which it is cast it dissipates naturally.

Range (X)

Ranged spells may be cast upon targets within a range defined as either Touch, or a set amount such as 12m (40'). For example, a spell with a ranged trait expressed as 6m (20')/Intensity and cast at Intensity 3 would have a range of 18m (60'). A spell with a range of 0 may be cast on the caster only.

With regards to Touch spells, the spell caster may always be the beneficiary if desired. Otherwise the caster must be in physical contact with the target for the spell to take effect. These spells are typically cast and then held until the caster can make a successful Unarmed skill roll to touch an opponent. However, if the caster is within reach of a suitable opponent on the same Turn that the casting is finished, they may touch the opponent without a separate Unarmed roll being required. This assumes the roll to hit is part of the spell's somatic component. The opponent may Parry or Evade normally, and if struck, is still allowed an Opposed roll to resist as specified in the spell description, with a success on the part of the victim negating any adverse effects. A touch spell merely needs to contact the target or its worn accoutrements in order to work.

Resist

(Disbelief/Evade/Endurance/Willpower)

Offensive spells do not necessarily take effect automatically. Resisting targets may make an Opposed Evade, Endurance or Willpower test (as specified) in order to avoid the effect of the spell entirely. Note that Resist (Evade) spells require the target to have a Combat Action available in order to throw themselves clear, and Disbelief must be stated by the player and is situation dependent. See Disbelieving Illusions and Phantasms later in this chapter for additional information.

Limiting Some Spell Traits

Many spells will augment more than 1 trait per level of Intensity. For example, Plant Growth is noted as possessing the traits: Area (30m/Intensity) and Range (10m/Intensity). In these cases under normal

Evading Area Spells in Miniatures Combat

When an area spell is expressed on the combat grid, targets will either be in a square completely covered by the spell's effects, partially covered, or not covered. Targets within a square completely covered by the spell's area take full damage on a failed roll to Evade and half damage on a success. Those on a partially covered square take half damage on a failed roll and no damage on a success as they can be assumed to have thrown themselves completely free of the spell.

circumstances Area and Range are equally affected based upon final Intensity. However, if the caster chooses, they may keep some of the traits at full Intensity and limit others. Therefore, if Plant Growth were to be cast at 4 Intensity, it would normally possess a 120m radius with a range of 40m, obviously catching the caster in the area as well. So if they desired, the caster could keep the 40m range, but have the spell effect only a 10m radius. There is no minimum amount imposed on a spell trait. The only exception would be a spell with a static trait unaffected by Intensity. In this instance the trait may not be altered. For example, a fireball spell is designated as possessing a radius of 6 metres. One of the things that balances this powerful spell is that it cannot have its area modified, making it just as dangerous to allies as enemies if not used with caution.

Illusions and Phantasms

Illusions and Phantasms are two different types of magic that produce similar effects, yet operate under a different set of parameters. Both attempt to trick the senses of those observing them into believing they are real, and the prospect of using them successfully in play comes from knowing what each is capable and incapable of doing. Constructs such as golems, and programmed undead such as skeletons and zombies are immune to the effects of illusions and phantasms, lacking any form of cognitive reasoning beyond simple programming. Both Phantasms and Illusions, while similar, operate differently as detailed below:

Illusion

An illusion is a manifestation that is created within an area. Once it comes into being, everyone that happens upon the area will see the illusion for as long as it remains. Depending on the specific spell, illusions may manipulate light, sound, shadow, colour, and/or scent. Some of the higher rank forms of illusionary magic may create manifestations of quasi-reality by drawing magical energy from other planes of existence. These illusions are real for all intents and purposes for as long as the witnesses believe in them. Simple illusions may be of anything the illusionist desires, their only real limitation is that they cannot make something look like nothing. Therefore, while a simple illusion couldn't turn something invisible, it could camouflage it with a thick area of fog, or simply change its appearance. The exception being the Invisibility spell, which is specialised Illusion magic with the sole purpose of turning a creature invisible at the expense of versatility.

An illusion like many spells possesses an area of effect when cast. This does not imply that the illusion can only be seen within the designated area, only that the manifestation must fit within the area of effect. The manifestation can typically be seen at a distance

appropriate to its nature. *For example, the illusion of a swampy bog may not be seen until the viewers are right upon it, while an illusion of a wizard's tower may be seen from a mile away. While the illusion is in effect, it may be viewed by all that experience it, not just those present when the spell was cast.*

Unless specified otherwise, an illusion is dispelled by simply touching it, whether with a bare hand, melee weapon, or even striking it with a hurled object. However, as long as the original caster is present and maintaining concentration, they may prevent the illusion from unravelling and have it react appropriately. This requires the expenditure of 1 magic point on the part of the caster. *For example, instead of letting an illusion struck in combat be dispelled, the illusionist could spend a magic point and have a creature react to the hit in an appropriate manner. It is subject to disbelief as normal as well as Dispel Magic, which will dispel the manifestation.*

Phantasm

A Phantasm is a manifestation that is created within the mind of one or more living creatures; because of this they may never manifest quasi-reality. Most phantasms attempt to instil intense emotion on the part of the victim, typically fear and terror.

Because of their nature, phantasms function differently than other spells, illusions included, with regards to duration and area of effect. For example, a phantasm with an 18m (60') radius and a duration of 10 minutes that has been cast on a party of adventurers will cause the party to be effected by the manifestation throughout the spell's duration. Even if they leave the area of effect they will see the manifestation within the designated area upon looking back. However, if a second group enters the spells area of effect while the duration is still active, they will see nothing out of the ordinary as they were not the targets of the spell.

Unlike an illusion, phantasms cannot be touched, and therefore, cannot be dispelled in this manner. They are subject to disbelief as normal, but since as they are rooted deep in the psyche of the victim, it is much harder to do so. The casting of Dispel Magic will remove the phantasm from the mind of a victim if it overcomes the spell's Magnitude as normal. However, due to the nature of a phantasm, the caster must target a single character suffering its effects and cast it on them.

Limitations

There is no limit placed upon what the caster may create as long as it fits within the spell's parameters; however, the players are more likely to attempt to disbelieve if they feel an illusion out-of-place or simply not realistic under the circumstances. Likewise, an NPC will have that same opportunity to disbelieve something that seems unrealistic as determined by the Games Master. A more successful illusion is typically of something the caster knows well. While it would be possible to create an illusion of something that the caster has only seen in a painting or heard about, it cannot and will not look as realistic as something they have personal knowledge of. For

this reason, the simpler illusion the more believable, as it tends to give off fewer clues to its true nature.

Neither illusions nor phantasms allow the caster to break physical laws. A character would not be able to physically mount an illusionary horse; even assuming the caster maintains the illusion and prevents it from unravelling when he attempts to do so. And an illusionary bridge will not allow a party of adventurers to cross a real chasm no matter how well those affected believe in its existence. Where possible however, those subjected to the illusion will believe things are transpiring as expected. For example, the rider attempting to mount the illusionary horse will see himself sitting atop it, reigns in hand, as will all others under the spells effects, and the party of adventurers crossing the illusionary bridge will see themselves doing so..., until they impact with the bottom of the chasm.

While being concentrated upon, illusions may be made to attack and/or cause injury as appropriate to their nature with the caster determining the actual results of hits, damage, etc. This requires the caster to be in continued concentration throughout the spells duration. Of course, this damage is only in the minds of the victims and no actual damage is done; however, they will believe it for real as long as the illusion exists, or until they disbelieve. The illusionist may choose to have armour and magic block this damage as appropriate, and dictate the results of Specials as desired. Any damage sustained from an illusionary attack or threat is treated as "real" damage as far as wound levels are concerned; however, as soon as an illusion is revealed for what it truly is, any damage previously incurred by the victim vanishes. As noted above, the caster needs to keep these results realistic and in proportion to the threat in question. For example, an illusion of a band of attacking kobolds that cause a party of low rank adventurers some difficulty before being put down would be an expected and common encounter; however, if these same kobolds display skills of master level, never missing and apparently sidestepping every blow, the players should more than likely display suspicion and would be well within their rights to attempt to disbelieve.

A character that is "killed" by an illusion collapses as if actually killed. The Games Master should make a Willpower roll for the victim, the effects of which are as follows.

- ⇒ Fumble: The character dies from system shock due to the illusionary trauma
- ⇒ Failure: The character awakens unharmed after 1d6 minutes
- ⇒ Success: The character awakens unharmed in 1d6 rounds
- ⇒ Critical: The character resists losing consciousness and may immediately attempt to Disbelieve

Illusions are automatically dispelled if touched unless the caster concentrates and maintains it. It is subject to disbelief as normal as well as Dispel Magic, which will dispel the manifestation. In the case of

a larger manifestation, Dispel Magic will dispel a portion of the illusion's area of effect equal to its own.

Attempting to Disbelieve

To attempt to disbelieve a common illusion, the viewers must state their intent and succeed at an opposed roll of their Willpower versus the Arcane Casting or Divine Channelling roll of the original spell caster, as appropriate. With regards to disbelieving phantasms, which are essentially mental attacks, a character is allowed a chance to disbelieve as soon as they are subjected to the spell; however, the Games Master should secretly make this roll on their behalf to not hint at the phantasm's true nature. Because Phantasms affect the mind directly, they are typically 2 grades more difficult to Disbelieve. In either case, a success indicates that the viewer sees the illusion or phantasm for what it is. A failed roll has no effect on the state of the apparition and no further attempts may be made unless stated otherwise, see below. Only sapient creatures, those without an INS characteristic, may attempt to Disbelieve. Phantasms and illusions may also be destroyed with the casting of Dispel Magic.

The more unbelievable the illusion, the easier it is to disbelieve, and vice versa. After the first attempt to disbelieve, further attempts are only possible if the manifestation suddenly does something that causes a victim to question its reality. This should be on a case-by-case basis and only allowed with the Games Master's permission.

In the likely situation where some viewers see the manifestation for what it is, and others believe what they see, the players should play out the encounter as their characters believe it. For example, those that know the ogre before them is an illusion or phantasm will attempt to reveal the true nature of the manifestation to their unbelieving allies. While those under the spell's influence will be convinced that their friends are the ones being manipulated, and the ogre charging them is real.

Scrolls

Scrolls are used by many of the CLASSIC FANTASY spell casting classes. They are a convenience, a way for casters to have access to additional spells, over and above those they can normally have memorised. Magic-user scrolls, other than those created by the caster, require the casting of Read Magic before they may be used. Thieves with the ability to Use Arcane Scrolls may do so without having previously cast Read Magic upon them. Cleric and druid scrolls do not need to have Read Magic cast and may be read by anyone to identify their contents, even a non-spell caster. They still require a cleric or druid to cast them, however. Protection scrolls may be read and used by anyone regardless of class.



Reading a Scroll

Scrolls are useful tools allowing the caster additional spell storage beyond that which can normally be memorised and are categorised by type as follows:

- ⇒ **Cursed Scrolls:** Cursed scrolls may be scribed by magic-users, clerics, or druids and bestow a negative effect upon the reader. These scrolls are activated merely by reading the name or title, or in the case of an Arcane scroll, casting Read Magic upon them. The curse takes effect immediately.
- ⇒ **Protection Scrolls:** Scrolls of protection may be scribed by both magic-users and clerics, and are typically able to be read even by non-spell casters. Only clerics and magic-users are able to create protection scrolls and each is limited to the creation of certain types of scrolls of protection, as follows:
 - ⇒ **Cleric Protection Scrolls:** Demons, Devils, Possession, Undead
 - ⇒ **Magic-User Protection Scrolls:** Demons, Elementals, Lycanthropes, Magic, Petrification.

Protection scrolls require a single Cast Magic action on the part of the reader to take effect.

- ⇒ **Spell Scrolls:** Each spell casting class; magic-user, cleric, or druid, may scribe spell scrolls appropriate to their class. Each scroll may contain a single spell, regardless of rank, and each follows the same procedure as casting it normally with regards to casting time. However, casting a spell from a scroll requires no expenditure of Magic Points; this price was paid in advance by the scroll's creator.

A caster may automatically cast any spell from a scroll assuming they are of the appropriate class and that they themselves are of sufficient rank to cast that particular spell. This is regardless as to whether they actually know the spell in question and requires no skill roll. This causes the spell to disappear from the scroll as the magic is consumed in the spells casting. A caster may also attempt to cast a spell of a higher rank. This requires a successful roll of either Arcane Casting or Divine Channelling as appropriate. A failure means that the spell is not cast and has been erased from the scroll. On a fumble, the spell has been miss cast. This typically results in the spell affecting the reader and/or one or more allies, or having the opposite effect of what was desired.

The difficulty applied to the skill roll is dependent upon difference between the caster's rank and the spell's rank and is detailed on the following table:

SCROLL CASTING DIFFICULTY

<i>Difference</i>	<i>Modifier</i>
Spell is of the caster's rank or lower	Spell may be cast with no skill roll
Spell is 1 rank higher than the caster	Spell may be cast with a successful skill roll
Spell is 2 ranks higher than the caster	Spell may be cast with a successful Hard skill roll
Spell is 3 ranks higher than the caster	Spell may be cast with a successful Formidable skill roll
Spell is 4 ranks higher than the caster	Spell may be cast with a successful Herculean skill roll

Defending Against a Scroll's Effects

Any harmful magical effects of a scroll may be resisted using the normal methods appropriate to the effects in question. Those resisting may make an Opposed Endurance, Willpower, or Evade roll, vs. the scroll's Magnitude x10. A scroll possesses a Magnitude equal to its Intensity. Note that Resist (Evade) requires the target to have a Combat Action available in order to throw themselves clear.

Creating a Scroll

Spell casters are capable, at higher skill levels, of creating their own magical scrolls. Scrolls are useful tools allowing the caster additional spell storage beyond that which can normally be memorised.

To create a scroll, the caster must possess a skill level of at least 100% in either Arcane Knowledge or Piety. In addition the spell to be scribed must be of a rank that the caster can normally use. The spell must be inscribed on a roll of clean, unembellished specially prepared paper or parchment, and may not have been used previously in ANY capacity.

Scrolls require expensive inks and rare ingredients in their manufacture. The cost of the ink and exotic ingredients is 100 SP per spell rank and may be found at typical alchemy shops.

Once the caster has gathered the required material the process of inscribing the scroll may begin. This requires the burning of candles and incense, and in the case of a magic-user or illusionist, a circle must be inscribed upon the floor around the caster and the spell must be referenced in their spell book throughout the process. Clerics and druids must prepare the scroll upon an altar, while in communion with their deity.

The entire process takes 1 full day per spell rank irrespective of magnitude, stopping only to eat, sleep, etc. Interrupting the ritual to do anything else automatically causes the process to fail. The inscriber may choose to take additional time, doubling that normally required, in an attempt to decrease any chance of failure. Each doubling reduces the difficulty 1 grade. For example, if a magic-user wished to inscribe a Fire Ball spell, Rank 3, the required process would normally require 3 days to perform. However, if the inscriber decided to take six days, the difficulty would be reduced 1 grade to Easy. Doubling yet again, twelve days, would make the roll Very Easy. No attempt may be reduced below Very Easy.

Successfully scribing the spell costs the character 1 Experience Roll in addition to consuming the required ingredients.

Failing to inscribe a spell does not cost an Experience Roll.

A critical success indicates that your Character has inscribed the spell in half the normally required amount of time and at no Experience Roll cost.

On a fumble not only did your character not inscribe the spell successfully, an additional 3d6x10 SP in inks, parchment and materials are lost (spilt a bottle of ink, knocked over a candle, etc.).

Further information on scrolls may be found in *Chapter 12: Treasure*.

9: Arcane Spells

The Arcane spells provided in this chapter go from Rank 0 through to Rank 3. Higher ranked spells, taking Arcane casters all the way to Rank 5 will be found in the CLASSIC FANTASY *Unearthed Companion*.

Rank 0 Cantrips

Cantrips are Rank 0 spells, the only form of magic that apprentice-level magic-users can use. Cantrips are minor spell-like effects conjured through the use of Arcane energy that have no significant real-world effect, such spells cannot cause even a single point of damage or any amount of distraction in combat. Cantrips are limited to normal day-to-day use, an application of magic to make life easier and less dull.

The Folk Magic spells of MYTHRAS are used to represent cantrips; however, CLASSIC FANTASY limits them to those noted on the Arcane Spells: Cantrips table. The Games Master may freely expand upon this list, but should restrict cantrips that have any offensive or defensive capability, or mimic any other Arcane or Divine spell to remain consistent with the core concept of cantrips in CLASSIC FANTASY.

The specifics for casting cantrips is detailed below, modified slightly to better represent CLASSIC FANTASY:

- ⇒ A magic-user knows a number of cantrips equal to 1/5th Arcane Knowledge regardless of Rank, with additional cantrips automatically gained as Arcane Knowledge is increased through experience.
- ⇒ Cantrips do not require prior memorisation.
- ⇒ Cantrips are cast using the magic-user's Arcane Casting skill and are 1 Grade easier to cast for each Rank the caster gains

above 0. Therefore, a Rank 1 magic-user finds it 1 Grade easier to cast cantrips.

- ⇒ All cantrips have a casting cost of 1 Magic Point.
- ⇒ Casting Time: All cantrips are cast with 1 Action.
- ⇒ Duration: Unless a spell has either the Concentration or Instant traits, it has a natural duration that lasts the entire scene or action for which the spell was used. A few spells have custom durations noted in the spell's definition.
- ⇒ Ranged: Cantrips with the Ranged trait have a range of 1.5 m (5 ft) for every point of POW. The caster must know the location of the target, such as 'hiding behind the door': if unable to directly see or sense the target of the spell, then the cantrip roll becomes 1 Grade harder.
- ⇒ Due to their minor or petty nature, all cantrips have a default Intensity and Magnitude of 1.

Traits not detailed above function as per the rules presented in Chapter 8.

Finally, CLASSIC FANTASY adds one new cantrip as detailed below:

Magic Tricks

Concentration

Magic Tricks are a great form of entertainment amongst the common folk, downtrodden, and especially, children. Some effects commonly created with Magic Tricks include puffs of wind to flicker candles, pulling a silver piece from behind a child's ear, causing a flower to quickly bloom, performing card tricks, creating eerie ethereal music that issues from nowhere, etc. Magic Tricks are unable to cause even a single point of damage or any amount of distraction in combat, but could be used to keep a crowd occupied while the rest of the party sneaks past.

RANK 0 CANTRIPS

Spell	School	Cost	Area	Cast Time	Duration	Range	Resist	Notes And Changes
Appraise	Cantrip	1	1 Item	1 Action	Instant	Touch	NA	
Calculate	Cantrip	1	Caster	1 Action	Instant	Ranged	NA	
Calm	Cantrip	1	1 Target	1 Action	Scene	Ranged	Will	Has no effect on magically enhanced emotions.
Cleanse	Cantrip	1	Special	1 Action	Instant	Touch	NA	
Chill	Cantrip	1	1 Item	1 Action	Instant	Touch	NA	
Cool	Cantrip	1	1 Target	1 Action	Concentration	Touch	NA	Has no effect on magical heat
Deflect	Cantrip	1	1 Target	1 Action	Scene	Touch	NA	
Dishevel	Cantrip	1	Special	1 Action	Instant	Touch	NA	
Dry	Cantrip	1	1 Item	1 Action	Instant	Touch	NA	
Extinguish	Cantrip	1	1 Fire	1 Action	Instant	Ranged	NA	
Glue	Cantrip	1	1 Item	1 Action	24 Hours	Touch	NA	
Ignite	Cantrip	1	1 Fire	1 Action	Instant	Ranged	NA	
Magic Tricks	Cantrip	1	Caster	1 Action	Scene	0	NA	New cantrip, see page 132
Magnify	Cantrip	1	Caster	1 Action	Concentration	0	NA	
Perfume	Cantrip	1	Special	1 Action	Concentration	Ranged	Will	
Polish	Cantrip	1	1 Item	1 Action	Instant	Touch	NA	
Preserve	Cantrip	1	1 Item	1 Action	1d3 Months	Touch	NA	Max ENC or SIZ equals ¼ POW
Repair	Cantrip	1	1 Item	1 Action	Instant	Touch	NA	
Repugnance	Cantrip	1	1 Target	1 Action	Concentration	Ranged	Will	
Tidy	Cantrip	1	1+ Items	1 Action	Instant	Ranged	NA	
Tune	Cantrip	1	1 Instrument	1 Action	Scene	Touch	NA	
Warmth	Cantrip	1	1 Target	1 Action	Concentration	Touch	NA	Has no effect on magical cold

Rank 1 Spells

Affect Normal Fires

(Alteration)

Cost: 1/Intensity

Area: 3 m (10 ft) Radius

Casting Time: 1 Action

Duration: 2 Hours/Intensity

Range: 6 m (20 ft)/Intensity

Resist: NA

When this spell is cast, the magic-user may command small fires to reduce in size to that of a candle flame or grow as large as a bonfire (1 metre/3 foot diameter maximum). This spell alters all fires within the area of effect. Reducing the size of the fire will reduce fuel consumption to half normal, while increasing the fire doubles the rate of consumption. The light given off is appropriate to that of the flames' new size, as is any damage from the flames. See *Fires* in Chapter 6 for more information.

Audible Illusion

(Illusion)

Cost: 1/Intensity

Area: See Below

Casting Time: 1 Action

Duration: 3 Minutes/Intensity

Range: 30 m, (100 ft)/Intensity

Resist: Disbelieve

The casting of this spell creates an illusionary audible noise. Any point within range may be chosen as the spell's focal point, which may be moved by the magic-user at will throughout the spell's duration. Any sound may be created; however, the maximum volume is equal to roughly 4 people per Intensity. Some example sounds and their equivalent noise levels are as follows: a horde of scurrying squeaking rats would require an Intensity of 2, a roaring lion would be Intensity 4, and the roar of a dragon would require Intensity 6, as would an explosion or cave-in.

A resistance test is only allowed if the character in question has reason to doubt the validity of the noise. In this case, the player must state as much to the Games Master who will have the player make a Willpower roll to Disbelieve. The Games Master, in turn, makes such determinations for NPCs and monsters based on the plausibility of the noise. See *Illusions and Phantasms* on page [128](#) for more information.

Change Appearance (Illusion)

Cost: 1/Intensity

Area: Caster

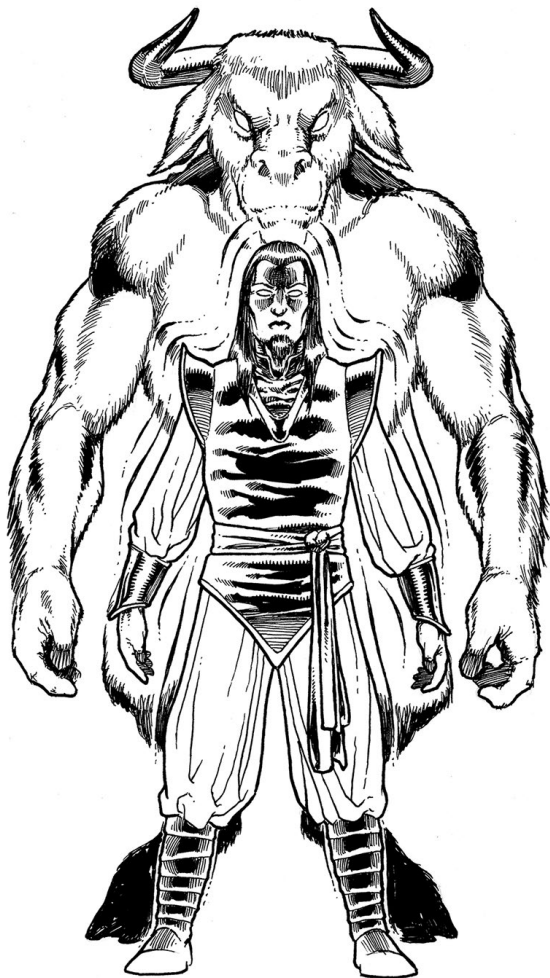
Casting Time: 1 Action

Duration: 2d6 Minutes/Intensity

Range: 0

Resist: NA

When this spell is cast, the caster alters her appearance to that of any humanoid or person-shaped bipedal form. Height and weight change is limited to ± 5 SIZ, respectively, but within that range, a caster may choose to become fat or thin, tall or short, or even alter gender. Hair, clothing and equipment may be changed along with appearance. The caster's facial features may be changed as desired, even to the extent of perfectly imitating another existing person. The spell is subject to disbelief as per other Illusion spells. The spell does not alter the caster's scent, and if touched, the caster still feels the same as her original shape and clothing.



Charm Being (Enchantment (Charm))

Cost: 3/Intensity

Area: 1 living human, demi-human, or humanoid

Casting Time: 1 Action

Duration: 1 Week/ Intensity

Range: 110 m (360 ft)

Resist: Willpower

When this spell is cast, one sapient humanoid target will cease all hostilities against the magic-user and the magic-user's allies, and instead offer to help and protect them, upon failing a roll to resist. Note that helping/protecting can have an unintended or even negative effect for the caster, as the subject acts based on what it feels is the best course of action to protect/help. Regarding commands, a target will never obey suicidal or obviously harmful actions, but might be convinced that something very dangerous is worth doing.

The target must be living; this spell will not affect the undead or constructs. Any hostile act against the subject of the charm by the magic-user or allies breaks the enchantment. The magic-user must be able to speak with the charmed one to give it any sort of complex 'request'; therefore, knowing the target's language can be important, but not required for the basic enchantment. Large humanoids (SIZ 21-40) are less susceptible to this spell, with their resistance roll being Easy, and the resistance roll for huge humanoids (SIZ 41+) is Very Easy.

This spell can also be used outside of combat to recruit short-term followers or get help, but again cannot be used to make the target do something that would harm them or that is significantly against their beliefs. For instance, the spell could not cause a cleric to renounce his deity.

A character can choose to forgo the Resistance roll and become charmed, if desired. Uses would include charming someone to overcome fear or revulsion to perform a task or could be made a condition of surrender to ensure future compliance.

After the initial roll to resist, 1 week must pass before the subject can make another Resistance roll. The effects are ongoing until a successful Resistance roll is made. Throughout the duration of the spell, the caster's Magic Point total is reduced by the number spent to cast the spell, as per Enduring Magic Costs on page [126](#).

Elven Races & Charm Spells

Elves and half-elves are resistant to spells and magical attacks that are a part of the School of Enchantment. Due to this resistance, elves may reduce the difficulty of any resistance roll by 2 Grades and half-elves by 1 Grade.

Colour Cascade

(Alteration)

Cost: 1/Intensity

Area: 1.5 m (5 ft) x 6 m (20 ft) Wedge; 1 target/Intensity

Casting Time: 1 Action

Duration: Instant

Range: 0

Resist: Willpower

This spell creates a wedge-shaped burst of colour and light that fans out from the caster, overwhelming the senses of 1 target in the area of effect per level of Intensity. The target closest to the caster is always affected first. Each victim is allowed a Resistance roll to reduce or ignore the mesmerising burst of colour, with 1 or more successes overcoming the spell. If the caster gains 1 or more successes over the victim, the results are determined on the accompanying table. Once the allowed number of victims have either succeeded at or failed the Resistance roll, no other victims can be affected. Where multiple victims are equally distant, smaller targets will be affected first. Where the targets are the same size, randomly determine which is affected. Large creatures (SIZ 21-40) are less susceptible to this spell with the Resistance roll being Easy, and the Resistance roll for huge creatures (SIZ 41+) is Very Easy.

COLOUR CASCADE LEVEL OF SUCCESS

<i>Results of Casting Roll</i>	<i>Effect on Victim</i>
1 Success	Stunned for 1d4 Cycles
2 Successes	Blinded for 1d4 Rounds
3 or more Successes	Unconscious for 2d4 Rounds

For example, Rengarath casts Colour Cascade at a pair of onrushing gnolls using 2 levels of Intensity hoping to affect both targets. He rolls his Arcane Casting skill of 56% and gets a 49... success. The gnoll's Willpower is 45%, and the Games Master rolls a 29, a success, and 54, a failure for their Resistance rolls. Comparing the results, Rengarath gets 1 success over the first gnoll and 2 over the second. The first gnoll ends up being stunned for 3 Turns, while the less lucky ally is temporarily blinded for 2 Rounds.

Detect Magic

(Divination)

Cost: 1/Intensity

Area: 3 m (10 ft) x 18 m (60 ft) Path

Casting Time: 1 Action

Duration: 2 Minutes/Intensity

Range: 0

Resist: NA

When successfully cast, the magic-user sees a glowing blue aura surrounding any magic item or spell effect within a 3 m (10 ft) wide and 18 m (60 ft) long path. In addition, a Standard Success deduces the spell's Intensity/Magnitude within plus or minus 3 points, while a Critical Success deduces the spell's exact Intensity/Magnitude. There is a 10% chance per Intensity of Detect Magic of discovering the specific type of magic (necromancy, elemental, etc.) being manifested. The magical aura projects through solid objects; up to 1 m (3 ft) of wood, 30 cm (1 ft) of stone, and 2.5 cm (1 in) of metal. Because the aura needs time to form, no more than one 60° arc may be scanned per minute. Demons, devils, angels, and elementals are not magical in and of themselves, but if they are summoned, the conjuration spell will register for a number of minutes equal to its Magnitude x10 in the area it was cast.

Disk of Burden

(Conjuration)

Cost: 1/Intensity

Area: 1 m (3 ft) wide disk

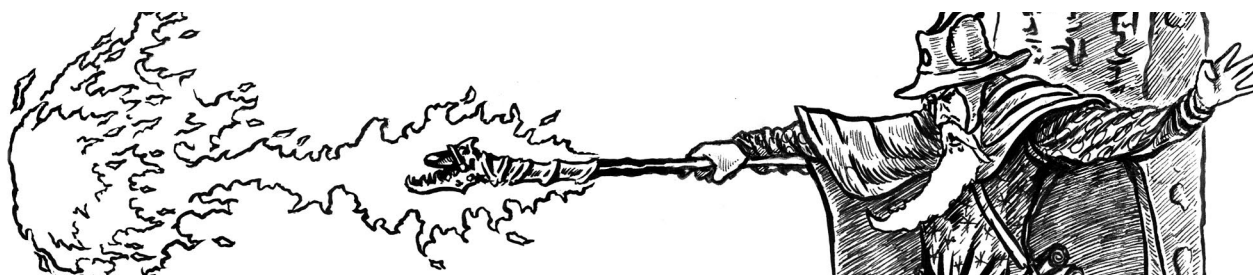
Casting Time: 1 Action

Duration: 30 Minutes/Intensity

Range: 18 m (60 ft)

Resist: NA

The magic-user may cast this spell to create a shimmering disk of force concentrated into a circle 1 metre (3 feet) in diameter, and use it to carry loose, miscellaneous items. This floating disk will remain 1 metre (3 feet) above the ground at all times and can carry any number of goods as long as they don't exceed 20 ENC per Intensity and can fit upon the disk. As a reminder, 3 ENC is equal to 1 SIZ; therefore, the disk would be able to carry just over 6 SIZ per Intensity. The concave nature of the disk will generally keep items from rolling off and, if left unbidden, the disk will stay within 1.5 metres



(5 feet) of the caster, following with a movement rate of 4 metres (15 feet). However, the disk may be manoeuvred to any point within the 18 metre (60 foot) area of the spell if the magic-user concentrates, including willed to remain at a certain location. If the magic-user allows the disk to move beyond 18 metres (60 feet), the disk will wink out of existence, dropping all carried items to the ground. The disk may not be willed to rise more than 1 metre (3 feet) off the ground.

Erase Writing

(Alteration)

Cost: 1/Intensity

Area: See below

Casting Time: 1 Action

Duration: Permanent

Range: 18 m (60 ft)

Resist: See below

This spell if successfully cast will erase all writings from one or two facing sheets of paper or parchment, a scroll (magic or otherwise), or one spell from an open spell book. Magic scrolls and spell books due to their magical nature make the casting roll 2 Grades more difficult. Up to 1.5 square metres (5 square feet) per Intensity of a larger surface, such as a tapestry or wall map may also be erased. It may be used to erase magical glyphs and traps such as explosive runes, sigils of warding, and symbol spells; however, the casting difficulty is Formidable and the Intensity must equal or exceed the Magnitude of the enchantment. Typically, items do not receive a Resistance roll; however, if in the possession of a creature at the time, the creature may resist with their Willpower. The spell only affects writing or notations, not drawings or pictures. For instance, the writing on a map would disappear, but the scenery would remain.

Faerie Lights

(Alteration)

Cost: 1/Intensity

Area: 30 m (100 ft) Radius/Intensity

Casting Time: 1 Action

Duration: 2 Minutes/Intensity

Range: 0

Resist: NA

When this spell is cast, the magic-user can creating one of the following effects: 1d4 flickering points of light that resemble lanterns or torches and give off a similar amount of illumination, 1d4 glowing spheres of light similar to will-o-wisps, or 1 vaguely humanoid shape of flickering light similar to that of a fire elemental. The effects may be directed by the caster with no need of concentration and move at any speed desired within the spell's area. If the lights move out of the spell's area of effect or the duration expires, they wink out of existence.

Familiar

(Conjuration)

Cost: 3/Intensity, +1 EXP

Area: 1 km (0.5 miles) Radius/Intensity

Casting Time: 2d12 Hours

Duration: Special

Range: 0

Resist: NA

This spell allows the caster to attempt to summon a familiar, which becomes an extension of its master's senses and power. Familiars may converse with the master telepathically and make good guards and scouts, as well. Having one's familiar killed presents certain risks to the magic-user due to the close connection, which makes having a familiar at low rank a danger.

To summon a familiar, the magic-user must begin the ritual while keeping a brazier stoked with charcoal, and when burning with intensity, add 100 GP worth of incense. With these ingredients burning, the caster must then continue the ritual until the familiar arrives or the casting time expires without success.

Being a ritual spell, the initial casting has a Difficulty of Formidable, and the magic-user may only attempt it once a year. Each additional level of Intensity beyond the first extends the range of the spell another kilometre (half mile), which in turn decreases the casting Difficulty 1 Grade. There is no control over the exact type of creature that will answer the call; but what does arrive will be a faithful servant and ally. It is up to the specific creature to answer the call, therefore, being in a region known to be inhabited by a certain type of creature does not assure the caster of success.

If a creature answers the caster's summons, the magic-user need still sacrifice 1 Experience Roll to create a spiritual link with the familiar. Once this is done, the ritual is complete.

When the familiar and master are within 36 m (120 ft) of each other, the magic-user gains the ability to use the familiar's Magic Points as well. Additionally, the magic-user gains a telepathic link with the familiar and any additional special abilities or skill bonuses noted on the tables below.

In the case of the familiar's death, the caster loses 5 Experience Rolls. A caster not currently having any Experience Rolls must forfeit all further Experience Rolls awarded until the balance is paid.

The type of familiar to appear, if any, is determined according to the following table. Under most circumstances, common familiars are not very large, being between SIZ 1-4, and use the Small Animal write-up, while special familiars instead have their own write-ups, both can be found in Chapter 11. Subtract 5% from the die result per rank above 1.

FAMILIARS

<i>d100</i>	<i>Type</i>	<i>STR/SIZ</i>	<i>POW</i>	<i>Granted Special Abilities, all include Telepathic Link</i>
01-05	Special*	-	-	-
06-10	Amphibian	-	-	-
	01-75: Frog/Toad	1	2d3	+10% Perception, may hold breath for 2 minutes plus Endurance in seconds, in miniatures combat character's front squares extent to either side
	76-00: Salamander	1	2d3	+10% Perception, in miniatures combat character's front squares extent to either side
11-20	Avian	-	-	-
	01-05: Dove	1	2d3	+10% Perception, +10% Influence
	06-15: Sparrow	1	2d3	+10% Perception, +10% Evade
	16-20: Pigeon	1	2d3	+10% Perception, +10% Survival**
	21-40: Crow	1	2d3	Verbal Communication***, +10% Perception
	41-60: Hawk	1	2d6	+20% Perception, 2x normal vision distance
	61-80: Owl, Screech	1	2d6	Night Vision, +10% Perception (night only), +10% Willpower
	81-00: Raven	1	2d6	Verbal Communication***, +10% Commerce, +10% Perception
21-35	Feline	-	-	-
	01-90: Cat, House	1	2d3	Night Vision, +10% Perception (hearing only), +10% Stealth
	91-00: Lynx	1d3+1 (3)	2d3	Night Vision, +10% Perception (hearing only), +10% Stealth
36-48	Small Mammal	-	-	-
	01-15: Mouse	1	1d3	+10% Endurance, +10% Perception (olfactory only), +10% Swim
	16-20: Spider Monkey	1	1d3	+20% Athletics
	21-35: Rat	1	1d3	+10% Endurance, +10% Perception (olfactory only), +10% Swim
	36-40: Rat, Giant	1d3+1	1d3	+10% Endurance, +10% Perception (olfactory only), +10% Swim
	41-50: Weasel	1	1d3	+10% Perception (hearing and olfactory only)
	51-60: Ferret	1	1d3	+10% Perception (vision only), +10% Evade
	61-70: Squirrel	1	1d3	+10% Perception (vision only), +10% Evade
	71-00: Bat	1	1d3	+10% Perception (hearing only), may fight in darkness or blind without penalty
49-59	Canine	-	-	-
	01-50: Dog, Small	1d2	1d3	Night Vision, +10% Perception (hearing and olfactory only), +10% Track
	51-90: Dog, Medium	1d2+2 (4)	1d3	Night Vision, +10% Perception (hearing and olfactory only), +10% Track
	91-00: Coyote/Jackal	1d3+1 (3)	1d3	Night Vision, +10% Perception (hearing and olfactory only), +10% Track
60-75	Reptile	-	-	-
	01-20: Turtle	1	2d3	+20% Endurance
	21-60: Lizard	1	2d3	+10% Athletics, +10% Swim
	61-00: Snake	1	2d3	+10% Endurance (resisting poison only), +10% Perception (taste only)
76-00	No familiar within range	-	-	-

* The special familiar that appears depends on the caster's Moral Philosophy. See the Special Familiar Table below.

** The caster is granted this Professional skill at base level, plus bonus, if not already possessed.

*** Common tongue, and the master's racial language if applicable

SPECIAL FAMILIARS

<i>Type</i>	<i>Prerequisite Morality</i>	<i>POW</i>	<i>Granted Special Abilities</i>
Brownie	Good or Neutral	3d6	Telepathic Link, +20% Stealth, +20% Willpower
Demon, Lesser	Evil (typically Chaotic)	3d6	Telepathic Link, 25% Magic Resistance, Regeneration, Commune with Lower Plane, and Night Vision. See creature write-up for info.
Devil, Lesser	Evil	3d6	Telepathic Link, 25% Magic Resistance, Regeneration, Commune with Lower Plane, and Night Vision. See creature write-up for info.
Pseudo-dragon	Good or Neutral	3d6	Telepathic Link, 35% Magic Resistance if in physical contact
Larger Natural Animal*	Any	3d6	Telepathic Link, one or two appropriate skills at +20%.

*This category covers any larger natural animal from SI ζ 6-20, for example a wolf, or mountain lion. It would also include giant versions of natural animals that exceed SI ζ 5, such as a giant badger or bat. The Games Master is the final arbiter as to which animal answers the caster's call based on the specifics of the casting and the local fauna.

Feather Fall

(Alteration)

Cost: 1/Intensity

Area: 1.5 m (5 ft) Radius

Casting Time: Instant

Duration: 1 Minute/Intensity

Range: 10 m (30 ft)/Intensity

Resist: NA

When this spell is cast, a number of people, creatures, or objects within the spell's area of effect, with a combined SIZ totalling no more than the spell's Intensity x20, are reduced in weight to that of a feather. Carried ENC is factored into this calculation with 3 ENC being equal to 1 SIZ on average. Those under the spell's influence fall no faster than 3 m (10 ft) per round/36 m (120 ft) per minute, with no falling damage incurred while the spell's duration continues. They are so light as to be effectively immune to any knockback greater than 1.5 metres (5 ft), and take no damage if knocked into anything as they simply float slowly backward.

Casting this spell on an aerial creature such as a bird or dragon changes its flight dynamic in such a way that Hard Fly rolls are required every Round of the spell's duration if they wish to remain aloft. On a success, the creature may move as desired, but at only half the normal Movement Rate, while a failed roll causes the creature's attempt to send it gently tumbling out of control in a random

direction a distance equal to its attempted rate of movement. If it simply lets itself fall, an aerial creature may use its wings to adjust its point of landing by 1.5 m (5 ft) per round.

If the spell wears off before those affected have landed, they resume normal falling speed and determine falling damage from that point.

Due to this spell's Instant casting time, the mage may use Feather Fall reactively as well as proactively. This allows the spell to protect from unexpected falls or even to interrupt another's action to slow propelled projectiles such as arrows or hurled spears, which then gently float to the ground between the attacker and target, causing no damage.

Flaming Hands

(Alteration)

Cost: 1/Intensity

Area: 120 degree Cone, 1.5 m (5 ft) long

Casting Time: 1 Action

Duration: Instant

Range: 0

Resist: Evade

When this spell is cast, the magic-user causes flames to shoot out from the hands in a 120° arc. This damage engulfs all targets within the area with damage based on the spell's Intensity, to a maximum Intensity of 9, as follows.

- ⇒ 1 Intensity: 1d2 points of damage is applied to 1 hit location.
- ⇒ 3 Intensity: 1d4 points of damage is applied to 1 hit location.
- ⇒ 5 Intensity: 1d6 points of damage is applied to 1d4+1 contiguous hit locations.
- ⇒ 7 Intensity: 2d6 points of damage is applied to 1d4+1 contiguous hit locations.
- ⇒ 9 Intensity: 3d6 points of damage is applied to all hit locations.

Armour Points count as half normal; however, magic armour may apply its entire magic bonus as well. This powerful spell is balanced by its very short range, meaning, to cast it, the magic-user must be close enough to be in a very disadvantageous position.

Because larger creatures are typically bigger than the spell's area of effect, they will tend to have fewer hit locations affected. Those of SIZ 21 to 40 take the damage to a number of locations equal to 2 Intensity lower, while those of SIZ 41+ take the damage to a number of locations equal to 4 Intensity lower. Regardless of SIZ, a minimum of 1 hit location is always affected.

Flaming Hands has the capability of igniting flammable materials. See 'Fires' in Chapter 6 for additional information. In miniatures combat, Flaming Hands damages each target that occupies 1 of the caster's Front squares as noted on page 108 of the Combat chapter.



Friendship

(Enchantment (Charm))

Cost: 3, +1/additional Intensity

Area: 18 m (60 ft) Radius

Casting Time: 1 Action

Duration: 1d4 Minutes/Intensity

Range: 0

Resist: Willpower

This spell is a weaker version of Charm Being. When this spell is cast, all those within the area of effect who fail their Resistance roll suddenly want to become friends with the magic-user, making all attempts at skills involving social interaction with them for the spell's duration 1 Grade easier to perform. The spell makes the targets like the magic-user, but will not cause enemies in a combat situation to change sides or fight on the behalf of the caster; rather, those affected would no longer want to kill the magic-user, but rather would want take the magic-user prisoner instead (so as to win the person over to their side). Those who succeed in a Resistance roll will now find the caster irritating and somewhat suspect—the spell essentially backfires. Against these individuals, the caster finds all social skills 1 Grade more difficult. This spell has no effect on non-sapient creatures, those possessing the INS characteristic, the undead, or constructs.

Hypnotism

(Enchantment (Charm))

Cost: 1/Intensity

Area: 4 m (15 ft) Radius

Casting Time: 1 Action

Duration: 1 Minute/ Intensity

Range: 10 m (30 ft)/Intensity

Resist: Willpower

When this spell is cast, 1 subject per Intensity within the area of effect finds the movement of the caster's hands and sound of her voice mesmerising, causing the subject to become susceptible to the simple suggestions of the caster. The subjects must be within the caster's line of sight during the casting and the caster must be able to speak a language that the target can understand if they are to follow the suggestions. Otherwise, they merely stand transfixed for the duration. The suggestions must be no more than a sentence or two suggesting a course of action desirable to the caster. The action will not be followed if it would bring obvious harm to the individual or anyone the individual values. If any of the subjects are attacked during the spell's duration, the magic is dispelled and they can act normally. If the task suggested by the caster is not finished at the end of the spell's duration, the duration simply ends. Those that succeed at a Resistance roll are able to overcome the caster's hypnotic influence.

Identify

(Divination)

Cost: 1/Intensity

Area: Caster

Casting Time: 1 Minute

Duration: 1 Minute/ Intensity

Range: 0

Resist: NA

With the casting of this spell the magic-user may attempt to identify the magical properties (if any) of one item or object. Simply touching the item is not normally enough; the item must be worn or held congruent with its design, for example, a helm must be put on the head, an amulet slipped over the neck, a melee weapon firmly held, a ring placed on a finger, etc. If the Arcane Casting roll is successful, one magical property is revealed per minute of the spell's duration. If a property requires an activation word, this is also identified along with the property. Items with charges will reveal the total currently available, along with the normal maximum, as will items possessing a Magic Point matrix.

Cursed items are typically activated when a piece of equipment is first put on or used; therefore, the casting of this spell will subject the magic-user to the effects of any curse if present. If the Arcane Casting skill test is successful, the magic-user is allowed a Willpower test to avoid the effects of any curse. This does not dispel the curse on the object, however, but it does allow the caster to remove the item without being affected.

A pearl of at least 100 GP value is ground into dust and consumed along with other mundane spell components to cast this spell. If a Luckstone is powdered and added to the infusion, the difficulty of the Arcane Casting roll is 2 Grades easier, and all magical properties of any one item handled per minute throughout the spell's duration are automatically learned, with no further rolls necessary.

Illusion, Lesser

(Illusion)

Cost: 1/Intensity

Area: 30 m (100 ft) Radius/Intensity

Casting Time: 1 Action

Duration: Concentration; See Below

Range: 15 m (50 ft)/Intensity

Resist: Disbelieve

This spell creates a visual illusion of anything the caster desires. It has no effect on other senses, making no sound, producing no odour, temperature, or texture, etc.

The illusion may be of anything from an open meadow to an ancient red dragon, as long as it fits within the spell's area of effect. The illusion will only last until the caster stops maintaining concentration

or if an opponent touches or enters it; doing so causes the magic sustaining it to unravel and the illusion to dissipate. However, the caster may maintain the illusion after physical contact, by expending 1 Magic Point and directing it to react appropriately to the contact so as not to create suspicion. *For example, under normal circumstances, the illusion of an ogre would wink out of existence when struck by an arrow; however, the caster could have the ogre appear to shrug off the hit and charge the attacker by spending 1 Magic Point. It should be noted that the actual arrow is not stopped by the illusion and may still hit something or someone behind the manifestation.*

While no actual damage may be done by the illusion, nor any temperature created, the mind can be convinced that it feels pain, suffering the effects of injury, or feeling extremes of heat or cold; however, objects will not appear to freeze or combust, unless the caster concentrates on these effects as well. Once the spell has been cast, additional visual effects may be added by the magic-user at will by concentrating on the desired effect. This typically takes no time and may be handled as a free action. *So, for example, if the caster wished to have a dropped illusionary torch cause dry leaves to appear to catch fire, the caster could concentrate as a free action to do so.*

See Illusions and Phantasms in Chapter 8 for more information.

Invisibility, Lesser

(Illusion)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: 6 Hours/ Intensity

Range: Touch

Resist: NA

When this spell is cast, the subject and any carried gear disappears, invisible to all forms of natural sight. This does not, however, render the individual undetectable by other means such as hearing, touch, smell, etc., or by natural abilities such as Life Sense or Sonar.

Those under the effects of invisibility remain so throughout the spell's duration (max. 24 hours) unless dispelled or the subject makes an attack, in which case the spell is nullified and the individual reappears after the attack. This attack would be at a difficulty Grade of Very Easy if melee, Easy if ranged, with NO possible defence on the part of the target. No other action will negatively affect the duration of the spell, allowing the subject to open doors, talk, climb, run, pick a pocket, etc. Even the casting of spells will not end the duration unless they negatively affect one or more specific enemies in combat. Many of the previously mentioned actions could allow other means of detection, such as a possible Perception check to hear someone running past or notice goods rising from a pocket being picked. The Games Master will assign penalties or bonuses to those attempting the detection according to how noticeable it is.

Those under the effects of separate castings of Lesser Invisibility are also invisible to one another, making it difficult for them to cooperate tactically.

Know Languages (Reversible)

(Alteration)

Cost: 1/Intensity

Area: Caster

Casting Time: 1 Minute

Duration: 5 Minutes/Intensity

Range: Touch

Resist: NA

This spell allows the caster to understand and read almost any non-magical language. The 'speech' of non-sapient animals or creatures is not understood, only the true languages of sapient beings. The magic-user must touch the object or creature to comprehend its meaning. This spell gives no ability to actually speak or write the language. The reverse of this spell, Confuse Languages, makes a creature unintelligible to anyone or a piece of written text indecipherable. This reverse may also be used to counter Know Languages as it is being cast.

Levitate

(Alteration)

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: 10 Minutes/ Intensity

Range: 18 m (60 ft)/Intensity

Resist: Willpower

When this spell is cast, the magic-user may designate one target — a creature, or an object — of no more than 6 SIZ per Intensity and levitate that individual off the ground. A creature other than the caster may be moved vertically at a speed of 1.5 metres (5 feet) per Combat Round, while if cast on oneself, the caster may move vertically up to 3 metres (10 feet) per Round. Levitation requires no concentration on the part of the caster other than when changing elevation. If used on an unwilling subject, the target is allowed a roll to resist. While not granted any form of horizontal movement, the subject may be able to pull along a wall or cliff if within reach. The caster may end this spell when desired.

Light

(Alteration)

Cost: 1/Intensity

Area: 3 m (10 ft) Radius/Intensity

Casting Time: 1 Action

Duration: See below

Range: 50 m (150 ft)/Intensity

Resist: See below

When this spell is cast, a globe of light materialises at a spot of the caster's choosing, which may be an object or even in thin air, and may be dismissed by the caster at any time. The spell has a duration of 1 hour per Intensity; however, upon reaching Rank 2, a magic-user can cast this spell at 3 Intensity giving it a Permanent duration, i.e., Continual Light. If cast upon a creature, the target is allowed a Willpower test to resist with a success indicating that the spell has affected the area directly behind the creature and not the creature itself. If Light is cast upon a creature's eyes, a failed Willpower roll results in partial blindness, increasing the difficulty of all skill and Resistance rolls requiring sight by 1 grade. The effects of the spell are immobile, but can be cast on a portable or movable object.

Magic Missile

(Evocation)

Cost: 3, +1/additional Intensity

Area: 1-5 Targets

Casting Time: 1 Action

Duration: Instant

Range: 30 m (100 ft)/Intensity

Resist: See below

When this spell is cast one or more missiles of magical energy dart forth from the magic-user's fingertips and strike a target. The maximum number of missiles that may be generated is equal to the spell caster's rank; however, each takes an additional level of Intensity. For example, at Rank 1, a magic-user that cast Magic Missile at 3 Intensity would achieve the longer range, however no additional missiles will be generated. A magic-user of Rank 3 could cast the spell at the same 3 Intensity and attain the same range, but generating 3 missiles.

A Magic Missile will strike unerringly, even if the target is in melee combat or has partial cover. These missiles may not be evaded; however, an opponent in total cover cannot be targeted with this spell. The Shield spell will automatically deflect Magic Missiles assuming the target is aware and/or facing the caster. Magic missiles do 1d6+1 points of damage and ignore all worn non-magical armour. Magic armour may apply only the magic bonus, while a creature's natural armour offers full protection. They cause no damage to inanimate objects such as doors, locks, etc.

When shooting multiple missiles, the caster may have them strike a single creature, or target several creatures. Each missile strikes a random hit location; specific hit locations cannot be targeted. Individual targets of each missile must be designated before rolling for damage.



Protection from Evil (Reversible)

(Abjuration)

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: 2 Minutes/Intensity

Range: Touch

Resist: NA

When cast, an invisible aura of magical protection radiates at a distance of 30 cm from the recipient of the spell, granting three different levels of defence.

First, attacks by creatures with an evil morality receive a -10% penalty to their skill roll, with or without a weapon. Resistance rolls on the part of the recipient of Protection from Evil receive a +10% bonus, but only against evil creatures.

Second, neither summoned nor conjured creatures, nor beings not native to the material plane, can make physical contact with the recipient. This includes demons, devils, genies, elementals, aerial servants, salamanders, etc. Natural attacks by these creatures cause the creature to recoil, thus failing to make contact. This also includes any monsters or creatures conjured or summoned by spells or items.

Weapons held by such creatures may still enter the magical barrier and strike the protected individual, however.

Third, any attempts of mental control (such as by spells like Charm Being or Command) or possession (such as spells like Magic Jar), automatically fail to penetrate the magical protection.

The spell's duration ends if the protected individual makes any type of melee attack or attempts to impose the protective field against an affected creature.

The reverse of this spell, Protection from Good, works as above with regards to the second and third benefit, while the first benefit functions as noted with regards to good opponents.

Read Magic

(All)

Cost: 1/Intensity

Area: Caster

Casting Time: 1 Minute

Duration: 2 Minutes/Intensity

Range: 0

Resist: NA

This spell is the first spell taught to apprentice magic-users for it is through this spell that they are able to read the magical writings of another spell caster. A mage's own magical writings are always intelligible to themselves. Reading magical script does not typically activate a contained spell such as that found on magical scrolls, for example; however, cursed magic scrolls and the like are activated

through the use of this spell, casting whatever spell the scroll contained.

When used to identify a spell contained on a scroll or within a spell book, 1 minute is required for each spell rank; Rank 1 spells take 1 minute, Rank 2 spells take 2 minutes, etc. If sufficient duration remains, additional spells may be identified during this time. Once this spell has been used to read and identify a set of magical inscriptions, the magic-user does not need to cast Read Magic to read them again; however, the same spell on another scroll, book, etc., would need another casting of Read Magic.

Read Magic is usable by all schools of magic.

Reflect Gaze

(Alteration)

Cost: 1/Intensity

Area: Caster

Casting Time: 1 Action

Duration: 2 Minutes/Intensity

Range: 0

Resist: NA

This spell creates an area of air in front of the caster's face that will reflect any gaze attack, such as that of a medusa, vampire, or basilisk, back upon the attacker. Only the caster may benefit from the effects of Reflect Gaze. This effect does not block line of sight of the caster, or that of any allies or enemies.

Secure Portal

(Alteration)

Cost: 1/Intensity

Area: 1 Portal

Casting Time: 1 Action

Duration: 1 Minute/Intensity

Range: 18 m (60 ft)/Intensity

Resist: NA

This spell may be cast to hold shut one door, portcullis, gate, or other similar aperture of wood, stone, or metal as if securely locked. The door, which may be up to 30 Hit Points per Intensity, may be battered down but will not otherwise open for the duration of the spell, which may be ended by the caster at any time. The spell may be disrupted with the successful casting of Dispel Magic or Unlock. The spell is also automatically disrupted by creatures from beyond the prime material plane such as demons, devils, angels, and elementals, since they can pass through solid material. This will also not affect Blink or other such spells.





Shield

(Evocation)

Cost: 3, +1/additional Intensity

Area: Caster

Casting Time: 1 Action

Duration: 5 Rounds/Intensity

Range: 0

Resist: NA

This spell creates an invisible mobile disk of force that hovers in front of the magic-user providing 4 points of armour towards all attacks that strike from that direction. The magic-user does not have to make any kind of skill test to block this damage as the spell's magic automatically interposes the shield between the attacks and the caster. In addition to that mentioned above, Shield automatically deflects magic missiles.

Shield only blocks damage that passes through one of the caster's front squares, as noted under Facing on page 108 of the Combat chapter.

Shocking Touch

(Alteration)

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: See below

Range: Touch

Resist: See below

When cast, one target touched by the magic-user is shocked by a massive jolt of electricity doing 1d6 points of damage, +1 per additional Intensity. This damage is applied to a single body location and neither natural nor worn armour offer any protection, while magical armour offers protection only equal to its Magic Bonus. The only defence is to avoid being touched, so while Parry and Evade are both valid tactics, once touched, an opponent cannot further resist the spell. The spell may also be discharged by touching a metal object or other suitable conductor of electricity such as a metal railing or floor grate. Used in this way, only the nearest creature would take the damage to the locations in contact. An opponent's touch to the caster does not in and of itself trigger the spell; the caster must initiate the touching.

Sleep

(Enchantment (Charm))

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) Radius

Casting Time: 1 Action

Duration: 5 Minutes/Intensity

Range: 18 m (60 ft)

Resist: Willpower

This spell causes a magical slumber to fall upon one living creature per level of Intensity in a circular area 3 metres (10 feet) in radius. The spell's area of effect is centred at a point in space or on the ground and the closest creature is allowed to resist first, then the next closest, etc. Where two or more fall at equal distance, randomly determine who is affected. Each creature is allowed a roll to resist and if one is successful, another must try until a total equal to the spell's Intensity have been affected, or no more creatures occupy the area of effect. Creatures in a heightened state of alertness, or actually in combat when the spell is cast, find the roll to resist 1 grade easier.

Large creatures (SIZ 21-40) are less susceptible to Sleep, with the resistance roll being Easy, while the Resistance roll for huge creatures (SIZ 41+) is Very Easy. Smaller creatures are always affected before larger ones; therefore, creatures of SIZ 20 or less are always affected before those of SIZ 21 to 40, which are themselves always affected before those of SIZ 41+.

While sleeping, affected creatures are helpless and normal noise will not faze them, but they can be shaken or slapped awake. Any attack, assuming it isn't fatal, will also cause them to awaken. Attempting to awaken a creature takes 1 Combat Round.

Ventriloquism

(Illusion)

Cost: 1/Intensity

Area: See Below

Casting Time: 1 Action

Duration: 4 Minutes/Intensity

Range: 10 m (30 ft)/Intensity

Resist: See below

When this spell is cast, the magic-user makes his voice or any sound he can personally vocalise seem to issue from someplace else. This could be from behind a door, from down a passage, from a locked chest, from another creature, etc. A Formidable Perception test is required to correctly perceive the magic-user as the source of the sound.

Rank 2 Spells

Blink

(Alteration)

Cost: 3, +1/additional Intensity

Area: Caster

Casting Time: 1 Action

Duration: 1 Round/Intensity

Range: 0

Resist: NA

When this spell is cast, the magic-user randomly teleports or 'blinks' from one location to another making the caster very difficult to target. Each Intensity of this spell grants a cumulative 20% chance that the spell will trigger as the attack is about to hit, to a maximum of 80%, and teleporting the caster to a random location 3 metres (10 feet) distant. Roll 1d8 to determine direction if using a square grid, or 1d12 to determine 'clock face' direction. The caster is free to choose a facing after blinking. If the triggering attack is an area effect spell or breath weapon, etc., and the caster doesn't blink completely out of the area, the caster takes only half damage.



The caster cannot blink into a solid object, and if the area blinked into is occupied by a movable object, it is shoved aside if equal to the caster's SIZ or less. If the object is unmovable or simply too large, the caster will instead blink to another location. A caster that cannot blink to any safe location is trapped on the ethereal plane. The act of blinking is rather disorientating. After a blink, the magic-user must make a Willpower roll. If successful, the caster can orient to the new position and may defend normally, otherwise the caster is confused for 1 Turn and cannot act. The caster may still defend herself, however.

A magic-user can also purposely attempt to blink through objects, such as doors or even people. In this case, the caster must first make the roll to successfully blink (20% chance per Intensity). If successful, the caster managed to blink in the chosen direction to any distance of up to 3 metres (10 feet); a failed roll results in the caster still blinking; however, the player must roll randomly for direction and facing as detailed above.

Breathe Water (Reversible)

(Alteration)

Cost: 3, +1/additional Intensity

Area: 1 or more Targets

Casting Time: 2 Actions

Duration: 1 Hour/Intensity, +1d4 Hours

Range: Touch

Resist: NA

This spell imparts the ability for the caster or others to breathe water throughout its duration. While being cast, more than one recipient may be touched and therefore gain the benefits of Breathe Water. In this case, the duration is divided by the number of subjects. The exact duration of the Breathe Water spell is unpredictable, and should be rolled by the Games Master, as those under its effects should not know specifically how much time is left. The reverse of this spell, Breathe Air, allows a creature otherwise unable to breathe oxygen to do so. The ability to breathe one's natural element is still retained regardless of the variant of the spell.

Darkness

(Alteration)

Cost: 1/Intensity

Area: 3 m (10 ft) Radius

Casting Time: 1 Action

Duration: 10 Minutes/ Intensity

Range: 10 m (30 ft)/Intensity

Resist: NA

This spell creates an area of total magical darkness in a 3 metre (10 foot) radius blocking normal vision as well as special racial sight like Infravision. All forms of mundane light are nullified by this spell

from sunlight to candlelight. It may be countered by the casting of Light and vice versa; however, other forms of magical light such as Faerie Lights, Faerie Fire, and even the glow given off by detection spells are nullified by Darkness. A Light spell with an already ongoing duration has no effect on Darkness and vice versa.

Detect Evil

(Divination)

Cost: 1/Intensity

Area: 3 m (10 ft) x 55 m (180 ft) Path

Casting Time: 1 Action

Duration: 5 Minutes/ Intensity

Range: 0

Resist: NA

When Detect Evil is cast, the magic-user is able to detect emanations of evil within a 3 metre (10 feet) wide path out to the spell's range. This applies to all creatures with the Moral Philosophy (Evil). It will not, however, detect such things as traps, poison, cursed items, etc. The caster is able to see the emanations through up to 1 m (3 ft) of solid wood, 30 cm (1 ft) of stone or dirt, and 2.5 cm (1 in) of solid metal. Because the magical auras need time to form, no more than one 60° arc may be scanned per minute. The reverse of this spell, Detect Good, follows the same rules noted above.

Detect Invisibility

(Divination)

Cost: 1/Intensity

Area: Field of Vision

Casting Time: 1 Action

Duration: 5 Minutes/Intensity

Range: 0

Resist: NA

When this spell is cast, the magic-user gains the ability to see any objects or beings that are invisible. This includes those that are hidden, ethereal, astral, or out of phase. It may also detect those hidden or concealed by mundane means. Unlike other Detect spells, Detect Invisibility is limited by line of sight; however, unlike other Detect spells, it does not require a minute to scan an arc of vision.

Dispel Magic

(Abjuration)

Cost: 1/Intensity

Area: 4 m (15 ft) Radius

Casting Time: 2 Actions

Duration: Instant

Range: 110 m (360 ft)

Resist: NA

Dispel Magic may be cast against either a specific target or a noted area, and once cast, all magic within a 4 metre (15 foot) radius of the target point is susceptible to dismissal. Dispel Magic eliminates all other magic in the area of effect with a Magnitude less than the spell's Intensity. The exception to this would be magic items and victims of beguiling-type spells such as Charm Being, which must be targeted individually. A spell's effects cannot be partially eliminated.

Dispel Magic starts with the most powerful magic in the area of effect. If it fails to eliminate any spell (because the spell's Magnitude is too high), then the spell ends and no more magic will be eliminated.

Dispel Magic may be used defensively to neutralise incoming offensive spells, by using the Counter Spell reactive action.

Feign Death

(Necromantic)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: 30 Minutes/Intensity

Range: Touch

Resist: NA

The casting of Feign Death allows the caster to put any creature, including oneself, into a deathlike state impossible to distinguish from true death. Those under the effects of Feign Death are aware of what is going on around them, being able to hear, smell, and if their eyes are open, see their surroundings. However, no pain will be felt regardless of any injury or further mistreatment of their body. Damage taken is real, of course, and can result in death if sufficient damage is done. Furthermore, the subject is immune to the effects of paralysis, poisoning, and energy drain while the spell persists; however, poison introduced into the subject only becomes effective when the spell's duration expires. In this case, the individual is allowed a roll to resist the effects of poison as normal. Only a willing individual may be subjected to the effects of Feign Death. The caster may end the spell's duration, as desired; however, the subject requires at least 1 minute to fully recover.

Fireball

(Evocation)

Cost: 3, +1/additional Intensity

Area: 6 m (20 ft) Radius

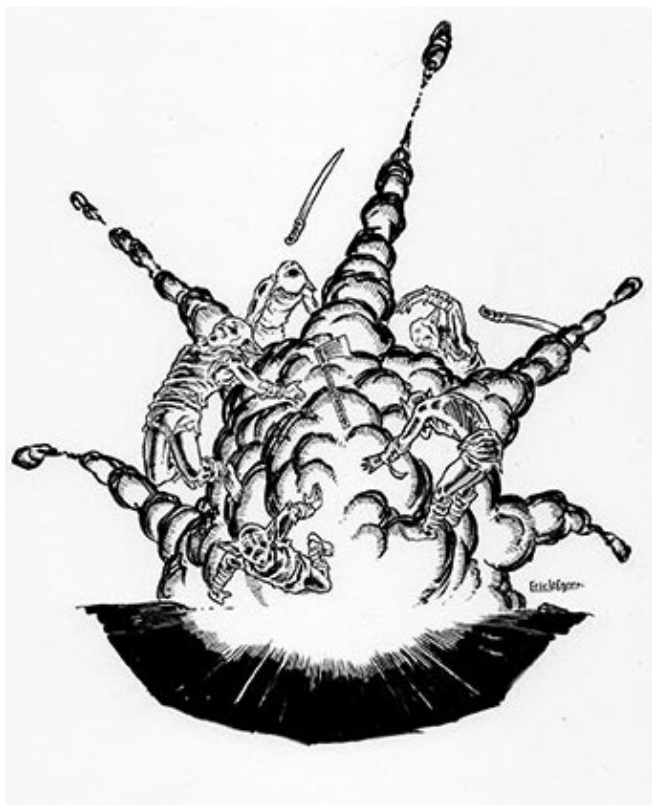
Casting Time: 2 Actions

Duration: Instant

Range: 10 m (30 ft)/Intensity

Resist: Evade

On the first Turn of casting, as the magic-user begins the verbal incantation and gestures, a small cinder or spark-sized flame begins



to form in the hand, slowly enlarging to a small ball of fire. On the second Turn, the incantation complete, the magic-user gestures, tossing the ball, which detonates with a low roar into a massive ball of fire. It delivers damage based on the Spell Damage Table to all victims in the area of effect. This damage is applied to each hit location with Armour Points counting as half normal. Magic armour may apply its entire Magic Bonus as well. A successful Resistance roll allows the victim to suffer only half the rolled damage. A Fireball has a chance of igniting flammable materials. See 'Fires' in Chapter 6 for additional information.

Fly (Alteration)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 2 Actions

Duration: 10 Minutes/Intensity, +1d6x10 Minutes

Range: Touch

Resist: NA

When this spell is cast, the magic-user may grant one creature of up to 3 SIZ per Intensity (note this can be the caster) the gift of flight. The creature gains a movement rate of 10 metres (30 feet) while flying, half that if climbing and double that in a dive. All skill penalties applying to ground movement speed apply to the desired flying

speed as well, including limitations placed on spell casting and combat. The exact duration of the Fly spell is unpredictable and should be rolled by the Games Master as those under its effects should not know specifically how much time is left. If the flyer is required to make a Fly skill roll, Athletics or Acrobatics may be substituted at 2 grades of difficulty. However a character that uses this spell frequently may choose to develop the Fly skill, normally at a base of STR+DEX.

Haste (Alteration)

Cost: 3, +1/additional Intensity

Area: 6 m (20 ft) Radius

Casting Time: 2 Actions

Duration: 3 Rounds/Intensity

Range: 55 m (180 ft)

Resist: NA

One person or creature (to include oneself) per Intensity within the spell's area of effect receives double the normal Movement rate and gains a +4 bonus to Initiative (Initiative in the case of a combat in progress) for the spell's duration. In addition, the target gains 2 extra Action Points for the purpose of defence (Parry, Evade, etc.) for the spell's duration. As a consequence of the subject's hastened metabolism, each casting of this spell ages the target 1% of their normal life expectancy regardless of duration. For humans, that would be about 1 year. See Aging in Chapter 6 for the average life expectancies of the demi-human races. The casting of Haste cancels out the effects of Slow, and in this case, will not age the individual. Haste does not stack with itself or similar magical effects.

Hold Person (Enchantment (Charm))

Cost: 3, +1/additional Intensity

Area: 6 m (20 ft) Radius

Casting Time: 2 Actions

Duration: 2 Rounds/Intensity

Range: 110 m (360 ft)

Resist: Willpower

This spell allows the caster to immobilise, freezing in place, 1 humanoid creature per Intensity. A successful roll to resist completely negates the effects of the spell. Large humanoids (SIZ 21-40) are less susceptible to the Hold Person, with their Resistance roll being Easy, while the Resistance roll for Huge humanoids (SIZ 41+) is Very Easy. While held, affected creatures are completely helpless and nothing short of Dispel Magic will release them early.

Illusion, Greater

(Illusion)

Cost: 1/Intensity

Area: 15 m (50 ft) Radius/Intensity

Casting Time: 2 Actions

Duration: Concentration; See Below

Range: 15 m (50 ft)/Intensity

Resist: Disbelieve

This spell operates as the normal Rank 1 version of the spell except as noted above and in the following text.

This spell requires less concentration than other spells, typically allowing the caster to make skill rolls and move at a jog (Movement Rate x2) without penalty. The caster is still prohibited from casting other spells or making attacks, however. In addition, Greater Illusion allows the creation of simple sounds to accompany any visual element of the illusion with a complexity short of recognisable speech. Because of the smaller and more concentrated nature of Greater Illusion as compared to the Rank 1 version, any attempt to disbelieve is 2 grades more difficult. Finally, the spell's duration will continue for 2 minutes after concentration has ceased. See Lesser Illusion on page 139, and Illusions and Phantasms in Chapter 8 for more information.

Invisibility, 3m (10 ft) Radius

(Illusion)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 2 Actions

Duration: 6 Hours/Intensity

Range: Touch

Resist: NA

This spell functions as per the Rank 1 Invisibility spell; however, all individuals within 3 metres (10 feet) of the recipient when the spell is cast are rendered invisible as well. Those under the spell's effects can see each other; however, this does not grant the ability to see other invisible creatures. If any move out of the area of effect their invisibility is lost, therefore, care must be taken to keep everyone within range of the original subject. Those moving back into the area of effect after their invisibility has been lost, or having not been present when cast, do not benefit from its effects. Attacks made from the protection of invisibility, including offensive spell casting by anyone other than the original subject, disrupt the invisibility for that person but has no effect on other characters in the area of effect. However, an attack made by the original recipient of the spell renders everyone visible once again. See the Rank 1 spell Invisibility for further detail.

Know Passions (Reversible)

(Divination)

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: 1 Round/Intensity

Range: 10 m (30 ft)

Resist: Willpower

With the casting of this spell, the magic-user may discern the Passions of one creature, which, in turn, gets a roll to resist. If the roll to resist fails, the caster will divine the target's Moral Philosophy with regards to Good, Neutral, and Evil. Each additional Round beyond this will discern one other random remaining Passion or a defining trait. The Games Master reveals the 'strength' of the target's discovered Passions according to the following table.

PASSION STRENGTH

Percentage	Strength
01-29%	Weak
30-69%	Average
70-99%	Strong
100% +	Very Strong

For example, Rengarath casts Know Passions when he encounters a rival wizard in a tavern. The rival's Moral Philosophy is Evil (Cruel and Spiteful) 37%. Rengarath's roll is successful (and the rival wizard's Willpower resistance roll is not good enough to fully resist) and so Rengarath deduces, with a little concentration, that her tendency towards Evil is Average.

The reverse of this spell, *Obscure Passions*, makes all of a single target's Passions unreadable for 24 hours, even from the casting of Know Passions or Detect Evil/Good, including the paladin's special ability of the same name.

Lightning Bolt

(Evocation)

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) wide Path

Casting Time: 2 Actions

Duration: Instant

Range: 15 m (50 ft)/Intensity

Resist: Evade

On the first Turn of casting, as the magic-user begins the verbal incantation and gestures, an electrical charge begins arcing between the fingers. On the second Turn, the incantation complete, the magic-user sends a blast of lightning from the tip of a finger arcing in a straight line through his or her targets, with damage based on the Spell Damage Table in Chapter 8. All targets in a 3 metre (10 ft)

wide path running the range of the spell suffer this damage to 1d6 random Body Locations from the arcing bolts of electricity. Both natural and worn armour offer no protection against lightning, while magical armour offers protection only equal to its Magic Bonus. A successful Resistance roll allows the victim to suffer only half the rolled damage. Lightning has the capability of igniting flammable materials. This is equal to the damage rolled x5%. See 'Fires' in Chapter 6 for additional information. Lightning may also shatter or destroy inanimate objects from sheer impact.

Locate Object (Reversible)

(Divination)

Cost: 1/Intensity

Area: 18 m (60 ft)/Intensity

Casting Time: 1 Action

Duration: 1 Minute/Intensity

Range: 0

Resist: NA

With the casting of Locate Object, the mage is directed to a known or familiar item, sensing the direction to the object as the caster stands and slowly turns. The object must be within the spell's area of effect, however. The object may be anything the caster knows of; however, a specific item, such as Tashana's long sword requires that the caster have an accurate mental image, having either seen it in person or through magical means. Generic items such as a bed, chest, gold, a stairwell, ladder, etc., do not. Therefore, a personal or unique item may not be located through the use of this spell unless the caster is actually familiar with it. The spell cannot locate living creatures. The reverse of this spell, Obscure Object, conceals one item from detection by magical means, such as crystal balls, detect magic, etc., for the same duration.

Mage Lock

(Alteration)

Cost: 3, +1/additional Intensity

Area: 1 Portal

Casting Time: 1 Action

Duration: Permanent

Range: Touch

Resist: NA

This spell may be cast on any lockable object such as a chest, door, portal, or even a lockable tome. The object, which may be up to 30 Hit Points per Intensity, is permanently sealed unless battered open or subjected to a successful casting of Dispel Magic. Unlock may be used to temporarily open a Mage Locked door for 10 minutes after which the original spell continues. Finally, a magic-user of a higher rank than the original caster may freely pass through a Mage Locked door and does not break the enchantment. They may hold the portal for others. Unlike Secure Portal, Mage Locked objects

are not automatically disrupted by creatures from beyond the prime material plane such as demons, devils, angels, and elementals, or those using material passing spells, nor may they be bypassed by spells such as Blink or Read Thoughts.

Magic Mouth

(Alteration)

Cost: 1/Intensity

Area: 1 Object

Casting Time: 1 Minute

Duration: See Below

Range: 10 m (30 ft)/Intensity

Resist: NA

This spell creates a mouth on an item or object, which magically appears when triggered by a specific event or time appointed by the magic-user when the spell is first cast. This mouth will then speak whatever predefined phrase the caster chose at the time of the casting, consisting of no more than 5 words per Intensity, at a rate of roughly 1 word per second. Therefore, 12 words would require 3 full Rounds to be spoken. The mouth may not speak words of power or cast spells.

This spell may be cast upon any normally inanimate object from a pillar or tree, to a stone wall or a chest; however, is particularly



effective when cast on a statue as the statue itself would look as if actually speaking. It cannot be cast on any living creature with any form of Intelligence or Instinct. This applies to those that were formally alive. When casting this spell, the magic-user or illusionist determines the situation that will activate the enchantment. It can be designed to trigger by anything from a spoken word to the creation of any noise. It could be as general as ‘when the next person enters this room...’ to as specific as, ‘when a female Cleric of Sedona comes within 3 metres (10 feet) of the statue at the end of the hall on a Saturday...’. The triggering effect cannot be something that cannot be discerned non-magically, such as an invisible creature, a creature’s Passions, skill, class, etc. However, it could designate clothing worn. The maximum distance that the spell can be activated is 8 metres (25 feet) per Intensity.

This spell’s duration is permanent until the enchantment is activated and then the spell ends.

Mirror Images

(Illusion)

Cost: 1/Intensity

Area: 1.5 m (5 ft) Radius

Casting Time: 1 Action

Duration: 3 Rounds/Intensity

Range: 0

Resist: NA

When this spell is cast, 2d4 duplicates of the magic-user appear within a 1.5 metre (5 ft) radius exactly mimicking the caster’s



movements. In addition, the entire area of effect wavers and shimmers making the caster’s exact location impossible to ascertain. Striking one of the illusionary images causes it to vanish; however, the remaining images are unaffected. Striking the caster has no effect on the remaining images and as the images are always shifting, there is no way of knowing if the target is the real caster if attacked again, and any injuries suffered by the caster are duplicated on the images as well. There are numerous ways the Games Master can determine if the actual caster has been struck or one of the images. One is to determine how many potential targets are available, including the caster, and roll a die of the closest denomination. For example, with 4 images and the caster, the attacker should roll 1d6, rerolling a result of 6, with the caster being hit on a roll of 1. Another would be to have a number of markers equal to the number of potential targets, marking one as being the caster. A marker is drawn each time an attack is made and if the target is hit damage is applied; otherwise, an image disappears removing one of the markers. The images vanish at the end of the spell’s duration.

Monster Summoning, Lesser

(Conjuration)

Cost: 3, +1/additional Intensity

Area: 30 m (100 ft) Radius

Casting Time: 2 Actions

Duration: 2 Minutes/Intensity

Range: 0

Resist: NA

When the magic-user cast this spell, a small group of creatures are magically conjured, appearing at a point designated by the caster within the spell’s area of effect. To determine the specific type of creatures summoned, roll once on the Level 1 Dungeon Monsters Table (found in the Appendix on pages 321-323). The number summoned is equal to the number typically encountered according to that same table. These creatures may be issued commands if the caster can speak their language, if any; however, they will automatically attack those obviously hostile to the caster and the caster’s allies, regardless of alignment. If killed, they disappear, returning from whence they came and typically unharmed.

Where Lesser Monster Summoning is cast and no opponents are present, the caster may choose to use them for another purpose or service; however, as noted above, this will typically require some form of communication. There have been rare situations where several adventurers have been summoned by the use of this spell, disappearing from their party only to reappear a short time later with quite a tale to tell. Assume the chance of this actually happening to the player’s party is rather small, perhaps only a 1% chance per session.

Protection from Evil (3m/10ft Radius) (Reversible)

(Abjuration)

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) Radius

Casting Time: 2 Actions

Duration: 2 Minutes/Intensity

Range: Touch

Resist: NA (Willpower)

With the exceptions noted above and in the following text, this spell is identical to the Rank 1 spell Protection from Evil.

The person or creature (which can be the caster) touched is endowed with an area of effect version of the normal Protection of Evil spell. This sphere of protection possesses a 3 metre (10 foot) radius and moves along with the subject, offering its protection to all within the spell's area. If any protected creature breaks the warding by attacking creatures affected by this spell, typically enchanted and/or summoned entities, the magic is dispelled and the field drops, exposing everyone. The spell's radius is proportionate to the size of the caster, with creatures of SIZ 31-60 producing a 6 metre (20 foot) radius, and creatures of SIZ 61+ producing a radius of 10 m (30 feet).

When reversed, Protection from Good (3 m/10' Radius) applies its protective nature against creatures of Good.

Read Thoughts

(Divination)

Cost: 1/Intensity

Area: 4 m (15 ft)/Intensity Radius

Casting Time: 2 Actions

Duration: 1 Round/Intensity

Range: 0

Resist: Willpower

With the casting of this spell, the magic-user is able to read the surface thoughts of one creature per Round of concentration. While the caster is not required to know the subject's native language, the undead and those with minds too alien to the caster cannot be deciphered. The amount of information gained from this reading depends on the level of intelligence possessed by the target. For example, a sapient being can have quite detailed and specific thoughts, while a non-sapient animal may just be thinking about food, mating, etc. The caster does not have to designate a target and can use this spell to search for a mind to read within the spell's range; however, this will not typically reveal the specific type of creature detected. The spell can detect thoughts through up to 60 cm (2 ft) of stone or dirt and 5 cm (2 in) of solid metal other than lead. Even a thin sheet of lead foil is enough to nullify Read Thoughts; however, wood offers no protection whatsoever. Therefore, this spell could be useful to detect creatures on the other side of a dungeon door or in

a house; however, it would be of limited use when searching through thick dungeon walls, which are typically at least 1.5 m (5 ft) thick.

Slow

(Alteration)

Cost: 3/Intensity

Area: 6 m (20 ft) Radius

Casting Time: 2 Actions

Duration: 2 Rounds/Intensity

Range: 30 m (100 ft)

Resist: Willpower

This spell allows the caster to halve the normal Movement rate of one creature per level of Intensity. Each must be within the area of effect when the spell is first cast but may move freely thereafter. In addition, those under the effects of Slow receive a -4 penalty to their Initiative (current Initiative, in the case of a combat in progress) for the spell's duration and must halve their total Action Points. The casting of Slow cancels out the effects of Haste. Slow does not stack with itself or similar magical effects.

Speak with Dead

(Necromancy)

Cost: 1/Intensity

Area: 1 Creature

Casting Time: 30 Minutes

Duration: See Below

Range: 3 m (10 ft)

Resist: See Below

This spell allows the caster to speak with one dead creature, able to ask a number of questions and receive answers based on the creature's knowledge base over the duration of the spell. This requires that the remains be present and the caster know the language spoken by the creature in question. The answers provided are typically brief and cryptic, as the dead tend to be evasive and literal. The Intensity of the spell determines the number of questions allowed of the caster and the maximum time that the creature may have been dead is detailed on the Time Since Death Table below.

TIME SINCE DEATH

Intensity	Max. Time Since Death
1-2	1 Week
3-4	1 Month
5-6	1 Year
7-8	10 Years
9+	100 Years

The spirit of the creature may refuse to answer questions if its Moral Philosophy differs from those of the caster. However to do so, the creature must succeed at an Opposed Willpower roll to resist as normal. Actual Passions may also play a part in the answers revealed. For example, a creature with the Moral Philosophy; Neutral (Dishonest) is likely to give untrustworthy information.

Suggestion

(Enchantment (Charm))

Cost: 1/Intensity

Area: 1 Creature

Casting Time: 2 Rounds

Duration: 1 Hr/Intensity

Range: 90 m (300 ft)

Resist: Willpower

This spell is used to influence the actions of a single individual for up 1 hour per Intensity assuming the victim fails a roll to resist. The magic-user must be able to speak a language that the target can understand and the suggestion needs to be no more than a sentence or two suggesting a course of action desirable to the caster.

The suggestion will not be followed if it would bring obvious harm to the individual, though suggesting that a stagnant pool of poisonous water were really a crystal clear spring and that the target was extremely thirsty would work. The suggestion must be specified at the time the spell is cast, and if considered very reasonable, will become 1 grade more Difficult to resist, at the Games Master's discretion.

Tongues (Reversible)

(Alteration)

Cost: 1/Intensity

Area: Caster

Casting Time: 1 Round

Duration: 1 Minute/Intensity

Range: 0

Resist: NA

This spell allows the caster to both speak and understand any desired language spoken by a sapient species, even that of a newly discovered creature. This language is selected when the spell is first cast and grants perfect fluency and accent, allowing the caster to understand and be understood by all within hearing range (typically about 18 metres or 60 feet). This includes any form of racially written languages used by the species in question. However, this spell does not make the caster any more endearing to the listeners. Each 3 levels of Intensity will allow another language to be both spoken and understood. Therefore, at 3 Intensity, the caster could speak with both goblins and their elven enemies, possibly serving as a mediator in a dispute.

The reverse of this spell, Confuse Tongues, either cancels the effect of Tongues, if cast at an Intensity equal to or greater than the Magnitude, or confuses all verbal communication in an 18 metre (60 foot) radius.

Unlock (Reversible)

(Alteration)

Cost: 1/Intensity

Area: 1 Portal

Casting Time: 1 Action

Duration: See Below

Range: 55 m (180 ft)

Resist: NA

This spell may be cast to open one door or other similar aperture of wood, stone, or metal if locked, stuck, Secured, or Mage Locked. It has no effect on a portcullis or gate. The door may possess up to 30 Hit Points per Intensity, and can include locked chests or boxes, secret doors, and even shackles and chains. Even an aperture previously welded shut will break free of its bonds. A maximum of two different aspects may be affected by the casting of Unlock, for example, a door that is barred, locked, and Secured will require the casting of 2 Unlock spells. Against Mage Locked doors, the enchantment is simply suspended for 10 minutes after which it reverts to its magically locked state.

When reversed, Lock closes and locks one portal as noted above assuming there is a locking mechanism. Up to two different functions, lock, bolted, barred, etc., may be set.

Web

(Evocation)

Cost: 3, +1/additional Intensity

Area: 6 m (20 ft) Radius

Casting Time: 1 Action

Duration: 20 Minutes/Intensity

Range: 10 m (30 ft)/Intensity

Resist: Evade, plus See Below

This spell causes long strands of sticky webbing to shoot from the caster's hand, which may be anchored floor to ceiling or wall to wall to block a passage or impede progress. It may also be sprayed directly onto opponents to entangle them.

Assuming the target has room to escape the webs, a successful Evade roll places the target outside the area of effect; however, this requires an Action Point be available. A failed resistance roll leaves the victim immobilised, and 1d3 hit locations entangled. Like the Entangle Special Effect, a webbed location is unusable. An entangled arm cannot use whatever it is holding, a snared chest, abdomen, or leg makes all physical skill rolls 1 grade harder (Except Brawn rolls used to try to break free), and an enmeshed head causes suffocation as

detailed under Asphyxiation, Drowning and Suffocation in Chapter 6 of MYTHRAS.

On the following Turn, the victim may spend an Action Point to attempt to break free of the webbing. Magic webbing is incredibly strong and sticky possessing 6 Armour Points and Hit Points equal to three times the spell's Intensity. Attempting to break free requires the victim to win an opposed roll of Brawn against the web's Stickiness (equal to the caster's Arcane Casting skill). If this fails, the target remains fastened, unable to break free by strength alone. Attempting to cut free exposes the tool or weapon used to the same process. Despite popular belief, webs are not flammable, but a character might slowly burn a way through a web by using a flame to shrivel the strands (fire damage ignores the Web's Armour Points).

Rank 3 Spells

Animate Dead

(Necromancy)

Cost: 3, +1/additional Intensity (+1 EXP)

Area: 10 m (30 ft) Radius

Casting Time: 5 Rounds

Duration: Permanent

Range: 0

Resist: NA

Animate Dead uses the physical remains of one or more corpses to create either skeletons or zombies, depending on their current state of decay. The spell animates one skeleton per Intensity or one zombie per 2 Intensity. Because their higher DEX compensates for the loss of intellect, skeletons (only) may be enchanted to use ranged weapons in combat; however, this costs the caster 1 additional level of Intensity. Both skeletons and zombies must be roughly human sized or smaller, essentially SIZ 20 or less. However, a corpse of any size may be animated as a skeleton at a cost of 1 Intensity per 6 SIZ or zombie at 1 Intensity per 3 SIZ. This spell grants the skeleton or zombie an Intensity vs. Turning equal to the Intensity required to animate it.

For example: At 6 Intensity and 8 Magic Points, the caster could animate 6 skeletons, 3 skeletal archers, 3 zombies, or 1 SIZ 25 ogre skeleton. An ogre zombie would require 9 Intensity and 11 Magic Points however. The skeletons would possess an Intensity vs. Turning of 1, the zombies a 2, and the ogre skeleton an Intensity vs. Turning of 5 (the Intensity required to animate each of them). This means that a zombie ogre would have an Intensity vs. Turning of 9, making it very difficult to contend with by all but the most powerful of clerics.

In addition to the requisite Magic Point expenditure, the caster must sacrifice 1 Experience Roll per 6 Intensity to infuse the remains with part of the caster's own life force, allowing them to obey commands and act with a degree of independence. This grants the undead a



Permanent duration and makes them fairly capable at carrying out their creator's commands. The magic animating them may not be dispelled. Regardless of type, the caster may give the animated dead a single sentence of instruction for every point of INS.

Animating the dead is considered an evil act as far as Moral Philosophy is concerned, and requires dead bodies of the appropriate type be present and within range of the spell. They do not have to be seen, however; therefore, when used in a cemetery or other burial grounds, the results can be quite spectacular. Previously buried skeletons and zombies can claw their way to the surface in as little as 1d3+2 Rounds.

Typically, but there are exceptions, skeletons and zombies are animated by evil spell casters; however, it is not uncommon for corpses left in areas steeped in necromantic magic to spontaneously animate. This means that many times, ancient tombs and burial grounds will be crawling with undead without an evil cleric or necromancer anywhere to be found. Where the Intensity of the area is in excess to that of the undead, their Intensity vs. Turning will be that of the area. An area steeped in necromantic magic cannot spontaneously animate undead with a higher Intensity than that of the area. For example, an area with an Intensity of 4 cannot spontaneously animate an ogre skeleton as detailed above (Intensity 5). However, all human-sized skeletons would possess an Intensity vs. Turning of 4 making the place very difficult for clerics to contend with. Corpses in such areas will spontaneously animate after a number of days equal to 5 minus the area's Intensity. Results of less than 0 mean that the

corpse animates in 1d12x2 hours -1 for each point below zero. The 1d12x2 die roll may be used for when the Games Master needs to know specifically when a corpse will animate in other circumstances as well.

Skeletons and zombies have differing characteristics as follows:

⇒ **Skeleton:** Because a skeleton lacks flesh and muscle, characteristics are based upon the racial average. Multiply average STR x 0.8, CON x 0.6, and change INT to INS, with a value of 10. POW becomes 2 and DEX is multiplied by 1.5. Skeletons lack CHA. Their mode and rate of movement is equal to that possessed in life; however, a skeletal fish would not be able to swim and a skeletal bird could not fly. They have the following skills at base +30%: Athletics, Brawn, Endurance, Evade, Perception, Unarmed, and Willpower. Their higher DEX compensates for the loss of intellect and allows the use of melee weapons in combat; replace original Combat Style with Combat Style (Skeletal Warrior) equal to Athletics skill, with 2 or 3 melee weapons making up their proficiency. Skeletons possess the abilities Immunity (Fear, Sleep, and Charm) and Undead, and those of SIZ 20 or smaller have an Intensity vs. Turning of 1. Larger skeletons have an Intensity vs. Turning equal to the Intensity required to animate them.

⇒ **Zombie:** In CLASSIC FANTASY, the freshness of the original corpse at the time of its animation has no bearing on the toughness of the zombie, as much of its strength and resilience will be the result of the animating magic.

Make the following changes to the corpse of the creature to be animated. Bear in mind that because a zombie still retains flesh and muscle, unlike a skeleton, which is completely being held together by magic, the changes apply to the specific individual animated and not necessarily the racial average. Therefore, a corpse that was very strong in life will remain so as a zombie. Multiply STR and CON by x1.5, INT becomes INS with a value of 8. POW is reduced to 2, DEX is multiplied by x 0.6. Finally, zombies lack CHA. Their mode and rate of movement is equal to half that possessed in life; however, unlike skeletons, assuming the corpse is relatively intact, they will typically possess all former forms of movement. For example, a zombie fish would be able to swim and a zombie bird could fly. Of course, the Games Master is the final arbiter in this regard and could rule that there was too much prior decay to allow it. Zombies have the following skills at base +30%: Athletics, Brawn, Endurance, Evade, Perception, Unarmed, and Willpower. If they possessed swimming or flying at an alternative form of movement beforehand, they will possess the relevant skills at Base +20%. Unlike skeletons, zombies, due to their lack of coordination, typically lack a Combat Style, instead relying on their Unarmed skill. Zombies possess the abilities Immunity (Fear, Sleep, and Charm) and Undead, and those of SIZ 20 or smaller have an

Intensity vs. Turning of 2. Larger zombies have an Intensity vs. Turning equal to the Intensity required to animate them.

For further details on skeletons and zombies, refer to Chapter 11.

Charm Monster

(Enchantment (Charm))

Cost: 3/Intensity
Area: 6 m (20 ft) Radius
Casting Time: 2 Actions
Duration: 1 Week/Intensity
Range: 55 m (180 ft)
Resist: Willpower

This is an improved version of the Rank 1 spell Charm Being in that it will charm all living creatures of SIZ 20 or less within the area of effect, or 1 creature of any SIZ. The spell functions in all other ways as per Charm Being.

Confusion

(Enchantment (Charm))

Cost: 3, +1/additional Intensity
Area: 18 m (60 ft) Radius
Casting Time: 2 Actions
Duration: 1 Minute/Intensity
Range: 36 m (120 ft)
Resist: Willpower

When this spell is cast, 1d3 creatures within the area of effect that fail their Resistance roll will be struck with a magical confusion. Each additional level of Intensity will affect another 1d3 creatures to a maximum of 4d3. Those within the area of effect and closest to the caster are affected first. Creatures under the effects of confusion are allowed an additional Resistance roll every round to break free of the spell's effects, with each failed roll requiring a roll on the following table to determine the precise effects suffered that round. A creature that meanders away will do so in the direction opposite the caster throughout the spell's duration. In this case, no additional rolls to resist are permitted.

Large creatures (SIZ 21-40) are less susceptible to the Confusion, with their Resistance roll being Easy, while the Resistance roll for huge creatures (SIZ 41+) is Very Easy.

CONFUSION

Die Roll	Effects
01-10	Act normally for 1 Round
11-20	Attack the caster or the caster's allies for 1 Round
21-50	Stop in place and babble incoherently for 1 Round
51-70	Meander away from the caster for 10 Rounds
71-00	Attack the nearest creature for 1 Round

Dimension Door

(Alteration)

Cost: 3, +1/additional Intensity

Area: Caster

Casting Time: 1 Action

Duration: Instant

Range: 0

Resist: NA

Dimension Door is a form of short-ranged teleportation. The caster instantly jumps a distance of 30 metres (100 feet) per Intensity without actually crossing the intervening space with no chance of error. The desired location may either be visually seen, or may be specified by direction: 12 metres (40 feet) straight ahead, 20 metres down, 20 metres (65 feet) distant and 45° to the left, etc. Arriving in mid-air will result in falling damage, unless saved by a spell such as Feather Fall, while accidentally jumping into a solid object will instead trap the caster in the Astral Plane. All carried equipment (non-living, inanimate matter) jumps along with the caster to a maximum of 75 ENC. Living matter of no more than 20 SIZ may accompany the caster; however, the maximum ENC is reduced by 3 for each point of SIZ. For example, a character of SIZ 11 may jump along with the caster assuming both are touching. In this case, the total ENC that may jump along with the caster is reduced from 75 to 42 (75 – SIZ x3). The caster, and any living creature transported as well, requires a full Combat Round to recover. If attacked during this time, such individuals may do no more than defend at 1 grade of difficulty.

Enchanted Weapon

(Alteration)

Cost: 3, +1/additional Intensity

Area: 1 Weapon

Casting Time: 1 Minute

Duration: 5 Minutes/Intensity

Range: Touch

Resist: NA

When this spell is cast while touching a normal weapon, the weapon is instilled with a temporary enchantment granting a +1 damage bonus. This also allows an otherwise normal weapon to strike a creature only able to be hit by weapons possessing an enchantment of +1 or better. The spell may be used to enchant two weapons possessing no ENC, such as daggers, knives, arrows, etc. Otherwise no more than a single weapon may be enchanted per casting. An existing magic weapon may have its bonus increased by +1 to a total combined bonus of +3. A weapon with a +3 has its SIZ increased by one category for the purposes of inflicting damage: Large to Huge, Huge to Enormous, Enormous to Colossal. An Enchanted Weapon possesses +5 Armour Points and +2 Hit Points per Magic Bonus for a weapon of its type. This spell may be combined with the spell's Enchant Item and Permanency to create a weapon with a lasting

enchantment. Both of these spells are detailed in the CLASSIC FANTASY *Unearthed Companion*.

Fear

(Illusion)

Cost: 3, +1/additional Intensity

Area: 1.5 m (5 ft) x 6 m (20 ft) Cone

Casting Time: 2 Actions

Duration: See Below

Range: 0

Resist: Willpower

When this spell is cast, a wave of terror expands outwards, causing all those who fail a Resistance roll to flee in fear. Those so affected flee directly away from the caster at sprinting speed for a number of Rounds equal to the spell's Intensity x2. This terror is so all consuming that those opponents who fumble the roll to resist drop any held items that are not secured in some fashion.

Fire Trap

(Abjuration/Evocation)

Cost: 3, +1/additional Intensity

Area: 1 Object

Casting Time: 10 Minutes

Duration: Permanent until Discharged

Range: Touch

Resist: Evade

This spell may be cast upon any item that may be opened and closed, such as a book, box, bottle, chest, etc. No additional spell such as Secure Portal or Mage Lock may be cast on the item; however, an Unlock spell cast upon an item with an existing Fire Trap spell has a 50% chance of negating it.

Merely touching an object enchanted with a Fire Trap spell will cause the magic to discharge, resulting in a fiery explosion 1.5 metres (5 feet) in radius. All those in the area of effect take 1d4 points of damage, +1 per level of Intensity. This damage is applied to each hit location with Armour Points counting as half normal. Magic armour may apply its entire magic bonus as well. A successful Resistance roll allows the victim to suffer only half the rolled damage. A Fire Trap has a chance of igniting flammable materials. See 'Fires' in Chapter 6 for additional information.



The actual trapped item suffers no damage in the resulting explosion and the original caster can use the item without setting off the spell. To cast the spell, the magic-user needs to trace the item to be trapped with a circle sulphur and saltpetre. This allows the trap to be detected with a successful Perception roll by someone searching for traps; however, it is very difficult to spot making the roll 2 grades more difficult. The spell may be removed by the casting of Dispel Magic or a successful Mechanisms skill roll, also at 2 grades of difficulty; however, a failed attempt to remove the spell will cause it to detonate.

Fumble

(Enchantment (Charm))

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) Radius

Casting Time: 2 Actions

Duration: 1 Round/Intensity

Range: 10 m (30 ft)/Intensity

Resist: Willpower

This spell causes all opponents in the area of effect to become clumsy, with any physical skill rolls becoming 1 grade more difficult. In addition, all failures result in a Fumble. Even physical actions that do not typically require a skill roll such as picking up a dropped item, moving faster than a walk, or climbing stairs require an Athletics skill roll. A failure in this case results in a Fumble and typically an awkward fall in the case of movement or accidentally kicking an item further away while attempting to pick it up. The Games Master should be creative with the results of a fumbled roll; however, few should be outright deadly in non-combat situations. In combat, however, a Fumble is treated as any other and can result in Special Effects as normal. A successful Resistance roll allows the victim to avoid the effects of the spell for the current Round; however, if the victim still occupies the area of effect next Round, another roll to Resist must be made again as normal. Allies of the original attacker will need to stay out of the area of effect or suffer the same limitations as their opponents. This spell may also be targeted on a specific creature who will suffer the effects for the spell's entire duration on a failed Resistance Roll. Cast in this way, Fumble produces no area of effect. In this case, a successful Resistance Roll still results in the victim suffering the effects of the Rank 2 spell, Slow.

Hail/Ice Storm

(Evocation)

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 2 Actions

Duration: See Below

Range: 10 m (30 ft)/Intensity

Resist: See Below

Hail/Ice Storm has two effects, one of which is chosen when the spell is cast:

- ⇒ Hail Stones (Duration: Instant): This variant of the spell causes large balls of hail to rain down in an area 18 metres (60 feet) in radius. Those caught in the area take damage based on Intensity as determined by the Spell Damage Table. The damage is rolled separately and applied to 1d3+3 hit locations.
- ⇒ Driving Sleet (Duration: 1 Round/Intensity): This variant of the spell creates a driving sleet that whips through a path-like area 18 metres (60 feet) wide, and 36 metres (120 feet) long, blinding those affected. The actual path may be designated by the magic-user when the spell is cast. In addition, the ground in the affected area ices over, slowing the movement rate by 50% and grounding flyers that fail a Formidable Fly skill roll. Those on the ground must succeed at an Athletics roll every round to resist falling prone, with the roll being 2 grades harder if moving faster than a walk. A character possessing Acrobatics may substitute that skill if desired. The ice will melt after the spell's duration expires at a rate determined by the Games Master dependent upon the ambient temperature; however, even in warm weather it will last a minimum of 10 minutes. Small fires such as camp fires and torches are automatically extinguished. This spell will negate the effects of the spell Heat Metal.

Heat/Cold Shield

(Evocation)

Cost: 3, +1/additional Intensity

Area: Target

Casting Time: 2 Actions

Duration: 2 Minutes/Intensity

Range: 0

Resist: NA

This spell creates a shield of wispy flames that immolates the caster or one other person, but causes no damage in and of itself. Instead, the flames protect the recipient from either fire or cold, dependent upon which of two variants is in memory: Heat Shield, which creates blue or green flames and protects against heat and fire-based damage, or Cold Shield, which creates violet or blue flames and protects against cold and ice-based damage. The colour of the flames should be determined randomly with a 50% chance of either, and the fact that both types can emit blue flames creates an element of uncertainty on the part of any attacker. The decision as to which to memorise is made when spells are prepared and both may be memorised if desired. These flames give off no heat and shed light at only half the brightness of a torch. The specifics of each variant are as follows.

- ⇒ Heat Shield: These flames are cool to the touch and reduce any fire or heat-based damage to half. A successful Resistance

roll will negate all damage. The Resistance roll is 1 grade easier and, in the case of Evade, will not render the defender prone. However, a Fumble results normal damage; in other words, the damage is not halved.

- ⇒ Cold Shield: These flames are warm to the touch and reduce any cold-based damage to half. A successful Resistance roll will negate all damage. The Resistance roll is 1 grade easier and, in the case of Evade, will not render the defender prone. However, a Fumble results in normal damage; in other words, the damage is not halved.

Melee attacks against the recipient of either variant, whether armed or unarmed, inflict normal damage unless using one of the elements protected against. However, the attacker also receives damage equal to that inflicted, before reducing for armour. Creatures with Innate Magic Resistance can dispel either shield on a successful Willpower roll when the recipient is first struck. If the Magic Resistance roll fails, the opponent cannot negate the shield.

Illusory Terrain

(Illusion)

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft)/Intensity Radius

Casting Time: 10 Minutes

Duration: 1 Hour/Intensity

Range: 10 m (30 ft)/Intensity

Resist: Disbelieve

When this spell is cast, the terrain in the area of effect is masked by an illusion of whatever the caster desires. For example, a deep crevasse could be masked as a peaceful meadow, or a clear field could mask a thick steaming swamp. The effects last until the duration expires or the terrain is subjected to Dispel Magic. Successfully disbelieving the illusion allows those that succeed to see it for what it really is. Those who fail will still believe the illusion; however, they are allowed another chance to disbelieve anytime they see a creature apparently do something contrary to the terrain. For example, a character who previously failed an attempt to disbelieve an illusion of a peaceful meadow covering a deep ravine, would be allowed a second attempt to disbelieve after watching an ally apparently vanish after walking onto it, assuming the player states the intent to Disbelieve to the Games Master. The more drastic the changes to the terrain, the more likely those subjected to it will suspect.

Invisibility, Greater

(Illusion)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 2 Actions

Duration: 3 Rounds/Intensity

Range: Touch

Resist: NA

This spell functions as per the Rank 1 Invisibility spell; however, no action taken on the part of the subject will end the duration early. The target may make melee or ranged attacks, cast spells, etc. Note there are visible clues to the action having taken place, such as a visual distortion. This allows anyone with a line of sight on the subject to make a Formidable Perception roll after the action is taken, or possibly before if the character is delayed, to discern the location of the invisible attacker. An attack at 1 grade of difficulty may be made on the subject of this spell in the Round the subject acted by those who perceive the invisible person's location. See the Rank 1 spell Invisibility for further detail.

Lesser Creation

(Illusion)

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 10 Minutes

Duration: 1 Hour/Intensity

Range: Touch

Resist: NA

When this spell is cast, an item composed of non-living material is conjured into being. By drawing filaments of material from the Plane of Shadow and weaving them into an item of up to 5 ENC per Intensity, the caster can create any mundane object desired. Larger items that lack an ENC characteristic, such as doors or walls, may be created at 30 cubic centimetres (1 square foot) per Intensity. Assign Hit Points based on material as appropriate. See Inanimate objects in Chapter 6 for more information. This is not a permanent creation, remaining only for the spell's duration. In addition to mundane material components, the caster must have a small piece of the material the item is to be constructed of: a steel nugget and splinter of wood to create a sword, a scrap of leather and piece of thread to create leather armour, a strand of hemp to create a length of rope, etc.

Lesser Sphere of Invulnerability

(Abjuration)

Cost: 3, +1/additional Intensity

Area: 1.5 m (5 ft) Radius

Casting Time: 2 Actions

Duration: 1 Round/Intensity

Range: 0

Resist: NA

When this spell is cast, an immobile sphere of shimmering magical protection forms around the caster. Rank 1 spells, as well as any magical areas of effect they produce, will fail to penetrate the sphere, including those possessed by magical items or the innate magical abilities of some creatures. Lesser Sphere of Invulnerability will also stop offensive elemental spells of Rank 2, such as Fireball and Lightning Bolt. It has no effect on non-elemental Rank 2 spells, or any spells of Rank 3 and up. However, the caster may launch a magical attacks from within the sphere with no adverse effects, and even leave the sphere and return again without affecting the sphere's duration. Lesser Sphere of Invulnerability is affected normally by Dispel Magic.

Monster Summoning

(Conjuration)

Cost: 3, +1/additional Intensity

Area: 36 m (120 ft) Radius

Casting Time: 2 Actions

Duration: 3 Rounds or 3 Minutes/Intensity

Range: 0

Resist: NA

This spell functions in all ways as the Rank 2 version except where it differs as noted above. The monsters summoned are drawn from the Level 3 Dungeon Monsters Table.

Phantasmal Terror

(Illusion)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 2 Actions

Duration: 1 Round/Intensity

Range: 3 m (10 ft)/Intensity

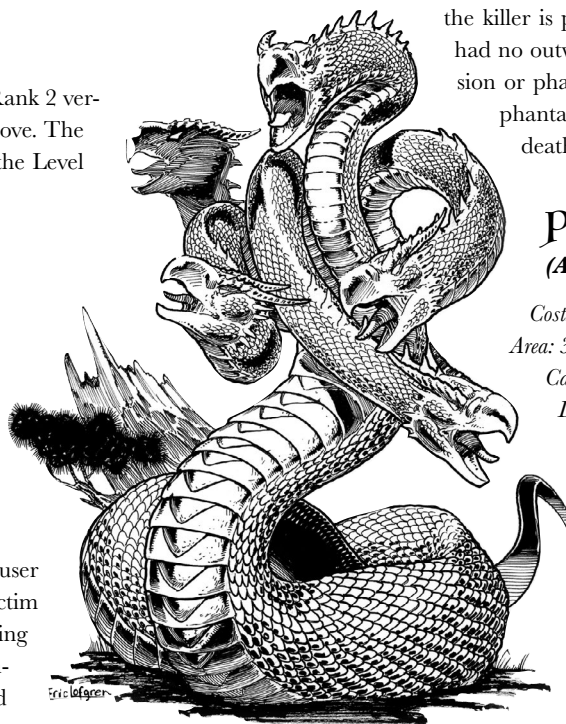
Resist: Disbelieve/Evade

When this spell is cast, the magic-user reaches deep into the psyche of a victim and conjures forth the most terrifying horror lurking within. Being a phantasm, the target of the spell is allowed

a chance to Disbelieve as soon as it is cast, and if successful, the magic binding it unravels returning the horror to target's subconscious. Phantasmal Terrors possess the abilities Intangible and Terrifying, and exist only to the caster and its victim. Even spells such as True Seeing or Detect Invisibility are useless when attempting to aid the victim, as phantasms are firmly entrenched in the victim's mind. If aided with a spell or ability that cancels or reduces fear (e.g., being the subject of Remove Fear or standing within the 3 metre (10 foot) radius of a cavalier or paladin), the victim may make another attempt to Disbelieve. Only one additional attempt may be made per effect. The only other method of ending this spell before the duration expires is to render the victim unconscious or kill or render the caster unconscious. Either method unravels the killer and returns it to the subject's subconscious.

A Phantasmal Terror possesses a Combat Style skill equal to the victim's Willpower. To determine damage done, figure 1/10th the victim's Willpower as the phantasm's Intensity and use this Intensity on the Spell Damage Table to determine damage with a successful attack. This damage bypasses all worn non-magical armour. Magic armour offers protections only equal to the Magic Bonus. The Action Points and Initiative are determined using the appropriate tables as found in Chapter 1, however, calculated using the victim's INT+POW. The terror cannot be outrun or avoided, being able to move instantly from point-to-point and being intangible are able to pass through solid objects at will; it will pursue its victim relentlessly.

The only defensive action that may be taken by the subject, other than the aforementioned attempts to Disbelieve, is to Evade. It is impossible to damage the killer, as any attack passes harmlessly through its body; however, damage dealt to the victim by the killer is perceived by them as real, even though it had no outward physical effect. Unlike a normal illusion or phantasm, a victim that has suffered enough phantasmal damage to cause death suffers actual death, from mental shock.



Plant Growth

(Alteration)

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft)/Intensity Radius

Casting Time: 2 Actions

Duration: Permanent

Range: 10 m (30 ft)/Intensity

Resist: See Below

When cast upon a spot on the ground, all vegetation animates and entwines creating a dense thicket in a 3 metre (10 foot) radius per Intensity. To make any progress, creatures attempting to move through the thicket must use a bladed weapon to hack and cut their way

through, reducing movement to 25% normal and negating movement at any rate faster than a walk. Creatures with a damage modifier of +1d8 or greater suffer only a movement reduction of 50%.

Polymorph Other

(Alteration)

Cost: 3/Intensity

Area: 1 Target

Casting Time: 2 Actions

Duration: Permanent

Range: 4m (15 ft)/Intensity

Resist: Willpower

The caster is able to alter the form of one corporeal creature into that of another with each point of Intensity altering SIZ by up to 3 points. Therefore, transforming an orc of SIZ 16 into a SIZ 1 rabbit would require 5 levels of Intensity (15 SIZ points of difference). The subject of this spell is allowed a Willpower roll to resist. The entire transformation process takes a full round and can be quite stressful to the creature in question, requiring a second Willpower roll to retain the original personality, with a Fumble resulting in death from mental shock. Each doubling or halving of the creature's original SIZ makes the Willpower roll to retain the personality 1 grade more difficult, as would a complete change of environment. A successful roll allows the victim to retain INT and CHA as well as any skills requiring those characteristics.

As long as the victim's personality remains, the transformation grants the recipient the assumed creature's form of breathing, if other than normal; any natural attacks; and any and all mundane modes of movement. It does not grant any heightened or magical abilities possessed by the creature. *For example, a creature that has been polymorphed into a dragon will not gain the creature's breath attack or spell-like abilities, but will gain the ability to fly, its tough hide, deadly bite, and claw attacks, etc.*

In addition, the victim gains the new form's physical skills such as Athletics, Brawn, Fly, Swim, etc. Hit points are recalculated, as well as Damage Bonus. The transformed individual loses the ability to speak unless the new form possesses the ability to articulate words. Those that were able to cast spells in their previous form would still be able to cast in the new form assuming they still possess the ability to produce the verbal and somatic components. In the case of a drastic change, such as being changed from biped to quadruped, or a land animal to a sea creature, for example, the Games Master should feel free to penalise by at least 1 grade the use of any skills that would take time to learn whilst adjusting to the new form until there has been sufficient time to practise. This is especially true of physical skills such as Athletics, Unarmed, Swim, Combat Styles, etc.

The Willpower roll to retain one's personality is required every day until failed, causing the person to finally succumb to the mentality of the new form, with INT changing to INS in the case of a

non-sapient creature. All special and magical abilities owned by the new form that were not acquired previously, such as gaze attacks, breath weapons, etc., are now available to the creature as the transformation is complete. Characters that lose their identity in this way become NPCs in the control of the Games Master.

Prior to succumbing mentally to the transformation, the polymorphed creature is subject to Dispel Magic as normal and no roll to resist is required as it would be one's subconscious desire to return back to normal. The victim does require another Willpower roll to resist the mental shock from the transformation, however, again only dying on a Fumble. There is no effect from any other result.

If the victim had previously succumbed to the new form, Dispel Magic may still be used; however, the victim will attempt to resist returning to the natural form with a Willpower roll as normal. Failing this roll means the victim transform back into the natural form, which, of course, requires another Willpower roll to resist the mental shock from the transformation, dying on a fumbled roll. There is no effect from any other result. Once lost, a victim's natural identity is no longer attainable, instead the victim rejects the strange and alien form and yearns to be returned to 'normal'. *For example, an orc that was polymorphed into a rabbit and assumed the creature's identity would believe that it is now a rabbit that has been rather rudely transformed into an orc. Only a Wish, or other similar magic, has any chance of restoring the victim's true identity once it has been lost.*

All worn and carried equipment magically melds into the new form; however, in some cases, the Games Master may allow magic items that would still be able to be used in the creature's new form to remain, such as a magic ring or boots. Note this requires the creature's new SIZ to not be vastly different from the original. Creatures with the natural ability to shape change, such as doppelgangers and lycanthropes, will be transformed as normal, but may assume their normal form after 1 Round. If slain, a polymorphed creature reverts to the natural form, even if it has previously lost all traces of identity.

Polymorph Self

(Alteration)

Cost: 3, +1/additional Intensity

Area: Caster

Casting Time: 2 Actions

Duration: 20 Minutes/Intensity

Range: 0

Resist: NA

The caster is able to assume the form of any other corporeal creature of SIZ 1 through 40. Each point of Intensity allows an increase or decrease of up to 6 points of SIZ. Therefore, a magic-user of SIZ 13 could assume the shape of a SIZ 34 grizzly bear at 4 levels of Intensity. The transformation process takes a full Round and grants the caster the assumed creature's form of breathing, if other than that of itself; any natural attacks; and its normal mode of movement.

Hit points and Damage Modifier must be recalculated. It does not grant any heightened or magical abilities possessed by the creature. A magic-user that has polymorphed into a hawk, for example, will not gain the bird's extraordinary eyesight. The caster gains the creature's physical skills such as Athletics, Brawn, Fly, Swim, etc., but retains any mental and social skills, those requiring INT and CHA. The caster loses the ability to speak unless the creature in question possesses the ability to articulate words. If so, the caster can still cast spells in the new form assuming the caster can form a spell's somatic components. The caster may end the effect at any time, and in the process, all Minor Wounds gained while in the new form are lost, and Serious Wounds are reduced to Minor Wounds (half Hit Points lost in each applicable location). Major Wounds are not affected by the transformation and carry over to the natural form. There is no healing when the caster transforms from natural to animal form. Polymorph is subject to Dispel Magic. If slain, or through a successful use of Dispel Magic, the caster will revert to the natural form. In this case, the caster does not benefit from the aforementioned healing. If transformed into a flyer and required to make a Fly skill roll, Athletics or Acrobatics may be substituted at 2 grades of difficulty. However a character that uses this form frequently may choose to develop the Fly skill normally at a base of STR+DEX.



victim is allowed an Opposed Willpower roll to resist as normal. Roll 1d100 to determine the nature of the curse inflicted:

- ⇒ 01-25: All skills using STR, DEX, or CON are 1 grade more difficult. Initiative -4, Damage Modifier reduced 2 steps.
- ⇒ 26-50: All skills using INT, POW, or CHA are 1 grade more difficult. Initiative -4.
- ⇒ 51-75: Combat Styles and Resistance rolls are 2 Grades more difficult.
- ⇒ 76-00: All failed skill rolls are treated as fumbles.

Remove Curse (Reversible)

(Abjuration)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 2 Actions

Duration: Permanent

Range: Touch

Resist: NA

This spell typically removes the effects of any curse afflicting a creature or item. It does not remove the cursed nature of an item such as a weapon, shield, or armour, but does allow a creature afflicted with such an item be rid of it. Some curses may only be removed if the spell is cast at a certain Intensity, typically noted in the specific write-up. Either Cure Disease or Remove Curse may be used to cure lycanthropy, with either requiring an Intensity of 12.

The reverse of this spell, Bestow Curse, inflicts one of the following effects on an enemy with a duration of 1 minute per Intensity. The

Shadow Monsters

(Illusion)

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) Radius

Casting Time: 2 Actions

Duration: 1 Minute/Intensity

Range: 30 m (100 ft)

Resist: Disbelieve

This spell allows the caster to extract material from the Plane of Shadow and use it to create quasi-real illusions of one or more real creatures. All must be of the same type and the total created cannot exceed 6 SIZ per Intensity. Shadow Monsters do not use the rules for Illusions and Phantasms as detailed in Chapter 8 with regards to damage and contact, and instead, operate as detailed here. They



function as per the normal versions of the creatures being mimicked with respect to natural abilities, skills, attacks, and Armour Points. However, being made of semi-corporeal shadow, these creatures have only half their normal Hit Points per location. Due to their nature, they automatically have the Terrifying Trait regardless as to whether the normal version of the creature does or not.

Those seeing shadow monsters may attempt to Disbelieve if stated. Those who fail to Disbelieve suffer real damage from the creatures; however, any magical abilities like breath weapons, gaze attacks, etc., on the part of the monsters may appear to happen, but will not actually transpire. Victims, however, respond as if subjected to the special ability, including making any required rolls to resist as normal and acting like they were subjected to the results of the attack.

Those that successfully Disbelieve will know that the creatures aren't real, seeing them as shadowy shapes and transparent images. They may attack these images ignoring any Armour Points they possess and taking only half the damage rolled from the monsters attacks in return. In addition, those that successfully Disbelieve are not

adversely affected by perceived magical abilities like breath weapons and gaze attacks.

Shape Stone

(Alteration)

Cost: 1/Intensity

Area: See Below

Casting Time: 1 Minute

Duration: Permanent

Range: Touch

Resist: NA

Upon casting this spell while touching a piece of stone, the caster may form it into any shape desired limited to a volume of no more than 0.3 metres cubed (1 cubic foot) per Intensity. The caster could shape makeshift weapons, a stone idol, a stone hatch, or doorway in a larger stone wall, etc. Works of art are beyond the scope of Shape Stone, and moving parts such as hinges or gears will be non-functional unless the spell is cast at 2 Grades of difficulty. This roll may be augmented by either Mechanisms or Engineering as determined by the Games Master.

Wall of Fire

(Evocation)

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 2 Actions

Duration: See Below

Range: See Below

Resist: See Below

This spell allows the caster to conjure forth a wall or circle of blazing flame, as desired at the time of casting, burning a purple or a red-dish-blue in colour. The spell's duration remains in effect as long as concentration is maintained, or for 1 Round per Intensity once concentration ceases. The specifics are detailed below according to type:

- **Wall of Fire:** This version of the spell creates a stationary wall of fire 6 m (20 ft) long per Intensity. Regardless of final Intensity the wall has a height of 6 m (20 ft). Wall of Fire has a range of 55 m (180 ft).
- **Circle of Fire:** This version of the spell creates a circle of fire around the caster that moves with them. It has a radius of 3 m (10 ft), plus another 1.5 m (5 ft) per additional Intensity beyond the first. Regardless of final Intensity the circle has a height of 6 m (20 ft). Circle of Fire must encircle the caster and has a range of 0.

The side of the wall or circle facing away from the caster emits scorching heat, causing 1d6 damage per Round to all within 3 m

(10 ft) and 1d4 damage out to 6 m (20 ft). This damage is typically applied at the end of the Round before proceeding to the next, or during the Bookkeeping Phase if using miniatures combat. Where a victim occupies both heat zones in a single Round, the greater damage applies. Those leaping through the flame are subjected to 2d6 points of damage, plus an additional point of damage per Intensity beyond the first. This damage is applied to each hit location with Armour Points counting as half normal. Magic armour may apply its entire Magic Bonus as well. A successful Evade Resistance roll allows the victim to suffer only half the rolled damage on the round the spell springs into being as the victim attempts to dive away from the heat or through the flames. Fire-using creatures take half this damage and cold-using creatures double. The flames have a chance of igniting flammable materials. See 'Fires' in Chapter 6 for additional information.

Wall of Ice

(Evocation)

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 2 Actions

Duration: 10 Minutes/Intensity

Range: 3 m (10 ft)/Intensity

Resist: NA

The casting of this spell creates either a wall of ice as its name implies, a dome of ice, or a sheet of ice that can fall on and injure opponents. Regardless of the form the creation takes, it has a thickness of 2.5 cm (1 in) per Intensity.

The specifics are detailed below according to type:

⇒ **Wall of Ice:** This version of the spell creates a tough wall of solid ice great for stopping pursuers and creating defensive positions. Each level of Intensity generates a 3 m x 3 m (10 ft x 10 ft) section of wall. Therefore, 10 Intensity could be used to create a wall 30 m (100 ft) in length with a height of 3 m (10 ft) and a thickness of 25 cm (10 in), or a wall 15 m (50 ft) in length, 3 m (10 ft) in height, and 50 cm (20 in) thick, or a wall 15 m (50 ft) in length, 6 m (20 ft) in height, and 10 cm (10 in) thick, or any other combination desired that does not exceed its maximum according to Intensity.

⇒ **Dome of Ice:** When cast as a dome, the spell forms an upside-down bowl shaped hemisphere of ice with a radius of 1.5 m (5 ft) per 6 Intensity and height of 1.5 m (5 ft) for every 12 Intensity. Therefore, a magic-user casting the spell at 7 Intensity will create a dome with a radius of 3 m (10 ft) that is 1.5 m (5 ft) in height and 17.5 cm (7 in) thick. The spell may be cast on one or more individuals in an attempt to trap them beneath. In this case, a successful roll to Evade means that they have thrown themselves clear of the dome as it formed.

The dome may also be cast upside down and could therefore be used as a large container or even a boat if needed.

⇒ **Sheet of Ice:** This version of the spell creates a sheet of ice conjured horizontally and dropped on opponents. This affects all those unfortunate enough to be beneath it, doing damage based on Intensity of the spell as determined by the Spell Damage Table. The damage is rolled separately and applied to 1d3+1 hit locations, with the first location always being head in the case of humanoid forms. Successful attempts to Evade allow the victim to receive only half the rolled damage to 1d2 hit locations and head would need to be rolled randomly.

Either brute force or weapons may be used to break through a wall or dome of ice using the rules for Inanimate Objects detailed in the Game Mechanics Chapter of MYTHRAS. In this case each 1.5 m (5 ft) section of ice has 1 Armour Point and 12 Hit Points for each 2.5 cm (1 in) of thickness. When enough damage has been done to cause the ice to shatter, it typically does so, doing 1 point of damage per 2.5 cm (1 in) of thickness to everyone within 1.5 m (5 ft). Fire-using creatures take double this damage and cold-using creatures half.

Magic fire spells or special abilities such as the fiery breath of a red dragon will cause a Wall of Ice to melt rapidly, in as little as 1 Round, enveloping the area in a great cloud of fog lasting 10 minutes. Mundane flames and less powerful magical fires will not adversely affect a Wall of Ice, melting it, but not at a rate significantly fast enough to affect combat. Left to melt naturally, the ice will disappear slowly, at a rate appropriate to the ambient temperature as determined by the Games Master. However, it should be noted that even a 3 m x 3 m (10 ft x 10 ft) wall of ice 1.5 cm (1 in) thick could take an hour or more to completely melt on a hot summer day.

Wizard Sight

(Alteration)

Cost: 1/Intensity

Area: See Below

Casting Time: 1 Minute

Duration: 1 Minute/Intensity

Range: 0

Resist: NA

This spell creates a small invisible 'eye' that the magic-user may see through for the duration of the spell. This eye may be moved ahead of the party or sent to look around corners and into rooms having a Movement Rate of 3 m (10 ft) if only scanning for 'obvious' threats or items of interest. This will typically only extend to the floor. If attempting to be more thorough, examining the walls and ceiling as well, its Movement Rate is reduced to 1.5 m (5 ft). The Games Master should feel free to allow Perception rolls on the part of the caster, where necessary, with regards to spotting visual anomalies. The eye is corporeal, unable to pass through solid matter, and possesses

infravision out to 3 m (10 ft). The caster must maintain concentration on the eye throughout the duration or it will remain inert until concentration is once again established. Any gaze attacks that would normally affect the caster still affect the caster as normal; however, the eye is considered independent of the caster with respect to blindness, darkness spells, etc. For the purposes of fitting through small openings, the eye is no bigger than 2.5 cm (1 in), and has a SIZ of 1.

SUMMARY OF ARCADE SPELLS, RANKS 1 TO 3

<i>Rank 1 Arcane Spell</i>	<i>School</i>
Affect Normal Fires	Alteration
Audible Illusion	Illusion
Change Appearance	Illusion
Charm Being	Enchantment (Charm)
Colour Cascade	Alteration
Detect Magic	Divination
Disk of Burden	Conjuration
Erase Writing	Alteration
Faerie Lights	Alteration
Familiar	Conjuration
Feather Fall	Alteration
Flaming Hands	Alteration
Friendship	Enchantment (Charm)
Hypnotism	Enchantment (Charm)
Identify	Divination
Illusion, Lesser	Illusion
Invisibility, Lesser	Illusion
Know Languages (R)	Alteration
Levitate	Alteration
Light	Alteration
Magic Missile	Evocation
Protection from Evil (R)	Abjuration
Read Magic	All
Reflect Gaze	Alteration
Secure Portal	Alteration
Shield	Evocation
Shocking Touch	Alteration
Sleep	Enchantment (Charm)
Ventriloquism	Illusion

<i>Rank 2 Arcane Spell</i>	<i>School</i>
Blink	Alteration
Breathe Water (R)	Alteration
Darkness	Alteration
Detect Evil	Divination
Detect Invisibility	Divination
Dispel Magic	Abjuration
Feign Death	Necromantic

<i>Rank 2 Arcane Spell</i>	<i>School</i>
Fireball	Evocation
Fly	Alteration
Haste	Alteration
Hold Person	Enchantment (Charm)
Illusion, Greater	Illusion
Invisibility, (3 m/10 ft)	Illusion
Know Passions (R)	Divination
Lightning Bolt	Evocation
Locate Object (R)	Divination
Mage Lock	Alteration
Magic Mouth	Alteration
Mirror Images	Illusion
Monster Summoning, Lesser	Conjuration
Protection from Evil (3 m/10 ft) (R)	Abjuration
Read Thoughts	Divination
Slow	Alteration
Speak with Dead	Necromancy
Suggestion	Enchantment (Charm)
Tongues (R)	Alteration
Unlock (R)	Alteration
Web	Evocation

<i>Rank 3 Arcane Spell</i>	<i>School</i>
Animate Dead	Necromancy
Charm Monster	Enchantment (Charm)
Confusion	Enchantment (Charm)
Dimension Door	Alteration
Enchant Weapon	Alteration
Fear	Illusion
Fire Trap	Abjuration
Fumble	Enchantment (Charm)
Hail/Ice Storm	Evocation
Heat/Cold Shield	Evocation
Illusionary Terrain	Illusion
Invisibility, Greater	Illusion
Lesser Creation	Illusion
Lesser Sphere of Invulnerability	Abjuration
Monster Summoning	Conjuration
Phantasmal Terror	Illusion
Plant Growth	Alteration
Polymorph Other	Alteration
Polymorph Self	Alteration
Remove Curse (R)	Abjuration (Rev.)
Shadow Monsters	Illusion
Shape Stone	Alteration
Wall of Fire	Evocation
Wall of Ice	Evocation
Wizard Sight	Alteration

10: Divine Spells

The Divine spells provided in this chapter go from Rank 0 through to Rank 3. Higher ranked spells, taking Arcane casters all the way to Rank 5 will be found in the CLASSIC FANTASY *Unearthed Companion*.

Rank 1 Spells

Animal Friendship (Enchantment (Charm))

Sphere: Animal
Cost: 1/Intensity
Area: 1 Animal
Casting Time: 1 Hour
Duration: Permanent
Range: 10 m (30 ft)
Resist: Willpower

While this spell is being cast, one animal of up to 6 SIZ per Intensity and within range must immediately make a Willpower roll or stand transfixed and docile throughout the casting. A successful Resistance roll allows the animal to continue its intended course of action or flee the caster as appropriate. Only non-sapient natural animals are affected by this spell.

Upon completion of the spell, the animal becomes a faithful friend and companion to the druid, able to learn tricks and commands as per the Animal Training skill. However, as the spell makes the creature more receptive to the training, no rolls are required to teach the commands. The time required in training each trick must still be expended, however.

The maximum number of animal friends a druid may possess at any one time is equal to half Willpower in total SIZ. For example, a druid with a Willpower of 60% could have a SIZ 28 brown bear as an animal companion or thirty SIZ 1 grey squirrels. An animal may be released from this enchantment at any time by the casting of Dispel Magic or the druid verbally ending the spell and dismissing the animal. At this time, it reverts back to its natural state but will



leave the area without harming the druid or the druid's companions, even if encountering them at a later point in time. Animal friends created through the casting of this spell do not reduce the caster's Magic Points with regards to the rules for Enduring Magic Costs.

Barkskin (Alteration)

Sphere: Plant, Protection
Cost: 1/Intensity
Area: 1 Target
Casting Time: 2 Actions
Duration: 4 Minute/Intensity
Range: Touch
Resist: NA

When the caster touches a creature while casting this spell, its skin toughens to the equivalent of bark. This grants the recipient 2 points

of 'natural' armour to all body locations, +1 additional armour point for every full 3 Intensity. For example, 3 armour points at 3 Intensity, 4 armour points at 6 Intensity, etc. This spell does stack with normal armour.

Bless (Reversible)

(Conjuration)

Sphere: All

Cost: 1/Intensity

Area: 8 m (25 ft) Radius

Casting Time: 1 Round

Duration: 1 Minute/Intensity

Range: 55 m (180 ft)

Resist: Willpower

When this spell is cast, the cleric or druid may either bless a single item or a group of allies within the area of effect. When cast on an item, the object radiates an aura equal to the morality of the caster, either good or evil. Items may not be blessed with neutrality. Blessed items cause 1d3 damage to creatures from the outer planes of opposing moralities, such as demons, devils, and angels that come into contact with them. If the blessed item is a weapon, the damage is added to the weapon's normal damage when used against the specified creatures. If cast as an area of effect, all allies within the spell's radius receive a +5% bonus to all skill rolls. Those already engaged in melee combat do not gain the spell's benefits.

Bless is reversible, allowing the cleric or druid to Curse enemies, making the noted skills suffer the inverse of the benefits noted above.

Command

(Enchantment (Charm))

Sphere: Charm

Cost: 3

Area: 1 Target

Casting Time: 1 Action

Duration: 1 Round

Range: 30 m (100 ft)

Resist: Willpower

When this spell is cast, the cleric may utter a single-word command to one living creature and, on the subject's next Turn, this command will be followed to the letter, if it fails to resist. This essentially causes the victim to spend the entire round completing the action commanded and wastes all Action Point while performing it. If the victim possesses no more Action Points, the commanded action will be performed during the first action of the next Round. The command itself cannot cause any actual injury to the target; however, injury may come as a secondary effect of the command.

For example, a command to die would result in the victim collapsing in a death-like state for 1 Round causing no actual injury; however,

a command to fall given to a creature climbing a 30 metre (100 foot) high cliff face could be more than deadly.

The subject of the command must be able to understand the language spoken by the caster and is allowed a Willpower test to resist.

Some example commands:

Crawl: The subject drops prone and begins to crawl.

Die: The subject falls prone entering a comatose death-like state.

Fall: The subject falls prone.

Fumble: The subject fumbles a physical action about to be taken.

Sleep: The subject nods off.

Flee: The subject turns and flees the caster.

Fly: The subject begins to flap its arms and run in circles.

Go: The subject starts walking in the direction indicated by the caster.

Halt: The subject stops immediately and stands in place.

Leave: The subject turns and leaves by the way it entered.

Rest: The subject drops to a sitting position and catches its breath.

Run: The subject begins to run.

Scream: The subject yells.

Sink: The subject stops swimming.

Surrender: The subject drops its weapons and ceases hostilities.

Create Water (Reversible)

(Alteration)

Sphere: Elemental (Water)

Cost: 1/Intensity

Area: See Below

Casting Time: 1 Minute

Duration: Permanent

Range: 30 m (100 ft)

Resist: NA

This spell creates 32 litres (8 gallons) of drinkable water per Intensity. The water lasts until evaporated, consumed, spilled, etc. Water cannot be created any place the caster cannot see, nor can it be created inside a creature. The reverse of the spell, Destroy Water (including fog, steam, mist, etc.), evaporates water in the same quantities.

Water Note: Water weighs about 1 ENC per 2 litres (1/2 gallon), so 30 cubic cm (1 cubic foot) of water contains roughly 32 litres (8 gallons) and weighs about 16 ENC.

Cure Fatigue (Reversible)

(Necromancy)

Sphere: Healing (Necromancy)

Cost: 1

Area: 1 Target

Casting Time: 2 Actions

Duration: See Below

Range: Touch

Resist: NA (Endurance)

When this spell is cast, the subject regains all lost Fatigue at a rate of 1 level per Round, even regaining consciousness if applicable.

The reverse of this spell, Cause Fatigue, imparts on the subject 1 level of Fatigue per Round until falling asleep when Comatose is reached. Dispel Magic will end the spell's duration early, causing no further change to the subject's current Fatigue level; however, any Fatigue already accrued remains.

Cure Minor Wounds (Reversible)

(Necromancy)

Sphere: Healing (Necromancy)

Cost: 3

Area: 1 Target

Casting Time: 2 Actions

Duration: Permanent

Range: Touch

Resist: NA (Endurance)

Cure Minor Wounds has several different effects depending on the nature of the ailment it is being used on. When cast on a creature suffering a Minor Wound, all Hit Points in the injured location are healed instantly. Against Serious or Major Wounds, no Hit Points are recovered. However, the spell stabilises the location, stopping all bleeding and preventing imminent death. Finally, if the subject is suffering from a minor complaint, such as a headache, back pain, hangover, cold, warts and so on, the casting of Cure Minor Wounds lifts one of the effects.

When reversed, Cause Minor Wounds reduces the touched location's Hit Points by 1d3+1. Cause Minor Wound cannot be used to inflict a Serious Wound, always leaving the victim with at least 1 Hit Point. Armour offers no protection from this damage.

Large creatures (SIZ 21-40) are more likely to resist a Minor Wound, with their Resistance roll being Easy, while the Resistance roll for huge creatures (SIZ 41+) is Very Easy. Neither version of this spell has any effect on undead; creatures harmed only by iron, silver, or magical weapons; or beings of a non-corporeal nature.

Detect Charm (Reversible)

(Divination)

Sphere: Divination

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: 2 Minutes/Intensity

Range: 30 m (100 ft)

Resist: NA

This spell allows the caster to discern if one or more selected creatures are under the effects of Charm Being. A full minute's concentration is required to scan one creature. When the reverse of this spell is cast, Hide Charm, one creature may be shielded from such detection for 6 hours/Intensity.

Detect Evil (Reversible)

(Divination)

Sphere: All

Cost: 1/Intensity

Area: 3 m (10 ft) x 110 m (360 ft) Path

Casting Time: 1 Round

Duration: 10 Minutes/Intensity

Range: 0

Resist: NA

With the exceptions noted above, this spell is identical to the Rank 2 Arcane spell of the same name.

Detect Magic

(Divination)

Sphere: All

Cost: 1/Intensity

Area: 3 m (10 ft) x 30 m (100 ft) Path

Casting Time: 1 Round

Duration: 10 Minutes

Range: 0

Resist: NA

With the exceptions noted above and in the following text, this spell is identical to the Rank 1 Arcane spell of the same name. There is a 10% chance per Intensity of discovering the specific Divine sphere of magic where relevant. Unlike the magic-user version of Detect Magic, the Divine version cannot discern the Arcane school the magic belongs to.

Detect Snares and Pits

(Divination)

Sphere: Divination

Cost: 1/Intensity

Area: 3 m (10 ft) x 12 m (40 ft) Path

Casting Time: 2 Actions

Duration: 4 Minutes/Intensity

Range: 0

Resist: NA

The caster gains the ability to instantly discern snares, pits, and deadfalls. This includes similar traps set by animals, giant insects, etc., as well as simple primitive traps of natural construction such as missile traps, mantraps, and hunting snares. Some natural hazards may be detected through this spell as well, such as quicksand, unsafe natural wall formations, and sinkholes. Poisonous plants or naturally flooding caverns are not detected by this spell, nor are magical traps of any type. This spell requires line of sight. Because the magical auras need time to form, no more than one 60° arc may be scanned during a Turn.

Endure Heat/Endure Cold

(Alteration)

Sphere: Protection

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: 90 Minutes/Intensity

Range: Touch

Resist: NA

This spell allows the cleric to protect one creature touched from normal extremes of heat or cold, as determined by the cleric when the spell is cast. The recipient of the spell is immune to mundane extremes of natural heat or cold, such as sub-zero temperatures or sweltering desert heat. With the exception of Heat Metal, to which this spell offers complete protection, any 'attack' by magical heat or cold, such as a red dragon's flame breath or a mage's cone of cold spell automatically dispels the protection, regardless of which element was protected against at the time. However, the protected individual may ignore the first 10 points of damage in the Round in which the spell fails, assuming the protection fits the attack type. In the case of area effect spells, the damage is reduced before being applied equally to each body location.

Entangle

(Alteration)

Sphere: Plant

Cost: 3, +1/additional Intensity

Area: 6 m (20 ft) Radius

Casting Time: 2 Actions

Duration: 10 Minutes/Intensity

Range: 75 m (250 ft)

Resist: Brawn

When the druid casts this spell upon a spot on the ground, all vegetation animates and entangles any creature in the area of effect. To break free requires a Brawn roll with success indicating the victim is able to move at half the normal rate for the spell's duration or until out of the spell's radius. Those that fail the Brawn test are so entangled as to be unable to move for the duration of the spell. Only one attempt to break free is possible. It is also possible to cut oneself free assuming the use of bladed weapons. Each attempt takes 1 minute and requires a successful roll against Combat Style. Each level of success lowers the duration by 10 minutes, while a failure signifies no progress and a fumble entangles the weapon. An entangled weapon may be freed with a single attempt using the rules noted above.



Faerie Fire

(Alteration)

Sphere: Weather
Cost: 3/+1 per additional Intensity
Area: 12 m (40 ft) Radius
Casting Time: 2 Actions
Duration: 4 Minutes/Intensity
Range: 75 m (250 ft)
Resist: NA

When this spell is cast, all creatures within the area of effect are outlined with a faint glow. The caster does not have to see those in the area of effect to cast this spell upon them; one just needs to know they are present and within range. Those under the effects of Faerie Fire are able to be seen even in complete darkness or if invisible, removing all penalties caused by either of these conditions. If the observer is standing in magical darkness, the glow can be seen as far away as 30 metres (100 ft); if in partial lighting, such as that of a campfire or torch, the glow can be seen up to 10 metres (30 ft) distant. The glow itself is harmless to the creature.

Find Traps

(Divination)

Sphere: Divination
Cost: 3, +1/additional Intensity
Area: 3 m (10 ft) x 30 m (100 ft) Path
Casting Time: 2 Actions
Duration: 10 Minutes/Intensity
Range: 0
Resist: NA

This spell allows the caster to detect all traps, mundane or magical, within line of sight out to a distance of 30 metres (100 ft).

Invisibility to Animals

(Alteration)

Sphere: Animal
Cost: 3, +1/additional Intensity
Area: 1 Target
Casting Time: 2 Actions
Duration: 10 Minutes/Intensity
Range: Touch
Resist: NA

This spell renders the recipient (the caster or someone else) completely undetectable by normal animals. This includes all non-sapient animals and insects possessing the INS characteristic that have no powers or magical abilities. Giant versions of normal animals are affected as well.

Unlike Invisibility, this spell completely masks any noise or scent given off by the subject, including normal conversation. However, any attack made by the recipient of this spell voids the enchantment causing the subject to become noticeable again.

Know Passions (Reversible)

(Divination)

Sphere: Divination
Cost: 1/Intensity
Area: 1 or more Targets
Casting Time: 1 Round
Duration: 2 Minutes/Intensity
Range: 10 m (30 ft)
Resist: Willpower

With the exception to the changes noted above, Know Passions functions in all ways as per the Rank 2 Arcane spell of the same name.

Light (Reversible)

(Alteration)

Sphere: Sun
Cost: 1/Intensity
Area: 6 m (20 ft) Radius
Casting Time: 2 Actions
Duration: 1 Hour/Intensity
Range: 110 m (360 ft)
Resist: NA (Willpower)

With the exceptions noted above and in the following text, this spell is identical to the Rank 1 Arcane spell of the same name.

The Divine version of this spell may be reversed, causing a sphere of utter and total darkness, which functions in all ways as the Arcane spell Darkness with the exception that it possesses a lesser duration of 30 minutes per Intensity.

Locate Animals or Plants

(Divination)

Sphere: Divination, Animal, Plant
Cost: 1/Intensity
Area: 90 m (300 ft) Radius /Intensity
Casting Time: 1 Round
Duration: 1 Minute/Intensity
Range: 0
Resist: Willpower

This spell allows the caster to divine the location of a chosen type of animal or plant. The caster must concentrate for a full minute for the spell to detect the presence of the desired animal or plant, and as the spell is centred on the caster, its effects move with them. If there is an animal or plant of the type desired within the area, the

caster will know only the general area and distance. This spell is not stopped by intervening terrain of any type. In the case of animals, assuming the caster occupies the appropriate locale under appropriate conditions, the chance of the specific creature being within range of the spell is dependent upon its frequency, with common animals granting a 50% chance, uncommon 30%, rare 15%, and very rare 5%. The Games Master may feel free to grant similar chances to plants depending on type and rarity.

Pass Without Grace

(Enchantment (Charm))

Sphere: Plant

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: 10 Minutes/Intensity

Range: Touch

Resist: NA

When this spell is cast upon a creature, the subject may move through overgrown wooded areas, deep snow or dust, or even mud at normal movement rate, while leaving no discernible trail, scent, or evidence of passing. However, for a period of 1d6x10 minutes, Detect Magic may be used to sense and follow the magical aura.

Predict Weather

(Divination)

Sphere: Weather

Cost: 1/Intensity

Area: 8km (5 mi) Radius

Casting Time: 1 Minute

Duration: Instant

Range: 0

Resist: NA

This spell allows the caster to predict the weather with 100% certainty within an 8 kilometre (5 mile) radius. This forecast is for the next 4 hours per level of Intensity and includes temperature, precipitation, snow accumulation, wind speed, etc.

Protection from Evil (Reversible)

(Abjuration)

Sphere: Protection

Cost: 1/Intensity

Area: 1 Target

Casting Time: 2 Actions

Duration: 3 Minutes/Intensity

Range: Touch

Resist: NA

With the exceptions noted above, this spell is identical to the Rank 1 Arcane spell of the same name.

Purify Food and Drink (Reversible)

(Alteration)

Sphere: All

Cost: 1/Intensity

Area: 1.5 m (5 ft) Radius

Casting Time: 1 Minute

Duration: Permanent

Range: 30 m (100 ft)

Resist: NA

When this spell is cast, all poison, rot, and other contaminants are removed from an average sized meal of food and/or water per Intensity within the spell's area of effect. The purifying properties of this spell also destroy the malignant properties of unholy water.

The reverse of the spell, Contaminate Food and Drink, spoils food, corrupts the sacred properties of holy water, and makes pure water undrinkable.

Remove Fear (Reversible)

(Abjuration)

Sphere: Charm

Cost: 3, +1/additional Intensity

Area: 1 Target/Intensity

Casting Time: 1 Action

Duration: See Below

Range: 10 m (30 ft)

Resist: See Below

The caster of this spell can try to banish the effects of fear from one individual per Intensity. Each target is allowed a Resistance roll. Remove Fear also divinely wards against fear for 10 minutes when cast on someone not yet suffering its effects. In both cases, the Resistance roll required of the subject is 1 grade easier. While the cleric could cast this spell on himself to ward against fear, casting it to remove any ongoing effects of fear that would prevent the casting of spells.

The reverse of this spell, Cause Fear, requires touching the victims in combat. Those that fail the Resistance roll flee in terror at maximum movement speed for 1d4 Rounds. The direction must be away from the caster of the spell. Cause Fear may be countered by Remove Fear and vice versa.

Shillelagh

(Alteration)

Sphere: Plant

Cost: 1/Intensity

Area: Caster

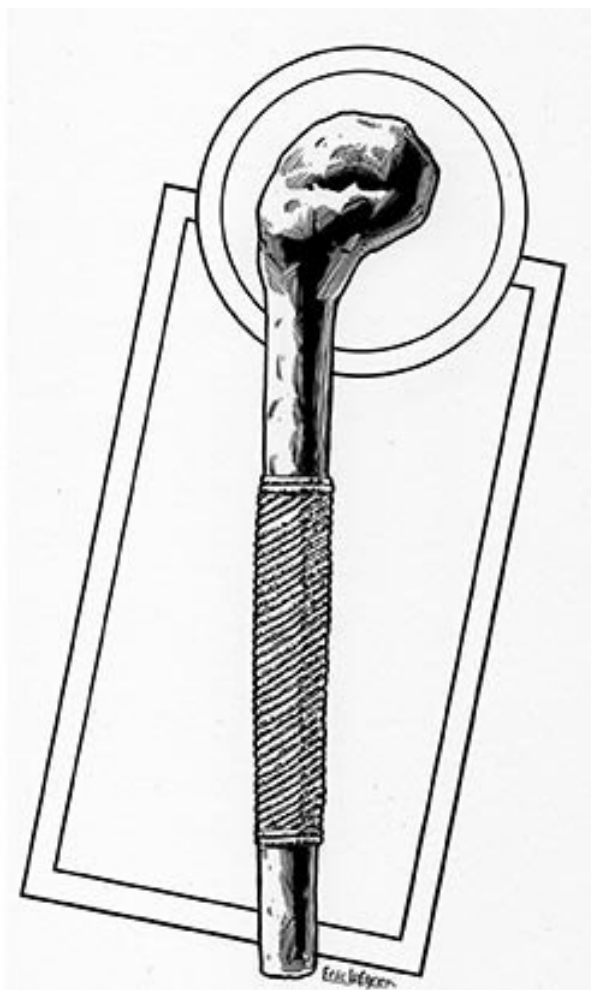
Casting Time: 1 Action

Duration: 4 Minutes/Intensity

Range: 0

Resist: NA

When this spell is cast, it causes the druid's own oaken cudgel (club) to transform into a magical shillelagh with twice the Hit Points as normal and doing 2d4 points of damage for the duration of the spell. If wielded by anyone other than the druid, it becomes nothing more than an ordinary club. Shillelagh may be used to harm creatures that may only be hurt by +1 magic weapons.



Silence

(Alteration)

Sphere: Guardian

Cost: 3, +1/additional Intensity

Area: 4.5 m (15 ft) Radius

Casting Time: 2 Actions

Duration: See Below

Range: 110 m (360 ft)

Resist: See Below

This spell allows the caster to create complete and utter silence in the area of effect. No sound whatsoever is possible, conversations cease, spells with a verbal component cannot be cast, etc. If Silence is cast on an object or creature, the spell's area of effect will move along with the target. However, the same spell cast into open air will remain immobile. The spell's duration depends on whether the subject is willing or unwilling. On a willing target, the duration is 2 Minutes/Intensity, while on an unwilling target the duration is 2 Rounds/Intensity. A Resistance roll is allowed only if the spell is cast on an unwilling creature and if successful, the spell instead targets the area the creature occupies, remaining immobile.

Slow Poison

(Necromancy)

Sphere: Healing

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: 1 Hour/Intensity

Range: Touch

Resist: NA

This spell allows the caster to slow the effects of poisons and venom; it does not, however, neutralise the toxin. Instead the toxins spreading through the body are slowed enough that hopefully additional curative measures can be found. A poison's onset time does not kick in until after the spell's duration has expired.

For example, cobra venom possesses an onset time as follows: agony after 1d6+4 minutes, and asphyxiation after 1d6+6 hours. A single Intensity of slow poison therefore postpones the onset time by 1 hour, after which, 1d6+4 minutes later, agony sets in as normal.

If Slow Poison is cast on a victim after symptoms have set in, they cease until after the spell's duration expires and then continue as normal.

As a last resort, if the caster can get to an individual that has 'died' of poisoning within 10 minutes, Slow Poison delays the death of a victim for 1 hour per Intensity, during which the victim remains in a coma. If during this time, the victim can be cured of the poison the victim may yet live and be revived by First Aid or magical healing.

Rank 2 Spells

Animate Dead

(Necromancy)

Sphere: Necromantic

Cost: 3, +1/additional Intensity (+1 EXP)

Area: 10 m (30 ft) Radius

Casting Time: 1 Round

Duration: Permanent

Range: 0

Resist: NA

With the exception to the changes noted above, Animate Dead functions in all ways as per the Rank 3 Arcane spell of the same name.

Augury

(Divination)

Sphere: Divination

Cost: 1/Intensity

Area: Caster

Casting Time: 2 Minutes

Duration: Instant

Range: 0

Resist: NA

This spell allows the caster to determine if a specific action to be taken within the next 30 minutes will be beneficial or detrimental to an individual and/or party's wellbeing. A focal point of some type is required to discern the omens, the most common being the claws or smaller bones of a dragon, or a pearl or pure gold valued at no less than 100 GP in value and crushed or melted down. The Channel skill roll, which is Hard, may be increased by 5% per additional Intensity, however cannot exceed 95%. Magic Points spent to increase the skill chance are lost regardless of success or failure. This roll should be made by the Games Master as the caster should never know beyond a shadow of a doubt, whether the results were interpreted correctly. If the spell succeeds, it grants one of the following results.

Yes: The action will be beneficial.

No: The action will be harmful.

Yes and No: The action will be both beneficial and harmful.

Nothing: The action will be neither beneficial nor harmful.

A failed attempt to interpret the divination grants a Nothing result.

Call Lightning

(Alteration)

Sphere: Weather

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) Radius

Casting Time: 1 Round

Duration: 1 Round/Intensity

Range: 300 m (1,000 ft)

Resist: Evade

This spell requires weather conducive to lightning to be ongoing in the vicinity. This can be rain, strong winds, high temperatures and cloudy skies, a tornado, etc. Even weather-related effects produced by creatures such as air elementals may be used as a basis for the casting of Call Lightning. Once cast, the cleric or druid may summon one bolt of lightning per Round for the duration of the spell. This does not require the expenditure of further Action Points; however, the caster must remain stationary and concentrate, taking no other action other than those of a defensive nature on a Turn in which lightning is to be summoned. It is not required of the caster to call a bolt every Round if other actions are desired, including the casting of other spells; however, this does not extend the spell's duration. Each bolt does damage based on the Spell Damage Table in Chapter 8 to 1d3 body locations. All targets in a 3 m (10 ft) radius are subjected to the arcing bolts of electricity and a separate area within the 300 m (1,000 ft) range may be targeted each



Round. Both natural and worn armour offer no protection against lightning, while magical armour offers protection only equal to its Magic Bonus. A successful Resistance roll allows the victim to suffer only half the rolled damage. Lightning has the capability of igniting flammable materials. See 'Fires' in Chapter 6 for additional information. Lightning may also shatter or destroy inanimate objects from sheer impact. For obvious reasons, Call Lightning may not be used indoors, underground, or underwater.

Chant

(Conjuration)

Sphere: Combat
Cost: 3, +1/Additional Intensity
Area: 10 m (30 ft) Radius
Casting Time: 2 Actions
Duration: 4 Rounds/Intensity
Range: 0
Resist: NA

Upon the completion of the casting time, all those within 10 metres (30 feet) of the caster receive a +5% bonus to all skill rolls and a +1 bonus to damage, both per level of Intensity. Enemies within the same area suffer the inverse of the benefits noted above.

The Chant must be maintained throughout the spell's duration or the effects end. The casting of Dispel Magic has no effect on the ongoing effects of Chant as the chanting itself isn't magical; however, the casting of Silence nullifies the spell's benefits. The effects of Chant stack with those of both Bless and Curse. Because of the requirement to chant throughout the duration, casting other spells is impossible.

Charm Being or Mammal

(Enchantment (Charm))

Sphere: Animal
Cost: 3/Intensity
Area: 1 Target
Casting Time: 2 Actions
Duration: 1 Week/Intensity
Range: 75 m (250 ft)
Resist: Willpower

With the exceptions noted above and in the following text, this spell is identical to the Rank 1 Arcane spell Charm Being.

In addition to sapient humanoids, this spell also affects all natural mammalian animals. Large animals (SIZ 21-40) are less susceptible to the spell, with their Resistance roll being Easy, while the Resistance roll for huge animals (SIZ 41+) is Very Easy.

Elves and half-elves are resistant to Charm spells, as noted in the boxed text on page [134](#).

Create Food and Water

(Alteration)

Sphere: Creation
Cost: 3, +1/Intensity
Area: See Below
Casting Time: 1 Minute
Duration: See Below
Range: 10 m (30 ft)
Resist: NA

The casting of this spell creates out of thin air, enough food to feed three creatures of SIZ 20 or less or one creature of SIZ 21-40 for an entire day per Intensity. Creatures larger than SIZ 40 require 1 Intensity per 'meal' instead. That created resembles normal food in all ways, and while rather bland, may be of anything the caster desires. What it lacks in flavour, it more than makes up for in nourishment. Once created, the food has a shelf life of 24 hours regardless of how it is stored. However, once it has gone bad, it may once again be made edible with the casting of Purify Food and Water, extending the period in which it may be safely eaten by another 24 hours. In addition to the food created, the spell creates plenty of drinking water, functioning in all ways as the Rank 1 spell Create Water.

Cure Blindness or Deafness (Reversible)

(Abjuration)

Sphere: Healing (Necromancy)
Cost: 3
Area: 1 Target
Casting Time: 1 Round
Duration: Permanent
Range: Touch
Resist: NA (Willpower)

When this spell is cast while touching a subject suffering blindness or deafness brought on through some malady other than disease or physical injury, the lost sense is restored. Loss of sight or hearing from physical injury or disease may only be cured through the casting of the Rank 4 Divine spell Heal, found in the *CLASSIC FANTASY Unearthed Companion*.

This spell may be reversed and either blindness or deafness inflicted on one creature touched by the caster. A successful Resistance roll on the part of the victim negates any adverse effects; however, on a failed roll, the victim is struck either blind or deaf as determined at the time of casting.

Creatures suffering from blindness may not make Perception rolls pertaining to sight and find all other skills requiring sight 3 grades harder to perform. In addition, they are restricted from defending

against attacks that they cannot hear, while those they can hear may be defended against at the abovementioned penalty.

A creature struck deaf is restricted from making Perception rolls pertaining to hearing and suffers a 1 grade penalty to spell casting due to not being able to hear the spell's verbal component being spoken. They are restricted from defending against attacks outside of their field of vision or that otherwise cannot be seen.

Being inflicted with one of these conditions reduces the victims Initiative by 2, while suffering from both reduces it by 5.

Cure Disease (Reversible)

(Necromancy)

Sphere: Healing (Necromancy)

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: Permanent

Range: Touch

Resist: NA (Endurance)

This spell cures the effects of any mundane or magical disease afflicting the target whose Potency is less than the spell's Intensity x20. Once the cure is in effect, recovery can begin as per that noted in the write up of the disease in question. Afflictions imparted by parasitic creatures such as green slime, rot grubs, and even lycanthropes, can be nullified by Cure Disease. However with regards to the latter, Remove Disease must be cast within 72 hours and at an Intensity of 12 or greater, all others require Intensity 3 or more. This spell offers no immunisation to the disease as far as future contact is concerned.

The reverse of this spell, Cause Disease, inflicts a magical malady on an enemy. If successful, the caster may choose to inflict any known disease upon the target; however, the Intensity x20 must equal or exceed the potency of the chosen disease. Once the disease has been successfully inflicted, it functions as per any other disease with regards to resistance, onset time, duration, etc. The only exception being that early recovery is limited to the casting of either Remove Disease or Cure. The Healing skill has no effects on magically inflicted diseases.

Cure Serious Wounds (Reversible)

(Necromancy)

Sphere: Healing (Necromancy)

Cost: 3

Area: 1 Target

Casting Time: 1 Round

Duration: Permanent

Range: Touch

Resist: NA (Endurance)

This spell functions as per the Rank 1 Divine spell Cure Minor Wounds except where noted below.

Cure Serious Wounds completely heals one body location of all injury, provided the injury is no more severe than a Serious Wound. It has no effect on Major Wounds save for stabilising the injury, preventing death. While there is no reason this spell couldn't be used to heal a Minor Wound, unless the caster is at least Rank 3, it is less cost effective than simply using the appropriate spell.

When reversed, Cause Serious Wounds reduces a single body location to 0 Hit points, plus an additional 1d3+1 points of damage. Damage from Cause Serious Wounds cannot cause a Major Wound, stopping 1 point short. Any excess is lost. Armour offers no protection from this damage.

Large creatures (SIZ 21-40) are more likely to resist sustaining a Serious Wound, with their Resistance roll being Easy, while the Resistance roll for huge creatures (SIZ 41+) is Very Easy.

Dispel Magic

(Abjuration)

Sphere: Protection

Cost: 1/Intensity

Area: 4.5 m (15 ft) Radius

Casting Time: 1 Round

Duration: Instant

Range: 55 m (180 ft)

Resist: NA

With the exception to the changes noted above, Dispel Magic functions in all ways as per the Rank 2 Arcane spell of the same name.

Feign Death

(Necromantic)

Sphere: Necromantic

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Action

Duration: 10 Minutes/Intensity

Range: Touch

Resist: NA

With the exception to the changes noted above, Feign Death functions in all ways as per the Rank 2 Arcane spell of the same name.

Fire Trap

(Abjuration)

Sphere: Elemental (Fire)

Cost: 3, +1/additional Intensity

Area: 1 Object

Casting Time: 10 Minutes

Duration: Permanent until Discharged

Range: Touch

Resist: Evade

This spell functions in all ways as the Rank 3 Arcane spell of the same name.

Heat Metal (Reversible)

(Alteration)

Sphere: Elemental (Fire)

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 2 Actions

Duration: 7 Rounds

Range: 36 m (120 ft)

Resist: NA

This spell allows the caster to cause 5 ENC per Intensity worth of ferrous metals such as iron, copper, or steel worn or carried by one man-sized target to heat up becoming very hot to the touch. This may be applied to the same target or spread to additional targets in no less than 5 ENC groups. On the first Round, the items simply become very warm and uncomfortable. On the second Round, the items are so hot as to cause blistering and actual damage. Over the course of the third, fourth, and fifth Rounds, the items become red hot causing severe damage to any location in contact with the object. After the fifth Round, the item begin to cool down, and by the eighth Round, has cooled to a normal temperature. The reverse of this spell, Chill Metal, causes the objects to become so cold as to cause damage.

These effects are summarised on the below table.

Heat

- ⇒ Round 1: No effect other than discomfort
- ⇒ Round 2: 1 Hit Point of damage to the location in contact causing minor blistering and burns
- ⇒ Rounds 3-5: 1d3 Hit Points of damage to the location in contact causing severe blistering and burns
- ⇒ Round 6: 1 Hit Point of damage to the location in contact causing minor blistering and burns
- ⇒ Round 7: No effect other than discomfort



Cold

- ⇒ Round 1: No effect other than discomfort
- ⇒ Round 2: 1 Hit Point of damage to the location in contact
- ⇒ Rounds 3-5: 1d2 Hit Points of damage to the location in contact, causing severe frostbite. By the fourth Round, the victim must succeed at an Endurance roll to successfully drop a held item as it freezes to the skin.
- ⇒ Round 6: 1 Hit Point of damage to the location in contact
- ⇒ Round 7: No effect other than discomfort

It should be noted that material such as leather, wood, and cloth may possibly catch fire if exposed to items under the effects of Heat Metal. See 'Fires' in Chapter 6 for additional information. A ring or potion of Fire Resistance offers complete protection from Heat Metal. Heat Metal may also be nullified by immersion in water or snow and subjection to a Cone of Cold or Ice Storm spell. Chill Metal may be countered by close proximity to a great heat such as a campfire, a wall of fire, or even a flaming sword; a simple torch will not suffice. Finally, the Endure Heat/Endure Cold spell offers complete protection from both versions.

Hold Animal

(Enchantment (Charm))

Sphere: Animal

Cost: 3, +1/additional Intensity

Area: 6 m (20 ft) Radius

Casting Time: 1 Round

Duration: 2 Minutes/Intensity

Range: 75 m (250 ft)

Resist: Willpower

This spell allows the caster to immobilise, freezing in place, 1 mundane mammal per Intensity or one non-mammal (reptile, bird, fish, etc.) per 2 Intensity. The subjects must be in the spell's area of effect and includes all animals, such as alligators, apes, badgers, eagles, snakes, sharks, etc. The spell excludes monsters such as harpies, dragons, naga, gorgons, and so on; however, it will affect giant versions of normal animals. A successful roll to resist completely negates the effects of the spell. Large animals (SIZ 21-40) are less susceptible to Hold Animal, with their resistance roll being Easy, while the resistance roll for huge animals (SIZ 41+) is Very Easy. While held, affected creatures are completely helpless and nothing short of Dispel Magic will release them early.

Hold Person

(Enchantment (Charm))

Sphere: Charm

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) Radius

Casting Time: 2 Actions

Duration: 2 Rounds/Intensity

Range: 110 m (360 ft)

Resist: Willpower

With the exception to the changes noted above, Hold Person functions in all ways as per the Rank 2 Arcane spell of the same name.

Locate Object (Reversible)

(Divination)

Sphere: Divination

Cost: 1/Intensity

Area: 30 m (100 ft)/Intensity

Casting Time: 1 Minute

Duration: 1 Minute/Intensity

Range: 0

Resist: NA

With the exception to the changes noted above, Locate Object functions in all ways as per the Rank 2 Arcane spell of the same name.

Obscurement

(Alteration)

Sphere: Weather

Cost: 1/Intensity

Area: 1.5 m (5 ft) Radius/Intensity

Casting Time: 2 Actions

Duration: 4 Minutes/Intensity

Range: 0

Resist: NA

When this spell is cast a fog of mist rises around the druid, reducing all types of vision down to 1.5 metres (5 ft). A successful Perception roll will allow faint shapes or movement to be spotted in up to 3 metres (10 ft) of fog, or completely through the fog if it possesses a radius of less. Because of the fog's shifting nature, this roll would need to be made each round if straining to see through it. If exposed to a moderately strong wind, the spell's duration is reduced by 75%.

Plant Growth

(Alteration)

Sphere: Plant

Cost: 1/Intensity

Area: See Below

Casting Time: 1 Minute

Duration: Permanent

Range: 150 m (500 ft)

Resist: NA

This spell functions as per the Rank 3 Arcane spell of the same name with the exceptions noted above and as follows:

The Divine version of Plant Growth also allows for the blessing of crops. When cast in this way, all vegetation in a 1 kilometre (1/2 mile) radius becomes hardier and more fruitful, increasing yields by 10% per Intensity to a maximum of 50% greater than that of a normal growing season. The spell's duration lasts only as long as required to see the crop to the end of the season. It does not prevent any crop from suffering the effects of natural disasters such as flood, drought, insects, etc. However, it does improve their chance to survive a disaster by the increased yield percentage noted above. This version is typically used by druids in farming communities during the spring festival and cast at planting time.

Produce Flame

(Alteration)

Sphere: Elemental (Fire)

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 2 Actions

Duration: 1 Round/Intensity

Range: See Below

Resist: Evade

When this spell is cast, a bright flame forms in the caster's palm equivalent in brightness to that of a torch. The caster takes no damage from this flame, but it does produce heat and will ignite combustible materials such as cloth, paper, oil, and wood. During the spell's duration, the caster may fling the magical flame out to a distance of 12 metres (40 ft). This missile of fire bursts on impact, igniting material of a combustible nature within a 1.5 metre (5 foot) diameter area. Assuming the duration has yet to expire, another flame will spring forth from the caster's hand.

Hitting the target requires a successful Throw skill roll and the attack may be evaded. If the attack misses, determine where it lands as per the rules for Missing with a Thrown Weapon on page 111. The caster may also choose to end the duration of the spell at any time; however, flames that may have started due to exposure to the magical fire continue to burn naturally.

A SIZ 20 or smaller creature struck by a bolt of fire takes 1d6 points of damage to each of 1d3+1 body locations as the spell burst on impact, engulfing the target; however, a successful Resistance roll will result in only half the rolled damage. Armour Points count as half normal while magic armour may apply its entire magic bonus. Creatures of SIZ 21 to 40 take the damage to 1d2+1 contiguous locations. Finally, those larger than SIZ 40 take the damage to a single body location.

The flame has a chance of igniting flammable materials. See 'Fires' in the Game Mechanics chapter of CLASSIC FANTASY and MYTHRAS for additional information.

Protection from Fire

(Abjuration)

Sphere: Protection, Elemental (Fire)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: 1 Minute/Intensity

Range: Touch

Resist: NA

When this spell is cast, a magical field forms that offers complete protection from all forms of mundane sources of heat, such as torches, campfires, burning buildings, etc. Against magical forms of fire-based damage, the spell absorbs 3 points of damage per Intensity; excess damage is halved and applied to the target after the normal reduction based on results of the Resistance roll. Therefore, successfully evading the fire breath of a red dragon means that only one-quarter of any damage that exceeds that of the field is applied, while a failed roll still only results in half damage.

Remove Curse (Reversible)

(Abjuration)

Sphere: Protection

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: See Below

Range: Touch

Resist: See Below

This spell functions as per the Rank 3 Arcane spell of the same name with the exceptions noted above.

Sigil of Warding

(Abjuration)

Sphere: Guardian

Cost: 1/Intensity

Area: 1.5 m (5 ft) Radius/Intensity

Casting Time: 1 Minute/Intensity

Duration: Permanent until Discharged

Range: Touch

Resist: See Below

This spell produces a magical invisible inscription on an object or location with the sole purpose of preventing entry or access by harmful or otherwise unauthorised entities. The conditions are set by the cleric when the spell is first cast, with the effects typically being applied to those creatures that attempt to pass or gain access without first speaking the name of the sigil. Other options available to the caster would be to restrict those possessing certain moral philosophy, or specific creatures, races, religions, genders, sizes, etc. Only a single sigil is allowed to an area and may be of any shape the caster desires as long as it fits within the spell's radius; however, with regards to containers such as dressers, cabinets, etc., each drawer or door may carry its own separate ward.

To cast the spell, the cleric uses various spell components and incense while using an index finger to trace glowing lines in the form of the sigil. This requires 1 minute per each point of Intensity of the spell and upon finishing the casting the sigil vanishes. Sigils in excess of Intensity 6 require the sacrifice of 1 Experience Roll in addition to the normal Magic Point expenditure.

The most common sigils are those that cause electrical or fire damage as determined on the Spell Damage Table in Chapter 8, or blind, deafen, paralyze, etc. Typically, any harmful Divine spell may be used as the basis of the sigil as long as it is a spell the cleric is capable of casting. Resistance rolls are as per the spell in question.

Sigils may be detected by the casting of Detect Magic and foiled by Dispel Magic if cast at a sufficient Intensity. Thieves of Rank 3 or higher are trained to look for tell-tale signs of their presence such

as powdered incense and other components used in their creation. They have a chance of spotting a sigil with a successful Formidable Perception roll and if successful may disarm the sigil with a Formidable Mechanisms roll.

Shape Stone

(Alteration)

Sphere: Elemental (Earth)

Cost: 1/Intensity

Area: See Below

Casting Time: 1 Minute

Duration: Permanent

Range: Touch

Resist: NA

Shape Stone functions as per the Rank 3 Arcane spell of the same name; however, it is limited to a volume of no more than 0.25 metres cubed (9 cubic ft), +0.3 metres cubed (1 foot) per additional Intensity.

Snake Charm

(Enchantment (Charm))

Sphere: Animal

Cost: 1/Intensity

Area: 4.5 m (15 ft) Radius

Casting Time: 2 Actions

Duration: See Below

Range: 30 m (100 ft)

Resist: NA

This spell creates a series of hypnotic patterns and gestures that causes 10 SIZ points of snakes per Intensity to become mesmerised, ceasing all activity other than to stare blankly at the caster, swaying back and forth. The spell's duration is dependent upon the snake's state of mind at the time of casting; snakes in a torpid state are charmed for 1d4+2 x10 minutes; those that are active but not angry or attacking are charmed for 1d3 x10 minutes. Finally, those that are angry or in the process of attacking are only charmed for 1d4+4 combat rounds. Once charmed, the caster does not need to maintain concentration on the snakes to keep them charmed.

Snare

(Enchantment (Charm))

Sphere: Plant

Cost: 3

Area: 60cm (2')

Casting Time: 3 Minutes

Duration: Until Triggered +12 hrs.

Range: Touch

Resist: NA

When the druid casts this spell on a snare made from a length of vine or rope, it becomes almost impossible to detect through mundane means; Perception rolls to spot are at Herculean difficulty. Typically the other end of the snare will fasten itself to the ground and any creature that steps into it will spring the trap, causing it to tighten around one or more of the victim's limbs. This will typically be a leg; however, it may be appropriate to roll for a random location in situations where a creature is prone.

If the other end of the snare is tied around a tree or limb, the magic of the spell will bend it, holding it in place until the trap is sprung. If this happens, the snared location is determined as above; however, when the snare is activated, the tree snaps upright pulling the creature off the ground and doing 1d6 points of damage to the entangled location. Creatures in excess of SIZ 20 may or may not be pulled from the ground as determined by the Games Master; however, all other effects apply.

If the creature is unfortunate enough to have the snare grab its head, there is a 30% chance that it has wrapped around the neck and if attached to a tree will do double damage. Even if the creature survives this, the snare will constrict, causing strangulation. See Asphyxiation, Drowning, and Suffocation in Chapter 6 of MYTHRAS.

Breaking the cord or pulling it from the ground requires an Opposed Brawn roll comparing the Brawn of the victim to the cord's Brawn of 125%. Even the limb the cord is attached to, if any, is magically strengthened to resist breaking. However, each hour after the springing of the trap, the magic weakens, reducing its Brawn by 10%. After 12 hours, the enchantment lapses and the snare automatically releases the trapped creature. Any bladed magic weapon may be used to cut the rope or vine; however, the magically enhanced cord has 8 Armour Points and 12 Hit Points with regards to resisting this damage.

Dispel Magic may be used to break the enchantment if cast at sufficient Intensity.

Speak with Animals

(Alteration)

Sphere: Animal, Divination

Cost: 1/Intensity

Area: 1 or more Animals

Casting Time: 2 Actions

Duration: 2 Minutes/Intensity

Range: 10 m (30 ft)

Resist: NA

This spell allows the caster to understand, and be understood by, one type of natural animal up to 10 metres (30 ft) away. The chosen creature is required to answer any proposed questions, and even a hostile subject will cooperate freely for the duration. Non-hostile animals may even be inclined to offer help or assist the caster and the party in some way. This spell may only be used to comprehend languages

of non-sapient animals, those with an INS characteristic. They are not imbued with a level of intelligence they do not already possess, so are limited to communication of thoughts and facts as they themselves know and understand them. The caster may switch from one animal to another throughout the spell's duration.

Speak with Dead

(Necromancy)

Sphere: Divination

Cost: 1/Intensity

Area: 1 Creature

Casting Time: 10 Minutes

Duration: See Below

Range: 3 m (10 ft)

Resist: See Below

With the exception to the changes noted above, Speak with Dead functions in all ways as per the Rank 2 Arcane spell of the same name.

Spiritual Hammer

(Invocation)

Sphere: Combat

Cost: 3, +1/additional Intensity

Area: 10 m (30 ft)/Intensity

Casting Time: 2 Actions

Duration: 3 Rounds/Intensity

Range: 0

Resist: NA

Upon casting this spell a hammer-like force of spiritual energy appears, which then hurls itself at a target designated by the caster. This hammer possesses 3 Action Points, which the cleric may use to will the hammer to attack, provided concentration is maintained at all times. With each spent Action Point, the hammer can be moved to any location within the spell's area of effect and made to attack from the most advantageous position as determined by the cleric. For instance, the cleric may use it to strike opponents from behind, negating their chance to defend themselves to the best of their ability. The weapon causes damage as a normal war hammer, 1d8+1, and has a chance to hit equal to the cleric's Combat Style. The Spiritual Hammer counts as a magical weapon with regards to striking creatures only hit by magic, with every 3 Intensity granting the equivalent of a +1 Magic Bonus, to a maximum of +5. This bonus does not add to the damage inflicted.

For example, at 3 Intensity the hammer counts as a +2 magic weapon with regards to being able to hit creatures only capable of being struck by magic weapons.



Summon Insects

(Conjuration)

Sphere: Animal

Cost: 1/Intensity

Area: 1 or more Targets

Casting Time: 1 Round

Duration: 1 Round/Intensity

Range: 30 m (100 ft)

Resist: NA

This spell calls forth a swarm of normal biting, pinching, and stinging insects; 70% of the time these will be flying insects such as bees, hornets, or wasps, while the other 30% of the time these will be crawling insects such as ants or beetles. This swarm appears at a spot of the caster's choosing within range of the spell and attack any target pointed out.

See 'Insect Swarm' in the Creatures Chapter of MYTHRAS for detailed information on swarms. The SIZ of the swarm is dependent on the actual Intensity of the Summon Insects spell when cast, with each point of Intensity summoning a swarm totalling 3 points of SIZ. Therefore, if cast at Intensity 8 the spell summons a SIZ 24 swarm, able to attack two average-sized humans for 1d4 points of stinging and biting damage to all body locations equally.

The caster must concentrate throughout the spell's duration or the swarm will disperse early. When cast underground, there is a 30% chance of the spell summoning 1d4 giant ants, +1 ant per additional Intensity, unless there is a lair nearby, in which case, they will automatically respond. Each individual ant will operate independently with regards to orders and can attack separate targets. This spell cannot conjure a swarm into an environment unsuitable to its existence.

Tree

(Alteration)

Sphere: Plant

Cost: 1/Intensity

Area: Caster

Casting Time: 1 Round

Duration: 1 Hour/Intensity

Range: 0

Resist: NA

This spell transforms the caster and all carried gear and equipment into a small tree; a large dead tree trunk possessing a few branches; or a large shrub or bush. While transformed, the caster is aware of what is transpiring in the vicinity, but is for all intents and purposes an actual tree or bush, possessing 6 Armour Points. Damage is normal; however, the actual body location struck shouldn't be revealed to attackers until the caster has transformed back to normal. While transformed into a plant, the Games Master should use common sense when applying Special Effects, for example, Bleed would likely manifest as dripping sap, while Trip would likely be disregarded. The caster may end the spell at any time transforming instantly back to normal form at which point damage effects are applied normally. Transforming back may be performed as a free action, allowing the caster to take other actions as normal.

Trip

(Enchantment (Charm))

Sphere: Plant

Cost: 1/Intensity

Area: 1 Item or Object

Casting Time: 2 Actions

Duration: 10 Minutes/Intensity

Range: Touch

Resist: Athletics

This spell may be cast upon a loose item such as a stone, stick, pole, rope, vine, etc., of no more than 3 metres (10 ft) in length. This causes it to slightly rise up and trip a creature walking near or over it if they fail a Resistance roll, which is 1 grade more difficult if moving at a speed greater than a walk. The size of the object determines how many creatures may be tripped which is typically one man-sized creature per 1.5 metre (5 foot) length unless the Games Master determines that they are walking in a tighter formation. If falling while moving faster than a walk, the victim suffers 1d4 points of damage to a random body location and 1d2 points of damage on soft ground, and must Regain Footing before being able to again stand.

Warp Wood (Reversible)

(Alteration)

Sphere: Plant

Cost: 1/Intensity

Area: 1 Wooden Item or Object

Casting Time: 2 Actions

Duration: 10 Minutes/Intensity

Range: Touch

Resist: Athletics

A druid that cast this spell causes 1 ENC/5 Hit Points of wood per Intensity to warp and bend possibly rendering it unusable. Hit Points are used in the case of large objects such as walls, doors, etc. It may not be necessary to warp the entirety of an object to render it useless, as determined by the Games Master, but the entirety of a piece of wood will need to be covered by a casting of a sufficient Intensity. For example, warping a single plank may be enough to cause a boat to leak, etc. In the case of enchanted objects, the casting roll is Opposed by that of the original caster. Where the original caster's skill is unknown, assume 60%, +20% per spell rank beyond 1; Rank 2 equals 80%, rank 3 equals 100%, etc. In the case of wooden magic items, the original casting skill can be assumed to be equal to the item's Intensity x10.

When reversed, Straighten Wood reverses the effects of Warp Wood as well as straightens naturally crooked wooden items.

Water Breathing (Reversible)

(Alteration)

Sphere: Elemental (Water, Air)

Cost: 3, +1/additional Intensity

Area: 1 or more Targets

Casting Time: 1 Round

Duration: 1 Hour/Intensity

Range: Touch

Resist: NA

Water Breathing functions as per the Rank 2 Arcane version of the spell except where noted above.

Rank 3 Spells

Animal Summoning I

(Conjuration)

Sphere: Animal

Cost: 1/ Intensity

Area: 2 km (1 mi.) Radius

Casting Time: 1 Round

Duration: See Below

Range: 0

Resist: NA

This spell calls one or more normal or giant-sized mundane animals, which may come to the aid of the caster. The caster may call any type of animal desired; however, they cannot be supernatural or fantastic creatures, and only those within the spell's area of effect respond. Things like unicorns, dragons, basilisks, etc., may not be summoned. The casting difficulty should be modified at the time of casting by the Games Master based on the type of terrain and the odds of the desired animals being present. The maximum combined SIZ of all the animals that show up is equal to spell's Intensity x6; therefore, if cast at Intensity 3, the spell could summon two SIZ 8 Wolves (total SIZ 16 out of a maximum of SIZ of 18) or one SIZ 17 boar.

The animals summoned are limited to a maximum SIZ of 45 and, regardless of number, no more than eight will respond. Those that do answer the summons will typically require 1d20 minutes to respond unless they are well within sight of the caster.

The animals will offer any aid they are able and will stay for an entire Scene, typically lasting for as little as one fight to an entire quest, based on the relative danger they are being subjected to at the discretion of the Games Master. They will not stay if mistreated and could turn on the caster and the party under such situations.

Atonement

(Abjuration)

Sphere: All

Cost: 3, plus See Below

Area: 1 Target

Casting Time: 1 Minute

Duration: Permanent

Range: Touch

Resist: NA

With the casting of this spell, the cleric or druid is able to erase the burden of actions taken that were either unknown to the subject or performed unwillingly at the time. These actions would have typically resulted in the breaking of an oath, a negative shift of one or more of the target's current Passions, or the acquisition of a new detrimental Passion. This can include changes acquired through magical means. For this spell to have a chance of working, the subject must be truly repentant of the actions, even in cases where those actions were performed unwillingly, for the truly repentant will still feel the guilt as strongly as if having committed the actions under free will.

The subject may attempt to atone for actions that were undertaken wilfully; however, this form of atonement typically requires greater time and cost of the subject. To atone for such actions, the character must expend one or more Experience Rolls acquired doing

something contrary to the actions being atoned for. These cannot be unspent Experience Rolls the character already has. Instead, the character must gain the Experience Rolls undertaking some quest to offset past deeds. The number of Experience Rolls required is equal to 1/10th the score in the Passions being atoned for. Refusing to atone for an unwilling or unknown misdeed, if given the opportunity, counts as if the character had willingly performed it.

This spell allows characters such as clerics, druids, paladins, and rangers who may have lost their class abilities and powers due to breaking an oath or suffering a shift in their Moral Philosophy, to atone for their actions and become reinstated once again within their order, regaining any lost abilities.

Call Woodland Beings

(Conjuration)

Sphere: Animal, Summoning

Cost: 3, +1/additional Intensity

Area: 90 m (300 ft)/Intensity Radius

Casting Time: See Below

Duration: See Below

Range: 0

Resist: Willpower

When cast, this spell summons one or more woodland creatures to come to the aid of the caster. The spell may only be used outdoors and is limited to areas of wilderness. Once the ritual has begun, the caster must continue uninterrupted until the summons is answered or 30 minutes have gone by.

The caster may call any of the creatures detailed on the following table, with the percentage chance of each responding based on the type of woodlands:

Creature Type	#	Woodland Type		
		Light	Mod	Dense
Brownies	2d8	30%	20%	10%
Centaur	1d4	5%	30%	5%
Dryads	1d4	1%	25%	15%
Pixies	1d8	10%	20%	10%
Satyrs	1d4	1%	30%	10%
Sprites	1d6	0%	5%	25%
Treant	1	-	5%	25%
Unicorn	1	-	15%	20%

Each additional level of Intensity increases the radius of the area of effect and therefore the chance of the specified creature answering the summons by another 10%. In the case of the treant and unicorn, they may not be summoned in Light Woodlands.

The caster may attempt the summons three times throughout the casting; however, a different type of creature must be called with each additional attempt. As soon as the summons is answered, no further attempts may be made.

A successful summons may still be resisted with a successful Opposed Willpower roll. This should be a Group Roll, as detailed in MYTHRAS, as members that succeed are likely to influence their allies. However if the Resistance roll fails, the summoned creatures will not react with hostility and will provide any assistance required of them within their capability to do so. In the case of a caster of evil morality or in a party consisting of one or more of such alignment, the summoned creatures are allowed an additional roll to resist whenever the true morality becomes known; however, this roll need not be Opposed and is 1 grade easier. If the new roll to resist is successful, the creatures will attempt to escape at the first opportunity.

The creatures will offer any aid they are able and not morally opposed to, and will stay for an entire Scene, typically lasting for as little as one fight to an entire quest, based on the relative danger they are being subjected to at the discretion of the Games Master. They will not stay if mistreated and could turn on the caster and the party under such situations.

Cure Major Wounds (Reversible)

(Necromancy)

Sphere: Healing (Necromancy)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: Permanent

Range: Touch

Resist: NA (Endurance)

This spell functions as per the Rank 1 Divine spell Cure Minor Wounds (except where noted below) and heals a single body location suffering from a Major Wound, no matter whether it has been crushed, mutilated, or dismembered. The freshness of the injury affects the time taken for the spell to complete. Provided the recipient is still alive and the location was wounded within a number of hours equal to the Intensity of the spell, then Cure Major Wounds heals all the damage instantly.

Beyond this threshold, the body part must undergo a more traumatic repair, which requires one casting of Cure Major Wounds every day for a number of days equal to the Hit Points lost on the location. The casting must be contiguous and if allowed to lapse before the regrowth has completed, the location remains maimed and unusable, potentially left at a negative Hit Point level, which may only be cured by the Rank 4 Divine spell Heal.

When reversed, Cause Major Wounds may be used to reduce a single body location to a negative score equal to its total Hit Points,

maiming the location as normal. This spell cannot sever the location but can crush or mutilate it normally. Armour offers no protection from this damage.

Large creatures (SIZ 21-40) are more likely to resist sustaining a Serious Wound, with their Resistance roll being Easy, while the Resistance roll for huge creatures (SIZ 41+) is Very Easy.

Detect Lie (Reversible)

(Divination)

Sphere: Divination

Cost: 1/Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: 1 Minute/Intensity

Range: 30 m (100 ft)

Resist: Deceit

When cast, this spell determines if one being is knowingly lying or otherwise withholding the truth. The actual truth is not revealed, however, only that the answers being provided are not accurate. The target may still attempt to lie with a successful Formidable Deceit roll vs. the spell's Intensity x20%. The spell may be reversed, if so, Undetectable Lie prevents detection of lies by magical means for a period of 6 hours per Intensity.

Divination

(Divination)

Sphere: Divination

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 10 Minutes

Duration: Time required to receive an answer

Range: 0

Resist: NA

When cast, this spell allows clerics to receive information from their deity regarding some as of yet untaken activity expected to occur in no more than one week. While similar to the Rank 2 spell Augury, Divination provides specific information. The Channel skill roll, which is Formidable, may be increased by 5% per additional Intensity, however, cannot exceed 95%. Magic Points spent to increase the skill chance are lost regardless of success or failure.

The Games Master should make this roll for the player as there are some instances where magic hostile to the caster could be at work, and in these instances, a failure could reveal false information.

Exorcism

(Abjuration)

Sphere: Protection

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1d10x100 Minutes

Duration: Permanent

Range: 3 m (10 ft)

Resist: Willpower

By means of this spell, clerics call upon their deity to drive out a spirit or other supernatural force currently possessing a corporeal being such as in demonic possession. Exorcism may also be used against domination by certain objects and magic items, spells, curses, and even charms. Whether the possession is dominant or covert is immaterial. The magic exorcises all forms of possession with an Intensity of up to half the Intensity of the spell. What occurs next depends on the attitude and type of entity, if any, but belligerent ones with the power to disincorporate may be tempted to engage other nearby targets in Spirit Combat as defined in MYTHRAS. Thus, this spell can be potentially dangerous for the caster or her fellows. The casting time is very random and cannot be interrupted without disrupting the ritual.

Hallucinatory Forest

(Illusion)

Sphere: Plant

Cost: 3/Intensity

Area: 30 m (100 ft)/Intensity Radius

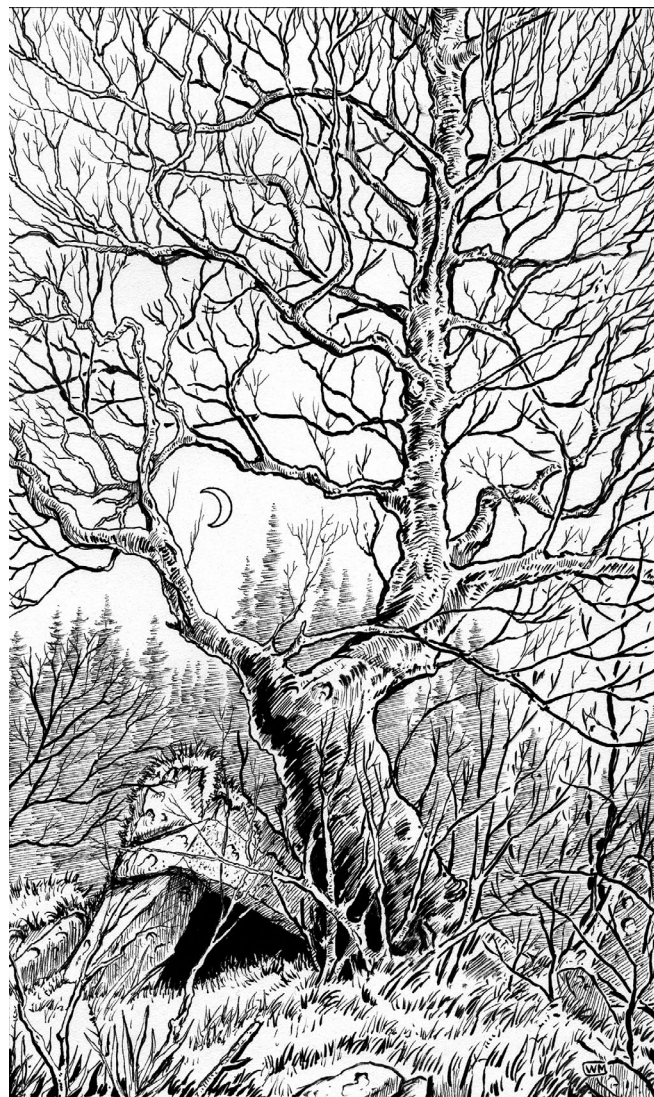
Casting Time: 1 Round

Duration: Permanent

Range: 75 m (250 ft)

Resist: NA

This spell creates a forest of illusion, appearing completely real in all respects, including touch. The forest is still illusionary, however, and the subjects only believe they are making physical contact. For example, while a tree may be apparently climbed, the subject only believes he is doing so and does not actually leave the ground. Druids and clerics attuned to nature, as well as sapient woodland creatures, such as elves, gnomes, dryads, centaurs, etc., have no problem seeing the forest's true nature. However, all others, including lesser non-sapient creatures, believe completely in its existence. Rangers can see through the illusion automatically upon gaining the ability to cast druid spells. The forest affects movement rate, line of sight, etc., accordingly, and does radiate magic. It does not have to be circular in shape, taking whatever form the caster desires, but must fit within the spell's area of effect when cast. It remains in existence indefinitely, or until subjected to Dispel Magic. In addition, another casting of Hallucinatory Forest may be cast to counter a separate casting already in existence.



Hold Plant

(Enchantment (Charm))

Sphere: Plant

Cost: 3, +1/additional Intensity

Area: 6 m (20 ft) Radius

Casting Time: 1 Round

Duration: 1 Minute/Intensity

Range: 75 m (250 ft)

Resist: NA (Willpower)

This spell allows the caster to immobilise, freezing in place, 1 plant per Intensity to a maximum of 4. The subjects must be in the spell's area of effect and includes all forms of vegetable matter including parasitic plants and fungus, grasping carnivorous plants such as man-traps, and sapient vegetation, such as shambling mounds, treants, and green slime. The spell can also be used to silence a shrieker. Finally, Hold Plant may be used to counter a previous casting of Entangle if cast at sufficient Intensity. Sapient vegetation is allowed

a roll to resist, with a successful roll completely negating the effects of the spell. If more than a single large plant is to be held, the Resistance roll is easier on the part of the subjects, with plants of SIZ 21-40 allowed Easy rolls, while the Resistance roll for plants of SIZ 41+ is Very Easy. While held, affected creatures are completely helpless and nothing short of Dispel Magic can release them early.

Lower Water (Reversible)

(Alteration)

Sphere: Elemental (Water)

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 10 Minutes

Duration: 10 Minutes/Intensity

Range: 110 m (360 ft)

Resist: NA (Willpower)

When this spell is cast, water or a similar liquid lowers by a level equal to 60 cm (2 ft) per Intensity, to a maximum depth of 2.5 cm (1 inch). The body of water affected is a radius of up to 3 metres (10 ft) per Intensity. Therefore at 8 Intensity, a body of water up to 24 metres in radius (80 ft) could be lowered to a depth of 480 cm (16 ft). The spell may be cast on creatures made up of water and if so evaporates 3 points of SIZ per Intensity. Such creatures are allowed a roll to resist, however, and the spell used in this way has a duration of Instant.

When cast on a body of water vastly larger than the area of effect, such as a lake or the ocean, the spell instead creates a whirlpool capable of dangerously pulling large vessels beneath the waves. The size of the whirlpool corresponds to the size of the largest vessel affected, with the required Intensity noted on the table below:

Intensity	Category	Example
1-2	Personal	Small Raft, Kayak, Dugout, Rowing Boat
3-5	Small	War Canoe, Small Fishing Boat or Skiff
6-8	Medium	Large Raft, Reed Galley, River Transport
9-11	Large	Northern Longboat, Small Merchantman/Cog
12-14	Huge	Small Galley, Medium Merchantman, Bireme
15-17	Enormous	Trireme, Large Merchantman
18-20	Colossal	Hexareme, Grain Transport
21+	Beyond Colossal	Imperial Battle Barge*

*The is the sort of vessel a decadent, ultra-wealthy empire might use to control the seas - something the size of a floating town.

The crew of a vessel caught in such a whirlpool is allowed either a Boating or Seamanship roll as appropriate to attempt to remain above water and out of danger. A success means the crew is able to get the vessel out of the whirlpool in half the spell's duration,

suffering 1d4 points of hull damage per 10 minutes that it remains caught. A Critical means that the crew has manoeuvred the vessel out of the whirlpool after only 1d8 minutes regardless of Intensity and avoided suffering any hull damage. A failure means that the crew avoided having the vessel pulled down; however, it is caught circling the whirlpool for the duration of the spell, suffering 2d4 points of hull damage per 10 minute duration. Finally, a Critical failure means that the crew has failed to keep the vessel above water, capsizing and being pulled down. Typically, Luck Points are required to remain alive at this point, unless the Games Master deems otherwise.

See the MYTHRAS supplement *Ships & Shield Walls* for additional information on the above ship types and rules for their use in most situations, from bad weather to ship-to-ship combat.

Neutralise Poison (Reversible)

(Necromancy)

Sphere: Healing (Necromancy)

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: Permanent

Range: Touch

Resist: NA (Endurance)

This spell allows the caster to cancel the effects of poisons or venom affecting a creature, and may be used to cure an individual that has 'died' of poisoning if used within 10 minutes of death. One level of Intensity is required per 20 Potency of the inflicted poison. Neutralise Poison may also be used to nullify the venom produced by a poisonous creature such as a snake or scorpion so that it will not be capable of poisoning others: this requires 1 Intensity per 40 Potency and when used in this way, has a duration of 24 hours. Finally, Neutralise Poison may be used on poisoned or otherwise tainted substances, treating 2 kg (4.40 lb) of solids or 8 litres (2.11 gallons) of liquids per Intensity.

When reversed, Inflict Poison allows the caster to produce a deadly toxin in a victim. This venom is detailed below using the format for poisons as detailed in the Game Mechanics chapter of MYTHRAS.

Application: Contact

Potency: equal to Channel

Resistance: Endurance

Onset time: 1d2+1 Rounds

Duration: 1d3x10 Minutes

Conditions: Victims begin with Agony lasting 2 Rounds before Asphyxiation strikes, usually resulting in death, unless magically treated with either Slow or Neutralise Poison.

Antidote/Cure: None short of magical treatment.



Plant Door

(Alteration)

Sphere: Plant

Cost: 3, +1/additional Intensity

Area: See Below

Casting Time: 1 Round

Duration: See Below

Range: Touch

Resist: NA

This spell allows the caster to travel from tree, undergrowth, or bushes to other such dense vegetation through a magical passageway, or gate. The caster may even remain in one tree and remain hidden throughout the spell's duration. Other casters of higher rank, as well as dryads, may use the portals as well; however, any others would need to be shown the portal's location. The portal possesses a SIZ of 20 with regards to space limitations if the subject desires to remain hidden. Cutting down or burning the tree requires any occupants to depart before it either falls or burns down to avoid being killed. Plant Door has a duration of 10 minutes per Intensity if using it for gate travel; however, it is nine times longer if it is being used to hide. The magical passageway is 1.5 metres wide (5 ft) 2 metres high (7 ft). It has a maximum length of 4 metres (15 ft) per level of Intensity and must connect from one tree or bush to another tree or bush. It has no effect on sapient and semi-sapient forms of vegetation such as treants, shambling mounds, etc.

Prayer

(Conjuration)

Sphere: Combat

Cost: 3, +1/additional Intensity

Area: 18 m (60 ft) Radius

Casting Time: 1 Minute

Duration: 1 Minute/Intensity

Range: 0

Resist: NA

When cast, this spell blesses the cleric and all allies within the area of effect, while cursing those in opposition. Allies are granted a temporary +5% bonus to all skills along with a +1 to all damage dealt, while enemies receive a -5% penalty and -1 damage reduction. This spell may be cast along with Chant if cast by a cleric of the same religion allowing both effects to stack, granting a +10% bonus to skills and +2 to damage, while enemies receive the opposite.

Protection from Evil (3 m/10 feet Radius) (Reversible)

(Abjuration)

Sphere: Protection

Cost: 3, +1/additional Intensity

Area: 3 m (10 ft) Radius

Casting Time: 1 Round

Duration: 10 Minutes/Intensity

Range: Touch

Resist: NA (Willpower)

With the exceptions noted above, this spell is identical to the Rank 2 Arcane spell Protection from Evil (3 m/10 feet Radius).

Protection from Lightning

(Abjuration)

Sphere: Protection, Weather

Cost: 3, +1/additional Intensity

Area: 1 Target

Casting Time: 1 Round

Duration: 1 Minute/Intensity

Range: Touch

Resist: NA

When this spell is cast, a magical field forms that absorbs 2 points of electrical based damage per Intensity, excess damage is halved and applied to the target after the normal reduction based on results of the Resistance roll. Therefore, successfully evading the lightning breath of a blue dragon means that only one-quarter of any damage that exceeds that of the field is applied, while a failed roll still only results in half damage.

Speak with Plants

(Alteration)

Sphere: Plant

Cost: 1/Intensity

Area: 10 m (30 ft) Radius

Casting Time: 10 Minutes

Duration: 1 Minute/Intensity

Range: 0

Resist: NA

Upon casting this spell, the character gains the ability to converse in very basic terms with all living vegetation in the area of effect. This includes but is not limited to sapient forms of vegetation such as shambling mounds and treants. It also allows the caster to understand and be understood by bushes, trees, moulds, and fungi, and in the case of such non-sapient vegetation, exercise a form of limited control over them. For example, this can be used to part bushes allowing easy passage, bend tree canopy to offer shelter during bad weather, or move tree limbs to allow for easier climbing. It would not give plants the power to uproot themselves and move around, however. Speak with Plants may also be used to dispel the Rank 1 spell Entangle, releasing those so entrapped.

Sticks to Snakes (Reversible)

(Alteration)

Sphere: Plant

Cost: 3, +1/additional Intensity

Area: 1d4 Sticks, +1/additional Intensity

Casting Time: 1 Round

Duration: 2 Rounds/Intensity

Range: 30 m (100 ft)

Resist: See Below

Upon casting this spell, 1d4 sticks within the area of effect, +1 stick per additional level of Intensity, transforms into a venomous snake of a SIZ appropriate to the size of the stick. The Games Master should use common sense with regards to sticks lacking an actual size characteristic; however, as a rule of thumb, torches and the equivalent would transform into snakes of SIZ 1, wands and wand-sized sticks would produce a snake of SIZ 2, and a stick the size of a staff or one-handed spear would produce a snake of SIZ 3. Sticks larger than a staff or one-handed spear may not be transformed. When attempting to transform sticks or wooden weapons such as spears, staves, etc., any creature holding the item may use Willpower in an attempt to resist the transformation. Magic items are immune to transformation unless being used by the caster at the time, such as a staff or wand being held that they desire to transform. These snakes automatically attack the caster's opponents ignoring allies, but cannot be issued more detailed commands. Any damage done to the snake is transferred to the stick after the spell expires and could therefore destroy a weapon, wand, rod, or staff.

The typical snake produced by this spell is of SIZ 1-3, as noted above, and uses the characteristics for Small Animal as detailed on page 191 of Chapter 11. They are generally of the constrictor family, possessing the abilities Cold Blooded and Grappler. There is a percentage chance of the snake being Venomous equal to 10% per level of Intensity, if so, then exchange Grappler for Venomous. Therefore at Intensity 6, the spell transforms 1d4+5 sticks into snakes, with a 60% chance of them being Venomous. Venomous snakes should be treated as cobras, with the venom being detailed as under Disease and Poison in the Game Mechanics Chapter of MYTHRAS.

Snakes of this size possess the following body location table:

<i>1d20</i>	<i>Location</i>	<i>AP/HP*</i>
1-2	Tail Tip	1/1-2
3-10	End Length	1/1-2
11-18	Fore Length	1/1-2
19-20	Head	1/1-2

**2 Hit Points for combined CON+SIZ of 6+, otherwise 1 Hit Point. However a magic weapon, wand, rod, or staff will retain its Hit Points in snake form.*

When reversed, Snakes to Sticks transforms snakes of the appropriate size into harmless sticks for the spell's duration. It may also be used to counter another caster's Sticks to Snakes spell if cast at an Intensity equal to or greater than the Magnitude of the original spell.

Tongues (Reversible)

(Alteration)

Sphere: Divination

Cost: 1/Intensity

Area: Caster

Casting Time: 1 Round

Duration: 10 Minutes

Range: 0

Resist: NA

With the exceptions noted above, this spell functions as per the Rank 2 Arcane spell of the same name.

SUMMARY OF DIVINE SPELLS, RANKS 1 TO 3

<i>Divine Spells, Rank 1</i>	<i>Cleric (Pantheonic)</i>	<i>Druid</i>	<i>School</i>	<i>Sphere</i>
Animal Friendship	-	Major	Enchantment (Charm)	Animal
Barkskin	Major	Major	Alteration	Plant, Protection
Bless (R)	Major	Major	Conjuration	All
Command	Major	-	Enchantment (Charm)	Charm
Create Water (R)	Minor	Major	Alteration	Elemental (Water)
Cure Fatigue (R)*	Major	Major	Necromancy	Healing (Necromancy)
Cure Minor Wounds (R)*	Major	Major	Necromancy	Healing (Necromancy)
Detect Charm (R)	Major	Minor	Divination	Divination
Detect Evil (R)*	Major	Major	Divination	All
Detect Magic	Major	Major	Divination	All
Detect Snares and Pits	Major	Minor	Divination	Divination
Endure Heat/Endure Cold	Major	-	Alteration	Protection
Entangle	-	Major	Alteration	Plant
Faerie Fire	-	Major	Alteration	Weather
Find Traps	Major	Minor	Divination	Divination
Invisibility to Animals	-	Major	Alteration	Animal
Know Passions (R)	Major	Minor	Divination	Divination
Light (R)	Major	-	Alteration	Sun
Locate Animals or Plants	Major	Major	Divination	Divination, Animal, Plant
Pass Without Trace	-	Major	Enchantment (Charm)	Plant
Predict Weather	-	Major	Divination	Weather
Protection from Evil (R)	Major	-	Abjuration	Protection
Purify Food and Drink (R)	Major	Major	Alteration	All
Remove Fear (R)	Major	-	Abjuration	Charm
Shillelagh	-	Major	Alteration	Plant
Silence	Major	-	Alteration	Guardian
Slow Poison	Major	Major	Necromancy	Healing

<i>Divine Spells, Rank 2</i>	<i>Cleric (Pantheonic)</i>	<i>Druid</i>	<i>School</i>	<i>Sphere</i>
Animate Dead	Major	-	Necromancy	Necromancy
Augury	Major	Minor	Divination	Divination
Call Lightning	-	Major	Alteration	Weather
Create Food and Water	Major	-	Alteration	Creation
Chant	Major	-	Conjuration	Combat
Charm Being or Mammal	-	Major	Enchantment (Charm)	Animal
Cure Blindness or Deafness (R)*	Major	Major	Abjuration	Healing (Necromancy)
Cure Disease (R)*	Major	Major	Necromancy	Healing (Necromancy)
Cure Serious Wounds (R)*	Major	Major	Necromancy	Healing (Necromancy)
Dispell Magic	Major	-	Abjuration	Protection
Feign Death	Major	-	Necromancy	Necromancy
Fire Trap	Minor	Major	Abjuration	Elemental (Fire)
Heat Metal (R)	Minor	Major	Alteration	Elemental (Fire)
Hold Person	Major	-	Enchantment (Charm)	Charm
Hold Animal	-	Major	Enchantment (Charm)	Animal

*Druids may not cast the Reversed version of these spells

<i>Divine Spells, Rank 2 (continued)</i>	<i>Cleric (Pantheonic)</i>	<i>Druid</i>	<i>School</i>	<i>Sphere</i>
Locate Object (R)	Major	Minor	Divination	Divination
Obscurement	-	Major	Alteration	Weather
Plant Growth	-	Major	Alteration	Plant
Produce Flame	Minor	Major	Alteration	Elemental (Fire)
Protection from Fire	Major	Major	Abjuration	Protection, Elemental (Fire)
Remove Curse (R)	Major	-	Abjuration	Protection
Snake Charm	-	Major	Enchantment (Charm)	Animal
Snare	-	Major	Enchantment (Charm)	Plant
Speak with Animals	Major	Major	Alteration	Animal, Divination
Speak with Dead	Major	Minor	Necromancy	Divination
Spiritual Hammer	Major	-	Innovation	Combat
Stone Shape	Minor	Major	Alteration	Elemental (Earth)
Summon Insects	-	Major	Conjuration	Animal
Tree	-	Major	Alteration	Plant
Trip	-	Major	Enchantment (Charm)	Plant
Warp Wood (R)	-	Major	Alteration	Plant
Water Breathing (R)	Minor	Major	Alteration	Elemental (Water, Air)

<i>Divine Spells, Rank 3</i>	<i>Cleric (Pantheonic)</i>	<i>Druid</i>	<i>School</i>	<i>Sphere</i>
Animal Summoning I	-	Major	Conjuration	Animal
Atonement	Major	Major	Abjuration	All
Call Woodland Beings	Major	Major	Conjuration	Animal, Summoning
Cure Major Wounds (R)*	Major	Major	Necromancy	Healing (Necromancy)
Detect Lie (R)	Major	Minor	Divination	Divination
Divination	Major	Minor	Divination	Divination
Exorcism	Major	-	Abjuration	Protection
Hallucinatory Forest (R)	-	Major	Illusion	Plant
Hold Plant	-	Major	Enchantment (Charm)	Plant
Lower Water (R)	Minor	Major	Alteration	Elemental (Water)
Neutralise Poison (R)*	Major	Major	Necromancy	Healing (Necromancy)
Plant Door	-	Major	Alteration	Plant
Prayer	Major	-	Conjuration	Combat
Protection from Evil (3 m/10 feet Radius) (R)	Major	-	Abjuration	Protection
Protection from Lightning	Major	Major	Abjuration	Protection, Weather
Speak with Plants	-	Major	Alteration	Plant
Sticks to Snakes (R)	Major	Major	Alteration	Summoning, Plant
Tongues (R)	Major	Minor	Alteration	Divination

*Druids may not cast the Reversed version of these spells

11. Monsters!

MYTHRAS contains plenty of monsters; however, new information pertinent to CLASSIC FANTASY can be found here. Where a rule in this chapter contradicts that of MYTHRAS, the CLASSIC FANTASY version takes precedence.

Creature Abilities

The following additional information covers several new creatures found in CLASSIC FANTASY. Others may be of use to Games Masters in designing their own creatures.

Amphibious

The creature has the ability to breathe both underwater and on dry land with no difficulty.

Aquatic

The creature breathes water rather than air, generally possessing gills or a skin capable of absorbing dissolved air directly. If taken out of water and its breathing organs allowed to dry out, it begins to suffocate after its CON in minutes if remaining passive, or half that time if moving or fighting.

Blink (Offensive)

Like the spell of the same name, this ability allows the creature to randomly teleport or 'blink' from one location to another making them very unpredictable and difficult to target. At the start of its Turn, there is a percentage chance, equal to its Willpower, that the creature blinks. A creature with the ability to blink may choose any location within 6 metres (20 ft). If blinking to attack prey, this places the creature within 1.5 metres (5 ft) of the target. Roll 1d8 and refer to the Missing With a Thrown Weapon diagram on [page 111](#) to determine where the target it appears in relation to a character. The creature is free to choose its facing after blinking. As this is an innate ability, there is no disorientation accompanying the teleportation and the act of blinking in and of itself does not count as an action; the creature is free to act normally on any Round in which it does so. A creature with this ability may also use it to disengage from combat

if desired. On a successful Willpower roll, this allows it to blink to a distance of 6 metres (20 ft), typically placing it out of reach of most opponents and facing a direction of its choosing. As a natural innate ability, the creature runs no risk of teleporting into an object.

Characteristic Drain

The creature has the innate ability to drain characteristic points from the target of their attacks. The type of attack, the characteristic affected, the duration of loss, and how to resist the draining effect is detailed in the creature's description.

Cold-blooded

This ability functions as detailed in MYTHRAS, with the exception noted below. The temperature in which reflexes become muted, suffering a penalty of -6 to Initiative and the loss of one Combat Action per Round, is when the reptile is exposed to temperatures below 60 degrees Fahrenheit (15 degrees Celsius). At 40 °F (4 °C) and below, cold-blooded creatures become completely torpid, entering a help-less catatonic state.

Echolocation

The creature senses its environment through reflections of sonic waves. This means that it can perceive others that may be either motionless or hidden. In such circumstances, using a Stealth roll to attempt to remain unperceived by the creature is 2 grades more difficult.

Enter Astral Plane

The creature possesses the ability to enter the Astral Plane at will. Unless mentioned otherwise, this requires the Cast Magic Action and costs the creature 1 Magic Point.

Enter Ethereal Plane

The creature possesses the ability to enter the Ethereal Plane at will. Unless mentioned otherwise, this requires the Cast Magic Action and costs the creature 1 Magic Point.

Flora

Similar to the Undead trait, plants and other forms of animate vegetation are immune to the side effects of Fatigue and severe injuries. Whilst a Serious Wound prevents the limb or location from functioning, the plant does not suffer any other debility. Likewise a Major Wound does not incapacitate, neither does it immediately threaten 'life', although it might die hours or days later. Some such entities, such as the Shambler, may have a nerve centre, or other 'brain-like' organ, which kills the creature as normal; however, this organ need not be in the 'head' and may not be easily located. Otherwise, to defeat such vegetation requires thorough dismemberment, or at least enough to render its offensive capabilities inert.

Infravision

The creature sees into the infrared spectrum. The maximum distance is 18 metres (60 ft) unless specified otherwise. Infravision is covered in detail under Visibility Underground in Chapter 6.

Intensity

Intensity, or Intensity vs. Turn, represents the difficulty of a cleric or paladin to turn a creature of the specified type, typically reserved for demons, devils, and undead creatures. See the cleric ability Turn for additional information.

Light Sensitive

Light-sensitive creatures are typically active at night or in areas of perpetual darkness. They suffer a 1 grade penalty to Combat Style, Evade, and Perception rolls that deal with vision when fighting in sunlight or its magical equivalent. Because of this, they avoid travelling above ground while the sun is up on all but the cloudiest of days, or only in forests of the densest of vegetation. They suffer no penalties when in torchlight or other forms of artificial lighting.

Magic Resistance

Creatures with Magic Resistance have a percentage chance irrespective of Willpower of simply not being affected by magic spells that have been cast upon them. The ability is innate and the creature doesn't have to do anything to activate it. However, it can choose to drop this ability at will to except the effects of beneficial magic. Only actual magical effects may be subject to this resistance, not natural effects that may come about as a result of the spell. For example, Magic Resistance would be effective against both Magic Missile and Fire Ball, but not any ongoing fire that may have been started as a result of the latter. Other effects, such as the violent shaking of the ground from an Earthquake spell would not be subject to Magic Resistance. Magic Resistance is over and above any allowed Willpower roll to further resist a magical spell.

Resistance

The creature takes half damage from one or more types of injury; poison, fire, electricity, cold, all gasses, etc. In the case of elemental resistance, such as heat, cold, etc., the creature suffers no adverse effects from naturally occurring moderate extremes of temperature. They suffer half the negative effects of temperatures above 100 °F (38 °C), and below -20 °F (-6 °C).

See Invisible

The creature has a chance equal to Willpower to see those under the effects of invisibility, regardless of natural ability or spell.

Shape Change

The creature possesses the ability to change into one or more shapes. This is not typically a living creature, which would be the spell-like ability Polymorph Self. The specific information regarding shape change is noted in the relevant creature entry.

Spell-Like Abilities

Some creatures possess one or more spell-like abilities. While these abilities function as per the spells of the same name, they are not true spells. They require no skill roll, cost no Magic Points, and require a single Cast Magic Action regardless of Intensity. Spell-like abilities manifest at an Intensity and Magnitude equal to 1/20th the creature's Willpower with regards to the specific effects produced unless otherwise noted. If a roll to resist is required, the opponent must succeed at an Opposed roll comparing the appropriate resistance skill vs. the creature's Willpower to negate or minimise the effects. Spell-like abilities are typically useable a limited number of times per day, with some only being usable once per week.

Spirit

Spirits typically have no physical body and are immune to non-magical attacks. They can, however, be harmed by +1 or better magic weapons, spells, and spell-like effects. In addition, they are subject to damage from other incorporeal entities and some supernatural beings. Finally, spirits are also immune to all attempts at mental control short of clerical turning. This includes magical effects such as Sleep and Charm. Most are able to conduct spirit combat, as noted below, and others, such as the ghost, may become corporeal or even semi-corporeal to make physical attacks. When in this form, they still possess the defensive abilities noted above; however, they may also be harmed by some forms of heavy metals. This is noted in the creature's write-up.

Spirit Combat

The rules for Spirit Combat as set forth in MYTHRAS differ slightly from those required for CLASSIC FANTASY. This is mostly the result of

the differences in the cosmology of the two systems. To conduct spirit combat, the spirit envelops the victim within its incorporeal form forcing an Opposed Resistance Roll comparing the spirit's Spectral Combat vs. the Willpower of the victim. The attack remains in the Mortal World and does not take place on the Spirit Plane. On the victim's Turn, an attempt can be made to weaken the spirit in the same way or try to escape. A successful attack causes damage equal to the attacker's Spirit Damage to the opponent's Magic Points. If the defender wins, then no damage is incurred. A spiritual attacker finds their Spectral Combat skill on the table below to determine the spirit damage.

SPIRIT DAMAGE

If the defender runs out of Action Points, then the attacker may attempt to make an unopposed attack roll, as the defender is wide open. A character engaged in Spirit Combat may forgo an attack in order to cast magic instead.

<i>Spectral Combat</i>	<i>Damage Inflicted</i>
01-20	1d2
21-40	1d4
41-60	1d6
61-80	1d8
81-100	1d10
101-120	2d6
121-140	1d8+1d6
141-160	2d8
161-180	1d10+1d8
181-200	2d10
201-220	2d10+1d2
221-240	2d10+1d4
241-260	2d10+1d6
261-280	2d10+1d8
281-300	3d10
Each +20%	Follow the above progression

Fleeing Spirit Combat is only possible with a Formidable Willpower roll. Instead of trying to resist the opponent, the victim may declare a Combat Action to try and break the spirit's hold and flee the area. An Opposed test is required as above. If the victim wins and breaks free, the combat ends, but if the spirit wins, the victim takes Magic Point damage as normal and fails to get away.

Combat continues until the victim is reduced to 0 Magic Points, at which point the victim is defeated or escapes. A victim reduced to 0 Magic Points is subject to additional negative effects dependent upon the nature of the spirit in question as noted on the relevant write-up. Spirits are typically forced to return to the Ethereal Plane for 1d3+1 days when reduced to 0 Magic Points.. The spirit can break off Spirit Combat at any time if it feels it is in danger.

Witnesses can do nothing except watch, unless they possess attacks or abilities that can affect those of an incorporeal nature. However, clerics may attempt to use Turn, comparing their ability vs. the spirit's Intensity, and if successful, the spirit is driven back as normal. Unlike Magical Duals, only a spirit may initiate Spirit Combat.

Tremor Sense

The creature is capable of sensing minute vibrations in the surrounding earth to a range 18 metres (60 ft). This ability is common to subterranean predators.

Tunnel Sense

Many subterranean races possess the ability to detect certain underground phenomena by succeeding at an Easy Perception skill roll. This Perception test may be further augmented by Lore (Mineral). Tunnel Sense may be used to detect stonework pits, deadfalls and traps, a slope or grade, approximate depth underground, new tunnel or passage construction, and shifting or sliding walls or rooms. The range of this detection is limited to 3 metres (10 feet).

Undead (Addendum)

The following information pertains to undead of a corporeal nature, and is reprinted from MYTHRAS. It incorporates additional information regarding CLASSIC FANTASY. Being already dead, the creature is immune to the consequences of both fatigue and severe injuries. Undead are thus immune to all the detrimental effects of Serious Wounds. Even Major Wounds do not incapacitate them, although they can still have locations severed or shattered as per normal. The head and chest location typically stores the magic that is animating the creature. Any location (and those contiguous to it) that is smashed or severed from the bound area ceases to function, but the remainder of the body can continue if it still has limbs with which to act. A Major Wound to the magic-infused location destroys the undead outright.

Comparative Weights

The table on [page 190](#) replaces the Creature SIZ Equivalency Table from MYTHRAS to facilitate the use of Imperial Standard Pounds.

The Statistics Block

CLASSIC FANTASY adds three additional/new traits to the standard MYTHRAS Statistics Block as detailed below:

Average Lair

This represents the number making up a typical lair or community, including non-combatants such as females and children, where

COMPARATIVE SIZ TABLE

SIZ	Pounds	SIZ	Pounds	SIZ	Pounds	SIZ	Pounds
1	Up to 11	26	523-569	51	4,626-4,980	76	39,684-43,211
2	12-24	27	570-622	52	4,981-5,441	77	43,212-47,399
3	25-35	28	623-677	53	5,442-5,930	78	47,400-51,588
4	36-50	29	678-739	54	5,931-6,462	79	51,589-56,879
5	51-77	30	740-807	55	6,463-7,053	80	56,880-61,289
6	78-90	31	808-880	56	7,054-7,694	81	61,290-66,800
7	91-108	32	881-961	57	7,695-8,397	82	66,801-72,973
8	109-121	33	962-1,049	58	8,398-9,147	83	72,974-7,9586
9	122-127	34	1,050-1,142	59	9,148-9,989	84	79,587-86,862
10	128-141	35	1,143-1,250	60	9,990-10,922	85	86,863-94,799
11	142-154	36	1,251-1,360	61	10,923-11,823	86	94,800-102,956
12	155-168	37	1,361-1,482	62	11,824-12,926	87	102,957-112,877
13	169-183	38	1,483-1,662	63	12,927-14,129	88	112,878-123,018
14	184-201	39	1,663-1,761	64	14,130-15,432	89	123,019-130,955
15	202-218	40	1,762-1,922	65	15,433-16,755	90	130,956-146,166
16	219-240	41	1,923-2,094	66	16,756-18,298	91	146,167-148,812
17	241-260	42	2,095-2,293	67	18,299-19,842	92	148,813-158,512
18	261-287	43	2,294-2,493	68	19,843-21,605	93	158,513-169,095
19	288-309	44	2,494-2,714	69	21,606-23,810	94	169,096-180,118
20	310-340	45	2,715-2,974	70	23,811-25,794	95	180,119-192,023
21	341-368	46	2,975-3,236	71	25,795-28,219	96	192,024-193,786
22	369-401	47	3,237-3,525	72	28,220-30,865	97	193,787-195,770
23	402-439	48	3,526-3,838	73	30,866-33,290	98	195,771-197,755
24	440-481	49	3,839-4,187	74	33,291-36,597	99	197,756-199,739
25	482-522	50	4,188-4,625	75	36,598-39,683	100	199,740-201,723

applicable. Combatants can be assumed to equal 50% of the entire lair unless noted otherwise. Not all creatures create lairs.

Treasure Type

Creatures that use, collect, or otherwise accumulate treasure possess a code to determine the specific type and quantity. This code is expressed as one or more letters, with some including a multiplier (x3 for example); in these instances, the treasure found is increased appropriately. The first result that is not in parenthesis represents personal treasure carried on a typical individual. Treasure in parentheses notes that which is found in the average-sized lair of the creature. For example, goblin lairs range in size from 120 to 1,200 in number. Therefore, the average-sized goblin lair would total about 600 members and would use the Treasure Type results unmodified. However a Games Master creating a lair consisting of half the average size, 300 in the case of the goblins, would reduce the results of the Treasure Table by half. Likewise, the largest goblin lair with its 1,200 members, twice the average, would have the results of the Treasure Table doubled. In all cases, both the percentage chance and the results of the treasure roll are modified. For example, Treasure Type D notes a 40% chance of 2d4 potions. A lair of half the

normal size should be reduced to 20% chance of 1d4 potions, and with twice the average members would increase it to 80% chance of 4d4 potions. The Games Master may spread this treasure throughout the lair or store it all in one 'treasure chamber'. Useful magic items may be in use by qualified creatures or stored, as appropriate. The Treasure Table is found in Chapter 13 on [page 264](#). Games Masters should feel free override any Treasure Table result and use results of their choosing.

Passions

Any common Passions related to the species in question. There are typically only relevant to sapient creatures.

Small Critters & Damage Penalties

Many MYTHRAS creatures are small and have the potential to do little or no damage after applying their damage penalty; however, a high damage roll, coupled with a low damage penalty roll, can result in a nasty cut. If the victim has the unfortunate luck to be outnumbered,

that's when things get nasty, as the character will quickly run out of defence rolls. A small creature that scores a hit on a victim that is either unwilling or unable to defend automatically gets one special effect. The most likely special effect caused by a small creature is Bleeding, and all it takes is the creature to score a single point of damage on its opponent. Multiple attackers just increase the likelihood of an attack causing damage getting through.

In the case of armoured opponents, small attackers may find it difficult to get through their respectable defences to even score the one point of damage needed to cause bleeding. In this case, the special effects Choose Location, Bypass Armour, and Maximise Damage may all help in scoring some hurt on the victim, and if two special effects can be achieved (again easier if the foe can be outnumbered), then either of these, combined with Bleeding, can seriously ruin an adventurer's day.

So don't underestimate massed attacks by small, seemingly weak creatures; it only takes one kobold's short spear bypassing armour and maximising damage to pin a paladin to a wall.

A Note on Languages

Many species in CLASSIC FANTASY speak multiple languages. In an attempt to maintain space and eliminate redundancy, multiple languages are subsumed into a single entry. For example, the goblin is noted as follows: Languages (Goblin, Hobgoblin, Kobold, Orcish) 59%. This will be typical of most NPCs regardless of species. However, each is still considered a separate skill with regards to advancement. More detailed NPCs may have separate skill levels in each individual language, or even different languages all together if desired by the Games Master. Player characters should always list languages separately.

Monsters!

Animal, Small

Rabbits, squirrels, toads, trout, perch, snakes, lizards, birds, house cats, and small dogs: the Small Animal write-up covers all of these and more, typically animals of up to 23 kg (50 lb.). This covers animals of every ferocity level, from bunnies to badgers. Creatures of this size do not generally require detailed hit locations. It is usually best to play them using either the rules for Rabble or Underlings as detailed in MYTHRAS, whichever seems more appropriate. However, a player character's beloved animal companion or a magic-user's familiar should be played normally, with normal Hit Points and hit locations. This generally gives less realistic results with small animals having a disproportionate amount of Hit Points for a creature of its size, but gives them a better chance of survival and therefore longevity. After all, they are essentially important NPCs and should have a better than average chance of survival. It is typically better for the Games Master to assign both INT and physical characteristics rather than to roll randomly to avoid things like a 35 lb blue jay or chipmunk. Several tables are noted below to provide example characteristic ranges. In the case of small animals, STR typically equals SIZ. If hit locations are deemed appropriate, use those of a similar creature and calculate as normal.

Animal, Small	Attributes
STR: See below	Action Points: 1 or 3
CON: 2d6 (7)	Damage Modifier: -1d8 to -1d6
SIZ: See below	Magic Points: 2
DEX: See below	Movement: See Below
INS: See below	Initiative: Average of DEX+INT
POW: 1d3*	Armour: Typically 0-3
	Average Lair: Varies
	Treasure Type: Nil
	Abilities: Varies, but usually choose from Adhering, Burrower, Camouflaged, Cold-Blooded, Flying, Frenzy, Grappler, Leaper, Light Sensitive, Multi-Limbed, Night Sight, Swimmer, or Venomous, as appropriate
Skills	
Athletics STR+DEX%, Brawn STR+SIZ%, Endurance CONx2%, Evade DEX x2%, Perception INS+POW%, Willpower POWx2%. Add a further +20 to +40% as appropriate to species.	
Combat Style & Weapons	Traits & Notes
Tiny Strikes (varies), STR+DEX%. Add a further +20 to +40% as appropriate to species	

Weapon	Size/Force	Reach	Damage	AP/HP
Bash/ Crush/ Claw	S	T	1d3+Damage Modifier	As per Location
Bite/Stab	S	T	1d4+Damage Modifier	As per Location

SMALL ANIMAL STR & SIZ TABLE

STR/SIZ	Kilos	Pounds
1	up to 5	up to 11
2	6-11	12-24
3	12-16	25-35
4	17-23	36-50

SMALL ANIMAL DEX & MOVEMENT TABLE

The following table details the average DEX of some typical small animals. Small animals are generally found in two speed categories, either very slow or very fast.

DEX Value	Movement	Creature Type
1 (1)	Negligible*	Snail, slug, etc.
1 (1)	1.5 m (5 ft)	Turtle, lobster, etc.
2d6+12 (19)	8 m (25 ft)	Squirrel, bird, cat, crab, snake, mouse, etc.

* While not actually immobile, creatures with this Movement Rate move so slow as to not typically need to track movement over a 5 second Combat Round.

SMALL ANIMAL INS TABLE

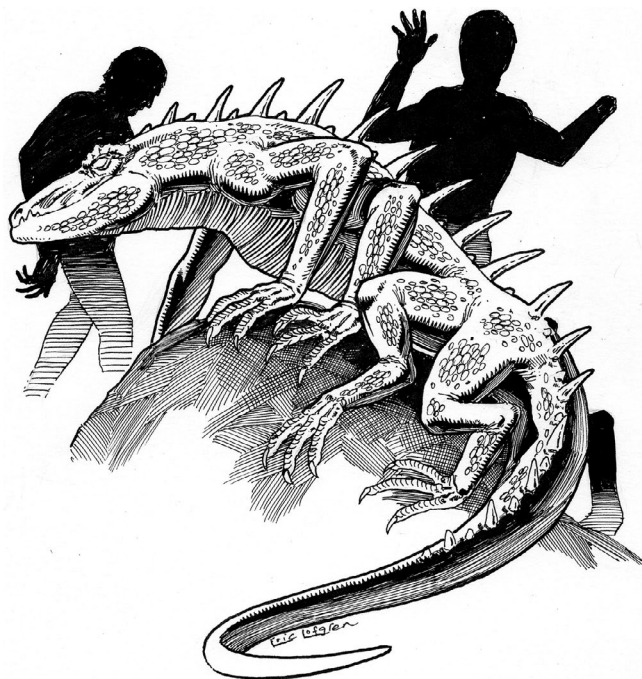
The following table details the average INS based on the type of small animal. As per normal, a small animal's INT characteristic is equal to the bonus, dropping the 2d6.

INS Value	Creature Type
2d6+1	Invertebrates (worms, snails, and such)
2d6+2	Insects and Crustaceans
2d6+3	Amphibians and Fish
2d6+4	Reptilian, Avian and Mammalian herbivores (such as squirrels and rabbits)
2d6+5	Reptilian and Avian carnivores (for example, snakes and hawks)
2d6+6	Mammalian carnivores (dogs, cats and the like)
2d6+7	Almost sapient Mammals and Monsters (monkeys)

SMALL ANIMAL NATURAL ARMOUR TABLE

Armour	Example
0	Bird, fish, snake, squirrel, cat
1	Small crab, snail shell
2	Large crab, lobster
3	Armadillo, turtle

Basilisk



Basilisks, being innately evil, detest all life and favour it with a glare so deadly that it is enough to turn anyone who meets one to stone. They are omnivorous and can eat anything, up to and including their petrified victims. They are found throughout the World of Greymoor in every region and climate, most preferring a subterranean existence. However, all basilisks occasionally come above ground to hunt when food is scarce or the need arises. The path leading to the lair of a basilisk is usually littered with half eaten stone statues of those who inadvertently or intentionally strayed too close.

Slightly smaller than a crocodile at just over 2 metres (about 7 ft) in length, these eight-legged scaly beasts have brown bodies with a yellowish underside, and a row of spines running the length of their back. Their green glowing eyes are usually the last thing an adventurer sees coming at them from the far end of a cavern.

The basilisk's preferred method of attack is its feared petrifying gaze. This is a passive attack and just meeting the gaze of the basilisk is enough to suffer its effects. Those in the monster's field of vision require an opposed roll of their Evade (to avoid directly meeting the basilisk's gaze) vs. its Willpower. On a failed roll, the victim completely transforms into solid stone along with all worn and carried equipment. This transformation is not death, but instead a form of suspended animation. The casting of the spell Stone to Flesh or a Wish may be used to restore the unfortunate victim. However, as the victim is now essentially a food source for the creature, this will need to be done before the victim is eaten. Any damage the victim suffers as a statue will carry over, taking effect immediately upon restoration.

Basilisk	Attributes
STR: 2d6+12 (19)	Action Points: 2
CON: 2d6+14 (21)	Damage Modifier: +1d8
SIZ: 4d6+12 (26)	Magic Points: 19
DEX: 2d6+3 (10)	Movement: 3m (10')
INS: 2d6+5 (12)	Initiative: 11
POW: 2d6+12 (19)	Armour: Scaly Hide
	Average Lair: 5-8
	Treasure Type: (M)
	Abilities: Gaze Attack (See Description), Infravision, Terrifying

1d20	Location	AP/HP
01-02	Tail	6/9
03	Right Rear Hind Leg	6/9
04	Left Rear Hind Leg	6/9
05	Right Mid Hind Leg	6/9
06	Left Mid Hind Leg	6/9
07-09	Hindquarters	6/11
10-12	Forequarters	6/12
13	Right Mid Front Leg	6/9
14	Left Mid Front Leg	6/9
15	Right Front Leg	6/9
16	Left Front Leg	6/9
17-20	Head	6/10

Skills

Athletics 39%, Brawn 75%, Endurance 82%, Evade 30%, Perception 61%, Willpower 78%

Combat Style & Weapons

Rend and Tear (Jaws) 49%

Traits & Notes

Weapon	Size/Force	Reach	Damage	AP/HP
Jaws	L	S	1d8+1d8	As for Head

An attacker has several options when fighting a basilisk in an attempt to lessen the chance of meeting the gaze of this deadly beast. First, one may trust to one's own resolve, suffering no penalties to attack or defence rolls and hoping to kill the beast before being turned to stone in return. Second, one may choose to fight while not looking at the creature in any way, which makes all attack and defence rolls 1 grade harder, but avoids any chance of meeting the gaze of the creature except in the case of a fumbled attack or defence roll where the basilisk has scored at least one level of success. In this case, make an opposed Evade vs. Willpower roll as above; however, the Evade roll is 2 grades harder. This is in place of any special effect chosen by the basilisk. Finally, one may choose to fight eyes closed or even

blindfolded; however, this requires any offensive or defensive rolls be made at Herculean difficulty.

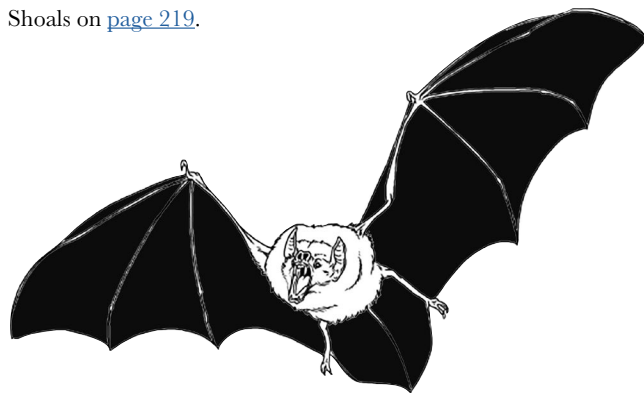
This gaze may be reflected back upon the beast using a mirror or other reflective surface, but because its eyes are protected by a nictating membrane, this is very difficult to pull off. There must be sufficient light for the creature to see its own reflection; at least torch light is sufficient. The adventurer must then succeed at an opposed Perception roll to successfully aim the reflected attack, with modifiers based on the method of viewing the creature as detailed above. This roll is opposed by a Very Easy Evade roll on the part of the basilisk to successfully close its nictating membranes in time. If successful, the basilisk has protected its eyes from its own attack. If this roll is failed, the basilisk itself is turned to stone.

If attacking a basilisk from the front, roll 1d10+10 for hit location, for an attack from the rear roll 1d10.

Note that in CLASSIC FANTASY, unlike the MYTHRAS version, the basilisk and cockatrice are two similar yet vastly different creatures. The CLASSIC FANTASY cockatrice is detailed on [page 197](#) of this volume.

Bat, Giant

Bats are found throughout the caves, dungeons, and ruins of the World of Greymoor. The following characteristics detail a bat with a wingspan close to 2 metres in length (about 6 ft). All bats hunt by echolocation, a form of sonar. Smaller common bats may be created using the information on small animals on [page 191](#), or as bat swarms as detailed under Flocks, Hordes, Packs, and Shoals on [page 219](#).



Bat, Giant	Attributes
STR: 1d6+2 (6)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: -1d2
SIZ: 1d6+6 (10)	Magic Points: 4
DEX: 2d6+8 (15)	Movement: 1.5m/10m flying (5'/30')
INS: 2d6+3 (10)	Initiative: 13
POW: 1d6 (4)	Armour: None
	Average Lair: 8-18
	Treasure Type: Nil
	Abilities: Adhering, Echolocation, Flying

1d20	Location	AP/HP
1 – 3	Right Claw	0/5
4 – 6	Left Claw	0/5
7 – 10	Abdomen	0/6
11 – 14	Chest	0/7
15 – 16	Right Wing	0/4
17 – 18	Left Wing	0/4
19 – 20	Head	0/5

Skills

Athletics 51%, Brawn 36%, Endurance 52%, Evade 70%, Fly 61%, Perception 54%, Stealth 65%, Willpower 34%

Combat Style & Weapons	Traits & Notes
------------------------	----------------

Sweeping Slashes (Claws, Bite) 56%

Weapon	Size/Force	Reach	Damage	AP/HP
Claw	M	M	1d4-1d2	As for Claw
Bite	M	T	1d6+1d2	As for Head

The largest variety of giant bat can reach enormous sizes, and are sometimes trained and ridden by small humanoids such as goblins or kobolds. They are able to carry up to 1/10th their STR+SIZ while maintaining their normal speed, and up to 1/20th STR+SIZ while still flying at half speed. To create one of these horrors, increase STR to 2d6+12, CON to 2d6+15, and SIZ to 2d6+18. Reduce DEX 2d6+6. They are no faster than their smaller cousins on the ground; however, their Base Movement is 10 feet faster in the air. They gain 1 point of armour on all hit locations except wings. In combat their claw attack's size/Force is changed to L, Reach to M, and Damage to 1d6+1d8. They do not typically bite in combat and instead gain the attack, Wing Buffet, with a size/Force of L, Reach of VL, damage of 1d4+1d8, and AP/HP as for wing. Their Combat Style is raised to 62% and their skills become Athletics 32%, Brawn 44%, Endurance 64%, Evade 26%, Fly 72%, Perception 51%, Stealth %, and Willpower 42%. All other traits are as per a giant bat. For a completed write-up of this enormous bat, see page 191 of RUNEQUEST: Monster Island for the Alan (Moon Bat). Average Lair: 2-4, Treasure Type: Nil

Some 10% of all giant bats are actually giant vampire bats possessing the Vampirism trait. With a successful bite that causes damage, vampire bats may choose to latch on to a victim and drain blood at a rate of one level of Fatigue per Round. After draining 3 Fatigue, the bat is considered gorged, and will fly back to its lair to sleep off its meal. Larger creatures possess more blood per Fatigue Level, with victims of SIZ 21-40 requiring 2 Rounds to drain 1 Fatigue, and a creature of SIZ 41+ requiring 3 Rounds to drain 1 Fatigue. In this case the bat will become gorged after 2 Fatigue from a SIZ 21-40 victim, and 1 level of drained Fatigue from a victim of SIZ 41+. A further 5% of vampire bats have the ability to spread the disease of vampirism among the human, demi-human, and humanoid races.

Blink Dog

These sapient yellowish-brown canines possess an almost human level of intelligence. This, coupled with their ability to teleport short distance, makes them very capable hunters. They are social creatures and possess a rudimentary language consisting of barks, whines, and yelps; this along with body language makes them very capable of communicating even complex information to the rest of the pack. They prefer open plains and avoid human habitation. A full grown blink dog is a medium- to large-sized canine of about 45 kg (100 lb), and is both very resilient and strong. Blink dog pups may be trained and fetch a value of from 1,000 to 2,000 GP. A typical lair contains as many as 3 to 12 pups (3d4). Blink dog puppies would use the rules for small animals presented earlier in this chapter.

Blink Dog	Attributes
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STR: 2d6+7 (14)	Action Points: 3
CON: 3d6+6 (17)	Damage Modifier: None
SIZ: 1d6+3 (7)	Magic Points: 11
DEX: 2d6+6 (13)	Movement: 8m (25')
INT: 2d6+5 (12)	Initiative: 13
POW: 3d6 (11)	Armour: Fur and Muscle
CHA: 3d6 (11)	Average Lair: 11-16
	Treasure Type: (M)
	Abilities: Blink (Offensive; at will), Night Sight

1d20	Location	AP/HP
1 – 2	Right Hind Leg	1/5
3 – 4	Left Hind Leg	1/5
5 – 7	Hindquarters	1/6
8 – 10	Forequarters	1/7
11 – 13	Right Front Leg	1/5
14 – 16	Left Front Leg	1/5
17 – 20	Head	1/5

Skills

Athletics 67%, Brawn 51%, Endurance 65%, Evade 66%, Language (Blink Dog) 63%, Local 64%, Perception 63%, Stealth 66%, Survival 58%, Track 69%, Willpower 52%

Passions

Good (Friendly and Helpful) 52%, Hate Displacer Cats 57%

Combat Style & Weapons	Traits & Notes
------------------------	----------------

Blink and Strike (Blink and Bite) 56% *See Blink Ability on [page 187](#)*

Weapon	Size/Force	Reach	Damage	AP/HP
Claw	M	M	1d4-1d2	As for Claw
Bite	M	T	1d6+1d2	As for Head

Brownie

Brownies are believed to be related to pixies and halflings, and like the latter, have small rotund bodies and prefer quiet areas of pasture and light woodland. They stand no taller than 45 cm (1.5 ft) in height, making them one of the smallest of the fey. They do not possess the wings common to their pixie counterparts and therefore live a grounded existence. Brownies are typically friendly towards those of lawful and/or good disposition, and often will offer their services to such individuals. They are excellent crafters of items manufactured from natural materials: wood, hide, metal, etc.

Brownie	Attributes
STR: 1d3+1 (3)	Action Points: 4
CON: 3d6 (11)	Damage Modifier: -1d8
SIZ: 1d3 (2)	Magic Points: 16
DEX: 4d6+12 (26)	Movement: 4m (15')
INT: 2d6+9 (16)	Initiative: 21
POW: 2d6+9 (16)	Armour: Leather
CHA: 2d6+6 (13)	Average Lair: 20-200
	Treasure Type: (Ax2, C)
	Abilities: Camouflaged, Infravision

1d20	Location	AP/HP
1 – 3	Right Leg	0/1
4 – 6	Left Leg	0/1
7 – 9	Abdomen	0/2
10	Chest	0/3
11 – 12	Right Wing	0/1
13 – 14	Left Wing	0/1
15 – 16	Right Arm	0/1
19 – 20	Head	0/1

Skills

Athletics 69%, Brawn 25%, Craft (Any) 82%, Endurance 52%, Evade 92%, Language (Brownie, Elf, Pixie, and Halfling) 52%, Perception 72%, Stealth 82%, Track 57%, Unarmed 59%, Willpower 72%

Passions

Good (Friendly and Merciful) 59%

Spell-Like Abilities

Protection from Evil, Ventriloquism, Dancing Lights, Continual Light, Mirror Image (three images), Confusion, and Dimension Door. Each usable once per day.

Combat Style & Weapons

Brownie Warrior (Short Sword) 57%

Weapon	Size/Force	Reach	Damage	AP/HP
Short Sword	S	T	1d6-1d8	6/4

Bugbear



These distant relatives of common goblins differ in their massive size and thick coarse hair, ranging from brown to brick red, covering a yellow to yellowish-brown hide. They are humanoid in appearance, standing over 2.10 metres (7 ft) tall with savage red eyes, long pointed ears, and large sharp fangs. Their large noses possess an outward appearance and sense of smell almost equal to that of a bear, though they are not genetically related to the creature in anyway. Bugbears function equally well in both daylight and complete darkness. They possess their own language, bugbear, consisting of grunts and snarls, leading many to dismiss the more than capable level of reasoning possessed by these creatures. Many are able to speak goblin and hobgoblin, as well. Bugbears prefer to lair in subterranean locations, choosing anything from a large cavern to smaller groups of caves. Fifty percent of a bugbear population will be made up of both females and children who will not fight unless forced into combat. Bugbears tend to eat anything they can kill, from goblins to humans and anything in between, though they have been known to take prisoners for slave labour. They are extremely greedy, always on the lookout for shiny coins, gems, weapons, and armour to increase the size of their horde.

The following stats represent a typical male bugbear. Females are generally non-combatants with STR 2d6+9 (16), CON 2d6+6 (13), and SIZ 2d6+12 (19), all other characteristics remain unchanged. Skills are 30% lower than for males. If forced into combat, they possess a Combat Style of 40% with standard kitchen implements. In a typical lair half will be male warriors.

Bugbear	Attributes
STR: 2d6+12 (19)	Action Points: 2
CON: 2d6+8 (15)	Damage Modifier: +1d6
SIZ: 2d6+14 (21)	Magic Points: 11
DEX: 3d6 (11)	Movement: 4m (15")
INT: 2d6+3 (10)	Initiative: 9 (Includes Initiative Penalty)
POW: 3d6 (11)	Armour: Splint or Banded plus Tough Hide
CHA: 2d6 (7)	Average Lair: 10-80
	Treasure Type: (Bx4, M)
	Abilities: Infravision

1d20	Location	AP/HP
1 – 3	Right Leg	2/8
4 – 6	Left Leg	2/8
7 – 9	Abdomen	8/9
10 – 12	Chest	8/10
13 – 15	Right Arm	2/7
16 – 18	Left Arm	2/7
19 – 20	Head	2/8

Skills
Athletics 60%, Brawn 80%, Endurance 60%, Evade 42%, Languages (Bugbear, Goblin, and Hobgoblin) 57%, Local 50%, Perception 61%, Survival 56%, Track 65%, Unarmed 70%, Willpower 52%

Passions
Evil (Cannibalistic and Slaver) 52%

Spell-Like Abilities
None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids).

Combat Style & Weapons
Bugbear Warrior (Choose three from: Sword, Dagger, Mace, Spear, Shield) 70%

Weapon	Size/Force	Reach	Damage	AP/HP
Broadsword	L	L	1d8+1d6	6/20
Dagger	M	M	1d4+1+1d6	6/16
Mace	L	M	1d8+1d6	6/12
Northern Round Shield	H	M	1d4+1d6	4/24
Shortspear	L	VL	1d8+1+1d6	4/10

Carrion Creeper

The carrion creeper is a 2.75 metre long (9 foot) caterpillar-like creature, with a tough head from which sprouts eight flexible tentacles beneath two huge black multifaceted eyes. It possesses a segmented greenish-yellow body consisting of its head and eight segments, each with one pair of legs. It moves quickly, even along walls and ceilings. Creepers are scavengers, preferring carrion, but if food is scarce, they attack living creatures. Carrion creepers possess a fetid odour that can be sometimes sensed before they approach, a smell that means is danger near. This fetid odour can be noticed with a successful Perception roll within 18 metres (60 ft), modified by obstacles such as closed door, air currents, and so on. Females deposit their eggs in the corpses of victims, which hatch as grubs one week later and begin to feed.

Creepers are immune to the effects of Serious Wounds. If it suffers a Major Wound to a segment and then fails its Endurance test, the creeper is severed at that location and the fatally wounded creature takes Rounds equal to its CON to stop thrashing and finally die, but cannot target any individual in its death throes. Attacks from the front of a creeper roll 1d10+10 when determining hit location.

A carrion creeper attacks by lashing out with its eight 60 cm (2 ft) long tentacle, which secrete a sticky paralysis slime. Armour protects completely; therefore, the creeper attempts to use the Bypass Armour Special Effect where necessary, or Choose Location on one wearing partial armour. Once a victim has been paralysed, it will move on to another opponent until none remain before attempting to feed or deposit eggs.

Carrion Creeper Venom

Carrion creeper venom only has to touch exposed skin to be introduced into the victim's bloodstream. This venom is a simple paralytic poison to render prey immobile whilst it is being eaten alive.

Application: *Skin contact*

Potency: 55

Resistance: *Endurance*

Onset time: *Immediate Paralysis in location touched. If the location struck is the head or chest, the victim suffers immediate total paralysis; otherwise, it takes 1d3 Rounds to spread through the circulatory system and cause total paralysis.*

Duration: *Creeper's CON in hours*

Conditions: *If not resisted, the poison acts as a muscle relaxant, immobilising the area bitten and soon spreading to the rest of the body. Somewhat cruelly, it does nothing to stop the sensation of pain.*

Antidote/Cure: *A prophylactic brewed from local herbs is known to tribal shamans, which makes the Endurance roll to resist the venom one step easier. If this is overcome, however, the victim must still wait out the entire duration to recover. Neutralise Poison spells or potions have the normal effect if given within 1 hour.*

Carrion Creeper	Attributes
STR: 2d6+6 (13)	Action Points: 5 (Multilimbed)
CON: 2d6+12 (19)	Damage Modifier: +1d4
SIZ: 2d6+12 (19)	Magic Points: 7
DEX: 2d6+3 (10)	Movement: 6m (20')
INS: 2d6+2 (9)	Initiative: 10
POW: 2d6 (7)	Armour: Chitin
	Average Lair: 3-6
	Treasure Type: (M)

Abilities: Adhering, Dark Sight, Death Sense, Multi-Limbed, Venomous

1d20	Location	AP/HP
1 – 2	Segment 1	2/8
3 – 4	Segment 2	2/8
5 – 6	Segment 3	2/8
7 – 8	Segment 4	2/8
9 – 10	Segment 5	2/8
11 – 12	Segment 6	2/8
13 – 14	Segment 7	2/8
15 – 16	Segment 8	2/8
17 – 18	Head	6/8
19 – 20	Tentacles*	0/8

*The creature's eight tentacles are not tracked individually. Instead, when Hit Points are reduced to 0, enough tentacles have been damaged or destroyed to reduce the carrion creeper's Action Points to 3. When fully negative, the Action Points are reduced to 2 and the tentacles are all either severed or maimed and may no longer be used to paralyse victims. Cutting weapons do full damage, crushing weapons do half and piercing do only 1 point of damage to the writhing mass of tentacles.

Skills

Athletics 43%, Brawn 52%, Endurance 68%, Evade 40%, Perception 56%, Stealth 49%, Willpower 54%

Combat Style & Weapons

Writhing Death (Tentacles and Mandibles) 63%

Weapon	Size/Force	Reach	Damage	AP/HP
Tentacles	M	M	Paralysis	Special
Mandibles	M	T	1d4+1d4	As for Head

Cockatrice

The CLASSIC FANTASY version differs from the RUNEQUEST 6/MYTHRAS version in certain key respects, as described below.

The cockatrice is a curious and deadly creature about the size of a large rooster with a serpentine body. They have dragon-like wings, a rooster's head and wattle, and two rooster-like feet.

They are social creatures and choose to lair in caves and ruins, and while they hunt in flocks of 1d6, a typical lair will have as many as



6-10. Cockatrices prefer a diet of insects and small animals, only attacking larger creatures in self-defence, or in defending their lair or young.

Due to its small size, the bite of a cockatrice is most ineffectual against larger opponents, but its real power lies in its petrification peck attack. If successfully struck, the victim must succeed at an Opposed Willpower roll or transform into solid stone along with all worn and carried equipment. The casting of the spell Stone to Flesh or a Wish may be used to restore the unfortunate victim.

Cockatrice Venom

This is a complex contact venom that can transform whatever is touched to stone. To use the attack, the cockatrice attempts to grapple an opponent, grabbing with its claws and wrapping its wings and snake-like tail around the unfortunate victim. If successful, on its following Turn the cockatrice must expend a Magic Point along with its Action Point and attempt to peck the victim. If struck, armour offers no protection. This peck may be parried assuming the victim has a free weapon; however, doing so subjects the weapon to the petrification effects of the creature, and if not immediately dropped (as a free action), will pass on to the victim anyway.

Application: Contact

Potency: 55

Resistance: Endurance, automatic for parrying weapons

Onset time: Immediate

Duration: Permanent

Conditions: If successfully struck, the victim must succeed at an *Opposed Willpower* roll or transform into solid stone along with all worn and carried equipment.

Antidote/Cure: There is no natural cure to reverse being turned to stone; however, the casting of *Stone to Flesh* or *Wish* may be used to restore the victim.

Cockatrice	Attributes
STR: 1d6+1 (5)	Action Points: 2
CON: 3d6 (11)	Damage Modifier: -1d6
SIZ: 1d6+1 (5)	Magic Points: 13
DEX: 2d6+6 (13)	Movement: 4m/10m Flying (15'/30')
INS: 2d6+4 (11)	Initiative: 12
POW: 2d6+6 (13)	Armour: Scales
	Average Lair: 6-10
	Treasure Type: (M)
	Abilities: Flying, Gaze Attack, Infravision, Terrifying

1d20	Location	AP/HP
1 – 3	Tail	1/4
4 – 5	Right Hind Leg	1/4
6 – 7	Left Hind Leg	1/4
8 – 10	Hindquarters	1/5
11 – 14	Forequarters	1/6
15 – 16	Right Wing	1/3
17 – 18	Left Wing	1/3
19 – 20	Head	1/4

Skills
Athletics 48%, Brawn 30%, Endurance 52%, Evade 66%, Fly 68%, Perception 64%, Willpower 66%

Combat Style & Weapons
Peck Attack (Grapple and Peck) 57%

Weapon	Size/Force	Reach	Damage	AP/HP
Peck	S	T	Petrification	As for Head

Demon, Lesser

Lesser demons are devious and cunning little entities from the planes of the Abyss and Pandemonium. They are very rare on the Prime Material Plane and delight in the spreading of chaos.

Lesser demons are capable of transforming themselves as per the spell *Polymorph Self* into one or two different animal forms of SIZ 1-20, with frogs, centipedes, bats, and wolves being the most

common forms; however, other forms are possible. Unlike the spell, no Hit Points are regained when changing form.

Lesser demons possess numerous magical abilities, of which the following may be passed on to their master assuming they are within 3 metres (10 ft) of one another: *25% Magic Resistance*; *Regeneration of 1 Hit Point per minute applied to the current most injured location*; *Telepathic Link shared by all familiars*.

They have a warty, greenish skin with long, almost drooping faces. Like lesser devils, they also have horns protruding from their forehead, bat-like leathery wings, and a long forked tail. Lesser demons start life as a larva and grow to about 0.6 metres (2 ft) in height. Their claws and bite may inject venom into the bloodstream that causes an irritating itch and a distraction to opponents.

Itchy Venom

The teeth and claws of the lesser demon can inject venom into their opponent's wound that causes a burning, distracting itching in the body location struck. The venom is successfully injected as long as a single point of damage gets through any armour.

Application: *Injected*

Potency: 65

Resistance: *Endurance*

Onset time: 1 Round

Duration: 2d6 hours

Conditions: 1 Round after being struck, the wound will produce a burning itching sensation. This distraction is so great, that the difficulty of all physical skill rolls is increased by 1 grade. Additional wounds do not increase the difficulty; however, they do allow a re-roll of the duration, with the greater duration taking precedence.

Antidote/Cure: Can be ameliorated with a healing balm, magical healing, or the *Healing* skill. Otherwise, it must run its course.

Demon, Lesser	Attributes
STR: 1d4+4 (7)	Action Points: 3
CON: 2d6+9 (16)	Damage Modifier: -1d6
SIZ: 1d2 (2)	Magic Points: 16
DEX: 3d6+12 (23)	Movement: 8m/10m Flying (25'/30')
INT: 2d6+1 (8)	Initiative: 16
POW: 1d6+12 (16)	Armour: Tough Hide
CHA: 2d6 (7)	Average Lair: 1
	Treasure Type: (Cx3)
	Abilities: Immunity (Normal Weapons, Cold, Electricity, and Fire), Magic Resistance 25%, Night Sight, Regenerate (1 Hit Point per minute), Venomous, Vulnerable (Magic and Cold Iron)

1d20	Location	AP/HP
1 – 2	Tail	1/4
3 – 4	Right Leg	1/4
5 – 6	Left Leg	1/4
7 – 9	Abdomen	1/5
10	Chest	1/6
11 – 12	Right Wing	0/3
13 – 14	Left Wing	0/3
15 – 16	Right Arm	1/3
17 – 18	Left Arm	1/3
19 – 20	Head	1/4

Skills

Athletics 60%, Brawn 29%, Deceit 55%, Endurance 62%, Evade 86%, Languages (Demon and Common) 45%, Perception 54%, Stealth 61%, Unarmed 60%, Willpower 70%

Passions

Evil (Chaotic) 62%

Spell-Like Abilities

Fear 10 metre (30 foot) radius 1/day. In addition, lesser demons may use Detect Good, Detect Magic, and Invisibility at will. Finally, lesser demons are able to contact the lower planes of Pandemonium and the Abyss once per week, allowing its master to gain insight into an as of yet untaken course of action. This functions as per the Commune spell; however, only six questions may be asked.

Combat Style & Weapons

Tiny Demonic Terror (Teeth and Claws) 70%

Weapon	Size/Force	Reach	Damage	AP/HP
Teeth	S	T	1d4-1d6 plus venom	As per Head
Claws	S	S	1d3-1d6 plus venom	As per Arms
Shortspear	L	VL	1d8+1+1d6	4/10

Devil, Lesser

Like lesser demons, these devils are devious and cunning little entities from the Lower Planes; however, in this case, originating from Acheron and the Nine Hells. They are very rare on the Prime Material Plane and delight in the spreading of evil.

Lesser devils are capable of transforming themselves as per the spell Polymorph Self into one or two different animal forms of SIZ 1-20, with typical favourites being spiders, ravens, giant rats, and boars. However, other forms are possible. Unlike the spell, no Hit Points are regained when changing form.

They possess numerous magical abilities, of which the following may be passed on to their master assuming they are within 3 metres (10 ft) of one another: 25% Magic Resistance; Regeneration of 1 Hit Point

per minute applied to the current most injured location; Telepathic Link shared by all familiars.

Lesser devils start life as a larva and grow to about 0.6 metres (2 ft) in height. They have red skin, bulbous noses, and two short horns protruding from their foreheads, with tiny bat-like wings that should defy flight, but do not, and a long tail ending in a venomous barb that can inject a deadly toxin. Treat as Cobra Venom (injection only) as detailed in MYTHRAS; however, increase Potency to 95%.

Devil, Lesser	Attributes
STR: 1d3+3 (5)	Action Points: 3
CON: 2d6+6 (13)	Damage Modifier: -1d6
SIZ: 1d2 (2)	Magic Points: 16
DEX: 3d6+6 (17)	Movement: 4m/10m Flying (15'/30')
INT: 2d6+6 (13)	Initiative: 15
POW: 1d6+12 (16)	Armour: Tough Hide
CHA: 3d6 (11)	Average Lair: 1
	Treasure Type: (A)
	Abilities: Immunity (Normal Weapons, Cold, Electricity, and Fire), Magic Resistance 25%, Night Sight, Regenerate (1 Hit Point per minute), Venomous, Vulnerable (Magic and Silver)

1d20	Location	AP/HP
1 – 2	Tail	1/3
3 – 4	Right Leg	1/3
5 – 6	Left Leg	1/3
7 – 9	Abdomen	1/4
10	Chest	1/5
11 – 12	Right Wing	0/2
13 – 14	Left Wing	0/2
15 – 16	Right Arm	1/2
17 – 18	Left Arm	1/2
19 – 20	Head	1/3

Skills

Athletics 52%, Brawn 27%, Deceit 64%, Endurance 56%, Evade 74%, Languages (Devil and Common) 64%, Perception 69%, Stealth 70%, Unarmed 52%, Willpower 72%

Passions

Evil (Cruel and Hateful) 62%

Spell-Like Abilities

Suggestion 1/day. In addition, lesser devils may use Detect Good, Detect Magic, and Invisibility at will. Finally, the lesser devil is able to contact the lower planes of Acheron or the Nine Hells 1/ week, allowing its master to gain insight into an as of yet untaken course of action. This functions as per the Commune spell; however, only six questions may be asked.

Combat Style & Weapons

Tiny Devilish Strike (Tail) 62%

Weapon	Size/Force	Reach	Damage	AP/HP
Tail	S	M	1d4-1d6 plus venom	As per Tail

Displacer Cat (Coeurl)



The displacer cat, or *coeurl* in the elven tongue, resembles a six-legged bluish-black panther with glowing green eyes, more than 3 metres (10 ft) in length and weighing as much as 225 kg (500 lb). Displacer cats possess two powerful tentacles growing from each shoulder, ending with knife-like edges. These razor sharp weapons typically rend exposed flesh causing profuse bleeding. The tentacles can be whipped forward with blinding speed to strike out at an adversary. The beasts are semi-sapient and hate all living things, but hold the most contempt for blink dogs, their natural enemies.

The displacer cat's best known ability is its power of displacement. This takes the form of light-bending magic causing the cat's true location to remain in flux, shifting constantly in a 1 metre (3 ft) area. This makes all attacks against the displacer cat 2 grades more difficult; however, creatures such as bats, which use echolocation, and others that do not rely on vision to find their adversaries are unaffected by the effects of displacement. Area effect attacks also suffer no penalties. The beast's actual location may be also discerned through the casting of True Seeing. The magical defence may not be otherwise dispelled, or disbelieved, nor may its true location be discerned using Detect Magic.

Displacer Cat **Attributes**

STR: 2d6+14 (21)	Action Points: 4 (Multi-limbed)
CON: 3d6 (11)	Damage Modifier: +1d10
SIZ: 2d6+18 (25)	Magic Points: 13
DEX: 2d6+14 (21)	Movement: 8m (25')
INT: 1d6+5 (9)	Initiative: 15
POW: 2d6+6 (13)	Armour: Hide
CHA: 1d6+1 (5)	Average Lair: 2-4
	Treasure Type: (M)
	Abilities: Infravision, Intimidate, Multi-Limbed, Terrifying

1d20	Location	AP/HP
1-2	Right Hind Leg	2/8
3-4	Left Hind Leg	2/8
5-6	Right Centre Leg	2/8
7-8	Left Centre Leg	2/8
9-10	Hindquarters	2/9
11-12	Forequarters	2/10
13-14	Right Front Leg	2/8
15-16	Left Front Leg	2/8
17	Right Tentacle	2/8
18	Left Tentacle	2/8
19-20	Head	2/8

Skills

Athletics 82%, Brawn 76%, Endurance 52%, Evade 72%, Perception 52%, Track 50%, Willpower 56%

Passions

Evil (Cruel) 56%, Hate Blink Dogs 61%

Combat Style & Weapons

Black Destroyer (Tentacles, Bite, Claws) 80%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	L	S	1d8+1d10	As for Head
Claw	L	M	1d8+1d10	As for Front Leg
Tentacle	L	L	1d8+1d10	As for Tentacle

Doppelganger

These creatures are able to assume the shape of humans, non-humans, and humanoids alike through a form of shape changing mimicry, transforming their bodies even into the weapons, armour, or clothing possessed by their victims. For this reason, they are unable to drop or otherwise discard 'carried' items, but if out of sight may absorb them back into their bodies to convey the appearance of having discarded them. A doppelganger that morphs into a nude form may wear and use items as normal to further create confusion.

The natural form of the doppelganger is generally humanoid, with frail bodies, thick grey hairless skin, and large bulging cat-like yellow eyes. They typically use their true forms in their lairs, dungeons, or in the wilderness; otherwise, their true forms are rarely observed by outsiders except upon their death. They typically prefer to strike from ambush, using trickery to separate a member of a party from their allies, before killing and taking the place of the unfortunate victim. In this way, they can infiltrate human, humanoid, and other non-human society.

The doppelganger is able to read minds as per the Read Thoughts spell at will, and uses this ability to gather information about its victim before assuming its form. It does not gain any skills possessed by the subject, instead attempting to fool others using the Acting skill to mimic the mannerisms of the individual in question. A successful Insight roll used on the target during the use of telepathy makes all Acting skill rolls 1 grade easier.

The doppelganger is able to take the form of any humanoid target between half and twice its **SIZ**, duplicating both its form and any equipment carried or worn, after which it will attempt to kill the original and assume its place. If this proves unsuccessful, it will create as much confusion as possible, causing doubt as to which is the original.

Doppelganger	Attributes
STR: 3d6+2 (13)	Action Points: 3
CON: 3d6+2 (13)	Damage Modifier: +1d2
SIZ: 2d6+6 (13)	Magic Points: 17
DEX: 3d6+2 (13)	Movement: 4m (15')*
INT: 2d6+8 (15)	Initiative: 14
POW: 3d6+6 (17)	Armour: Thick Skin (Natural Form Only)
CHA: 2d6+6 (13)	Average Lair: 2-4**
	Treasure Type: (M)
	Abilities: Immunity (Sleep and Charm), Infravision

*The Movement Rate noted here is for the Doppelganger's natural form only; otherwise, it attains the Movement Rate of whatever creature it imitates.

** Three quarter of this number will be male and female warriors. Doppelganger young are typically non-combatants.

1d20	Location	AP/HP
1 - 3	Right Leg	2/6
4 - 6	Left Leg	2/6
7 - 9	Abdomen	2/7
10 - 12	Chest	2/8
13 - 15	Right Arm	2/5
16 - 18	Left Arm	2/5
19 - 20	Head	2/6

Skills

Acting 66%, Athletics 56%, Brawn 46%, Bureaucracy 60%, Customs 60%, Disguise 68%, Endurance 56%, Evade 56%, Influence 66%, Insight 72%, Language (Common) 68%, Locale 70%, Perception 72%, Seduction 68%, Stealth 68%, Unarmed 56%, Willpower 64%

Passions

Neutral (Unbiased)

Spell-Like Abilities

Read Thoughts (at will), Polymorph Self (at will)

Combat Style & Weapons

Sneaky Strike (Dagger, Fist) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Dagger	S	S	1d4+1+1d2	6/8
Fist	S	T	1d3+1d2	As per Arm

Dragons

Dragons in CLASSIC FANTASY are found in multiple shapes, sizes, and colours, some are good and some are evil, but all are terribly powerful. All dragons are intelligent and hoarders of gold and other treasures, piling it within their lair. Some can speak and some can't, but none are mere beasts. Dragons may live for more than 1000 years.

Dragons in Combat

When attacking a dragon from the front, roll 1d8+12 for hit location, while an attack from behind would involve rolling 1d8. On the ground, the dragon may make any combination of attacks along with either a bite or breath attack. Each uses one action as normal. Due to the dragon's long sinuous neck, it can see all around it, so even attacking from behind isn't a safe haven. It can bite an attacker behind itself at 1 grade of difficulty, but can swing its whip-like tail with crushing force without penalty. In the air, dragons will either make a bite attack or 'strafe', flying over ground targets and breathing a blast of their breath weapon as they pass over. In addition, if they are low enough, they make one or more claw attacks or strike opponents with their tail. Making any type of physical attack will bring them into range of an opponent's melee attacks, so some cautious dragons will make breath attacks only, while remaining safely out of reach.

Breath Weapon

Dragons breathe flame, lightning, gas, frost, or some other magical effect over an area as a Combat Action. A dragon can only use its breath weapon once per hour. Further attempts to make a breath attack within this time require the dragon to pass Endurance rolls, with each roll becoming 1 grade harder or suffer a level of Fatigue.

Because of the dragon's long and flexible neck, it may use its breath weapon in any direction, even directly behind it. All dragon breath attacks have a 100% chance to hit those within the area of effect. This chance is not further modified by skill, range, visibility, etc.

The different areas of effects are defined as cone, gas, or line; and all are detailed below, along with which attack types use which areas of effect.

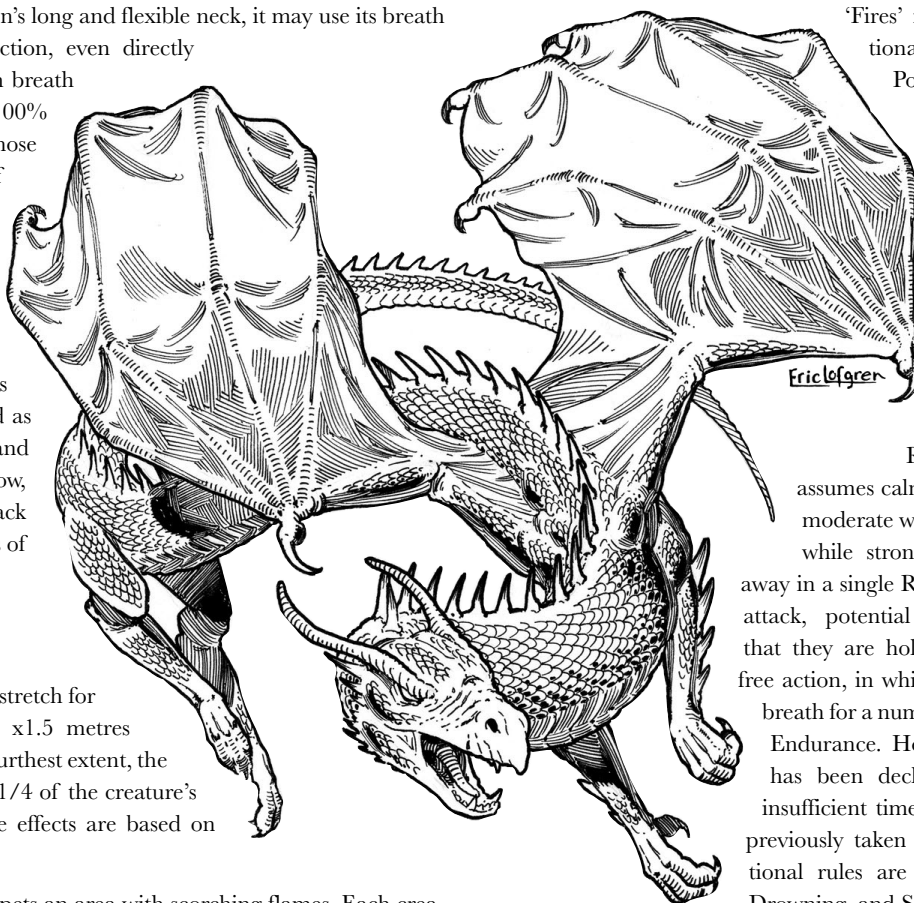
Cone

Cone shaped attacks stretch for the creature's CON x1.5 metres (CON x 5 ft). At the furthest extent, the width of the cone is 1/4 of the creature's CON. Exact damage effects are based on the type of attack.

Fire: This attack carpets an area with scorching flames. Each creature caught in the flames suffers fire-based damage to all hit locations, though a character can attempt to Evade to halve this damage. Armour Points count as half normal while magical armour offers protection equal to its magic bonus. Fire breath has the capability of igniting flammable materials. See 'Fires' in Chapter 6 for additional information.

Frost: This attack creates a cone of blistering cold and jagged ice shards. Each opponent within the area of effect suffers cold-based damage to all hit locations; however, they may Evade and if successful only suffer half damage. Armour Points count as normal. Frost breath is capable of coating a victim with a layer of ice. The chance is equal to the rolled damage x5%. If frozen, may spend an Action Point and attempt a Brawn roll to attempt to break free; however, until successful, the unfortunate victim cannot move or perform any other actions.

Heat: This attack creates a wave of blistering heat. Each opponent within the area of effect may attempt to Evade and if successful, suffers only half damage. As the entire target is engulfed, all hit locations are affected equally. This heat, while hot enough to blister exposed skin, is typically not enough to set fire to flammable objects, figure a chance equal to the damage rolled x1%. If needed, see



'Fires' in Chapter 6 for additional information. Armour Points count as normal.

Gas

A gas breath weapon billows forth from the attacker filling a radius equal to half the creature's CON x1.5 metres (half CON x 5 ft), dissipating in 1d3+1

Rounds. The duration assumes calm weather conditions; a moderate wind halves the duration, while strong winds blow the gas away in a single Round. Prior to a breath attack, potential targets may declare that they are holding their breath as a free action, in which they may hold their breath for a number of seconds equal to Endurance. However, once an attack has been declared, there is usually insufficient time to react unless having previously taken a Delay Action. Additional rules are covered Asphyxiation, Drowning, and Suffocation in MYTHRAS. Some types of gas, such as chlorine, will cause damage regardless of whether it is inhaled or not. The exact damage effects are based on the type of gas. Additional rules for poison gasses can be found under Disease and Poison on [page 86](#).

Chlorine

This attack creates a cloud of corrosive chlorine gas to envelope enemies.

Application: Contact, Inhaled

Potency: CON x5

Resistance: None, Endurance vs. inhaled gas

Onset time: Instant

Duration: Effects of acid are continuous while exposed to the gas. Burning eyes, nose, and mouth continues for 1d3+1 minutes after leaving gas.

Conditions: This gas is equivalent to a weak acid doing 1d2 points of damage every Round to all exposed hit locations as well as any Armour Points of any armour worn. Once the armour has been reduced to 0, the previously protected hit locations begin to take damage as well. If inhaled, the victim is allowed an Endurance roll to resist, on a failure they begins taking an additional 1d2 points of damage directly to their chest hit location as the acid begins to burn their lungs.

This is in addition to any damage to the chest normally. Once they vacate the area of effect, the damage to the lungs ceases. Chlorine gas, even if not inhaled, causes burning of the eyes, nose, and mouth, the effects of which is a 1 grade penalty to all skill rolls for the entirety of time exposed to the gas, and 1d3+1 minutes later.

Paralysis

This attack creates a magical cloud of paralyzing gas to envelope enemies.

Application: Inhaled

Potency: CON x5

Resistance: Willpower

Onset time: 1d4 Rounds

Duration: Those succumbing to the gas remain unconscious for a number of hours equal to the creature's POW/2.

Conditions: The creature exhales a cloud of paralyzing gas. Those in the area of effect that breathe in an amount of the foul smelling gas require a successful Willpower roll. Failing this check causes the victim to collapse incapacitated after an onset time of 1d4 Rounds, where they remain unconscious for the duration. This may be counteracted by the Healing skill and use of a strong stimulant; otherwise, magic must be used.

Repulsion

The creature exhales a magical cloud of gas that repels opponents.

Application: Inhaled

Potency: CON x5

Resistance: Willpower

Onset time: Instant

Duration: Minutes equal to the creatures POW.

Conditions: Those that breathe in this gas require a successful Willpower roll. Failing this roll, the victim must move away from the creature at best possible speed for the effect's duration.

Slow

The creature exhales a magical cloud of gas that causes all targets caught within to be slowed.

Application: Inhaled

Potency: CON x5

Resistance: Willpower

Onset time: Instant

Duration: Minutes equal to the creatures POW.

Conditions: Those that breathe in this gas require a successful Willpower roll. Failing this roll reduces the victim to ½ Movement Rate and ½ Action Points (rounded up) for the duration.

Sleep

The creature exhales a magical cloud of gas that causes opponents to fall into a deep slumber.

Application: Inhaled

Potency: CON x5

Resistance: Willpower

Onset time: Instant

Duration: Minutes equal to the creatures POW.

Conditions: Those that breathe in this gas require a successful Willpower roll. Failing this roll, the victim falls into a deep sleep for a period of time equal to 30 minus CON in minutes.

Line

Line-shaped attacks are 3 metres (10 ft) wide and stretch for a distance equal to the creature's CON x 3 metres (CON x 10 ft). All opponents in the line of effect are subject to this damage, which varies based on the type of attack.

Acid

This attack sprays a stream of corrosive acid upon all victims in the area of effect. The concentration varies according to the specific type of creature with regards to damage. Dependent upon concentration, this damage may continue to be applied for one or more Rounds and is applied to all exposed hit locations as well as any Armour Points of any armour worn. Once the armour has been reduced to 0, the previously protected hit locations begin to take damage as well. A successful roll to Evade halves the rolled damage, but not the duration. There is a chance equal to the damage rolled x5%, of the attack producing an acidic gas that may be inadvertently inhaled. If so, this functions as detailed under Chlorine Gas above with regards to it being inhaled. There are no further external effects.

Lightning

This attack blasts arcing bolts of lightning straight through all targets in the area of effect. The bolts inflict damage to 1d6 random hit locations on each target with damage based on the specific creature. Both natural and worn armour offer no protection against lightning, while magical armour offers protection equal to its magic bonus. Successfully evading the attack halves the rolled damage, but not the number of hit locations effected. Lightning has the capability of igniting flammable materials. This is equal to the rolled damage x 5%. See 'Fires' in Chapter 6 for additional information.

Dragon Defences

In addition to their thick scales, dragons take no damage from elemental attacks that match their own breath weapon. White dragons



take no damage from cold, and black dragons take none from acid. Dragons that possess a gas breath attack are immune to all gasses.

Dragon Perception

Dragons have excellent senses of sight, smell, and hearing. Because of this, any hiding or invisible opponents within a number of feet equal to the dragon's Willpower can be detected with an Easy Perception roll, and if successful, the dragon may attack or otherwise confront the target without penalty.

Speaking Dragons

Many dragons may speak one or more languages and each write-up notes the percentage chance that a particular dragon will possess this capability. If a dragon is deemed able to speak, it will know either the chromatic tongue of all evil dragons, or the metallic tongue of all good, as appropriate. They also know the Common tongue as well. These languages start at INT+CHA+10, plus any bonus provided by age. Some dragons are noted as being able to speak with animals and/or all intelligent creatures and this is in addition to those abilities. Other languages may be known at the Games Master's discretion.

Spell Casting Dragons

Not to be confused with spell-like abilities, any dragon that may speak begins to learn to cast spells as well. These dragons will know the skills associated with a spell using class, magic-user or cleric. It is possible for a young dragon to possess the required skills, but not at a sufficient level to yet cast spells.

If a dragon can cast spells, it may do so without the need of somatic gestures; only actual speech is required. Arcane casters are limited to spells stored in memory as dragons do not use spell books unless otherwise noted.

Sleeping Dragons

Many dragons spend much of their downtime sleeping on their vast hordes of wealth and each write-up notes the percentage chance that a dragon will be asleep when first discovered within its lair. If the party makes any noise at all, the Games Master should make a Perception roll for a sleeping dragon. On a successful roll, the dragon will awaken; however, some may pretend to continue sleeping in an effort to surprise any intruders. Attack rolls against a sleeping dragon are Easy; however, the dragon will awaken after the very first strike.

Number of Dragons

Where more than one dragon occupies a lair, the second will tend to be a mate of the first. Any remaining represents offspring in the Hatching to Very Young age groups. Dragons leave the lair to fend for themselves at 16 years of age.

Creating a Dragon

Dragons are one of the most complex monsters to add to a campaign and should never simply be some random encounter the Games Master throws at the players. Dragons should instead be the centre of a campaign or adventure, and the complexity in their creation accounts for this. There are five steps to creating a dragon. The process can be time consuming and should be done in advance of any adventure where its stats will be needed. These steps are summarised below and extensive rules follow.

1. *Start with the Generic Dragon Template. Either randomly determining the characteristics or simply choosing the average.*
2. *Modify the template according to Dragon Species.*
3. *Modify the template according to Dragon Age.*
4. *Determine the Attack and Damage information according to Dragon Weapons. Determine the damage bonus, as found in the Basic Character Creation chapter.*
5. *See the information in Dragon Species Descriptions and note any relevant changes.*

Generic Dragon Template

This template (opposite) functions in all ways as the other monster write-ups found in this chapter, but needs a little more to fully customise it as a true CLASSIC FANTASY dragon. The template represents a young adult generic dragon between 51 and 100 years of age.

Dragon Species

While there are numerous species and sub-species of dragon, two of the most common are detailed here: chromatic and metallic dragons. Chromatic dragons are typically found in five different colours: black, blue, green, red, and white. They are all evil and vicious creatures with little regard for the wellbeing of others. Metallic dragons also appear in five variants: brass, bronze, copper, silver, and gold. These dragons are actually good and can be both helpful and kind. However, all dragons are greedy by nature and may use manipulation to add more treasure to their lairs. How they go about it varies based on their two very different natures.

The second step is to further modify the basic template according to species as detailed on the table on [page 206](#).

Generic Dragon	Attributes
STR: 2d6+24 (31)	Action Points: 4
CON: 2d6+24 (31)	Damage Modifier: +2d8
SIZ: 4d6+36 (50)	Magic Points: 19
DEX: 2d6+12 (19)	Movement: As per species
INT: 2d6+12 (19)	Initiative: 19
POW: 2d6+12 (19)	Armour: Thick Scales
CHA: 2d6+12 (19)	Average Lair: 1-4
	Treasure Type: By type and age

Breath Weapon, Cold Blooded, Infravision, Diving Strike, Engulfing, Flying, Formidable Natural Weapons, Immunity (to their breath weapon), Terrifying, Trample. *Note that Engulfing and Terrifying or not possessed by Hatchlings and Very Young dragons*

1d20	Location	AP/HP
1-2	Tail	8/17
3-4	Right Hind Leg	8/17
5-6	Left Hind Leg	8/17
7-8	Hindquarters	8/18
9-10	Right Wing	8/16
11-12	Left Wing	8/16
13-14	Forequarters	8/19
15-16	Right Front Leg	8/17
17-18	Left Front Leg	8/17
19-20	Head	8/17

Skills

Athletics 80%, Brawn 120%, Deceit 78%, Endurance 92%, Evade 68%, Fly 90%, Insight 78%, Locale 68%, Lore (Dragon) 68%, Perception 78%, Teach 58%, Willpower 78%

Passions

By Type

Magic

Dependent on age category

Combat Style & Weapons

Draconic Death and Destruction (Bite, Claws, Tail Sweep) 90%, Breath 100%*

*Breath attacks are always at 100% and are not further modified by range, skill, visibility, etc.

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	-----	By Final Dragon STR and SIZ	-----	As for Head
Claws	-----	By Final Dragon STR and SIZ	-----	As for Leg
Tail	-----	By Final Dragon STR and SIZ	-----	As for Tail
Breath	-----	By Final Dragon Age and SIZ	-----	-
Trample	-----	By Final Dragon STR and SIZ	-----	-

DRAGON SPECIES TABLE

Species	STR, CON	SIZ	INT, POW, CHA	Move	Armour	Breath	Speak/ Sleep	Treasure
Chromatic Dragons								
White	-9	-6	-4	6 m (20'), 20 m (60') Fly, 6 m (20') Swim, 3 m (10') Burrow	-3	2d6+1	20%/60%	M, A, D
Black	-6	-4	-3	6 m (20'), 15 m (50') Fly, 6 m (20') Swim	-3	2d6+2	30%/50%	P
Green	-4	-2	-2	4 m (15'), 15 m (50') Fly, 3 m (10') Burrow	-2	3d6	45%/40%	P
Blue	-2	-1	-2	4 m (15'), 15 m (50') Fly, 4 m (15') Swim	-2	3d6+2	60%/30%	P, D
Red	+0	+0	+0	4 m (15'), 15 m (50') Fly	+0	4d6	75%/20%	P, D, E
Metallic Dragons								
Brass	-6	-4	-1	6 m (20'), 15 m (50') Fly, 3 m (10') Burrow	-2	2d6+2	30%/50%	P
Copper	-4	-2	-1	4 m (15'), 15 m (50') Fly	-3	3d6	45%/40%	P, D
Bronze	-2	-1	+0	4 m (15'), 15 m (50') Fly, 6 m (20') Swim	-1	3d6+2	60%/25%	P, D, E
Silver	+0	+0	+0	4 m (15'), 15 m (50') Fly	+0	4d6	75%/15%	P, E
Gold	+4	+8	+1	6 m (20'), 20 m (60') Fly, 6 m (20') Swim	+1	4d6+2	90%/10%	P, C, D, E

Table Notes

- ⇒ **Characteristics (STR, CON, etc.):** These columns detail modifiers either added to or subtracted from the characteristic bonus of the basic dragon template. For example, the basic template notes a STR of 2d6+24, while a black dragon is noted as having a -6 to STR; therefore, a black dragon would possess a STR of 2d6+18. If simply using an average member of the species, this may be added to or subtracted from the actual average.
- ⇒ **Movement:** Each dragon species has different movement rates on the land and in the air. Some dragons can also swim and/or burrow, and if so, movement rates for these alternate modes of movement are detailed as well.
- ⇒ **Armour:** A modifier to the armour noted on the basic dragon template.
- ⇒ **Breath:** The damage dice for the breath weapon used by the dragon in question.
- ⇒ **Speak/Sleep:** The percentage chance of a given dragon being able to speak. As dragons tend to sleep for extended periods of time and if found in their lair, the percentage chance of the creature being found sleeping is noted as well.
- ⇒ **Treasure:** The base treasure found in the lair of a young dragon.

All of the information gleaned from the above table is further modified based on the dragon's age and size as detailed below.

Dragon Age

Unlike most species, dragons grow in intelligence, strength, toughness, and power throughout their lives. The characteristics given in the generic dragon write-up represents a young adult member of the species between 51 and 100 years of age, having just recently left its parents and siblings to eke out an existence on its own. A dragon of this age may have a lair of its own and a small amount of treasure. Younger dragons that still share a lair with their parents sometimes have their own small hoards or a designated part of the primary hoard.

Step three deals with the age of the dragon, with dragons passing through thirteen life stages throughout their existence. The age of the dragon determines its size. The generic template should be further modified according to the dragon's current age category, as shown opposite.

Dragon Weapons

The fourth step determines how much damage the dragon is able to inflict, which is typically a function of its size. The following two tables are reprinted from MYTHRAS for convenience. They have been modified to take into account differences in dragon physiology and extended beyond SIZ 60 to account for truly massive dragons. The Dragon Attack size and Reach table uses pluses (+) to denote size and Reach greater than C and VL, respectively. These are for comparative purposes, and typically only come into play when very large creatures fight each other; the pluses may be ignored in the case of huge creatures fighting smaller creatures. For example, two ancient

DRAGON AGE TABLE

1d12	Age Category	STR, CON	SIZ	INT, POW	AP	Breath	Skills	Speak	Spell Skills	Treasure Multiplier
0	Newborn (less than 1 year)	-1d,-12	-3d,-25	-4	-3	-1d6-1	-50	-	*	-
1	Hatchling (1-5 years)	-8	-2d,-20	-2	-2	-1d6	-40	-10	+5	-
2	Very Young (6-15 years)	-6	-1d,-10	-1	-2	-1d6	-30	-5	+10	-
3	Young (16-25 years)	-4	-8	-1	-1	+0d6	-20	+0	+15	X.05**
4	Juvenile (26-50 years)	-2	-4	+0	-1	+0d6	-10	+0	+20	X.10**
5	Young Adult (51-100 years)	+0	+0	+0	+0	+0d6	+0	+0	+30	X.25
6	Adult (101-200 years)	+4	+8	+1	+1	+0d6	+10	+5	+40	X.50
7	Mature Adult (201-400 years)	+8	+16	+1	+2	+0d6	+20	+10	+50	X.70
8	Old (401-600 years)	+12	+24	+2	+3	+0d6	+30	+15	+60	X.1
9	Very Old (601-800 years)	+16	+32	+2	+4	+1d6	+40	+20	+70	X1.5
10	Venerable (801-1,000 years)	+20	+40	+3	+5	+1d6	+50	+25	+80	X2
11	Wyrms (1,001-1,200 years)	+24	+48	+3	+6	+1d6	+60	+30	+90	X2.5
12	Great Wyrms (1,201+ years)	+28	+56	+4	+7	+1d6	+70	+35	+100	X3

Table Notes:

- ⇒ **Characteristics (STR, CON, etc.):** These columns further modify the characteristics of the dragon in question dependent upon its age. For dragons in the newborn to very young age categories, the actual number of dice may be modified, as well. For example, to create a hatchling red dragon, lower its *SIZ* Characteristic from $4d6+36$ to $2d6+16$ ($-2d,-20$). A dragon's *DEX* and *CHA* does not typically vary with age.
- ⇒ **Armour:** A further modifier to the armour based on the dragon's age and size.
- ⇒ **Breath:** This column modifies the base damage of the dragon's breath weapon.
- ⇒ **Skills:** A further modifier to the skills based on the dragon's age. The dragon's *Passions* receive the bonus, as well. Skill bonuses are further modified according to type, as shown:
 - ⇒ **Primary Skills (+0%):** *Brawn, Deceit* (Good dragons typically do not have this skill), *Fly, Insight, Perception, Willpower, and Combat Style*
 - ⇒ **Secondary Skills (-10%):** *Athletics, Endurance, Evade, Locale, Lore (Dragon)*
 - ⇒ **Tertiary Skills (-20%):** *Teach*

- ⇒ **Speak/Cast:** Further modifiers to the dragon's chance to speak. Dragons that have the ability may also have the ability to cast spells if the relevant skills are of sufficient level. The chance to speak cannot be reduced below 0% or above 100%.
- ⇒ **Spell Skills:** This modifier is applied to any spell casting skills possessed by the dragon.
- ⇒ **Treasure Multiplier:** A modifier to the base treasure found in the dragon's lair. The multiplier affects everything from coins to gems and magic items.

DRAGON DAMAGE TABLE

Dragon SIZ	Bite Damage	Claw/Tail Damage
1-10	1d4	1d3
11-20	1d6	1d4
21-30	1d8	1d6
31-40	1d10	1d8
41-50	1d12	1d10
51-60	2d6	1d12
61-70	1d8+1d6	2d6
71-80	2d8	1d8+1d6
81-100	1d10+1d8	2d8
101-110	2d10	1d10+1d8
111-120	2d10+1d2	2d10
121-130	2d10+1d6	2d10+1d2

DRAGON SIZE AND REACH TABLE

Creature SIZ	size	Bite Reach	Claw Reach	Tail Reach	Trample Reach*
1-10	M	L	S	L	T
11-20	L	L	M	L	T
21-30	H	L	M	L	T
31-40	E	L	L	L	T
41-50	C	L	L	VL	T
51-60	C	VL	L	VL	T
61-70	C+	VL	VL	VL+	T
71-80	C+	VL+	VL	VL++	T
81-100	C++	VL+	VL	VL++	T
101-110	C++	VL++	VL+	VL+++	T
111-120	C+++	VL++	VL+	VL+++	T
121-130	C+++	VL+++	VL++	VL++++	T

dragons are engaged in combat, one SIZ 70 and one SIZ 80. They would have a bite reach of VL and VL+, respectively. This means that the SIZ 80 dragon has the longer reach against its smaller adversary, with all the benefits that entails. Against a party of adventurers, both dragons would be treated as having a bite reach of VL.

As a final step, determine the dragon's damage bonus as per the table found in the Basic Character Creation chapter of MYTHRAS.

Dragon Descriptions

With the above information calculated, the Games Master may design a dragon of any species from a newborn white, to a golden great wyrm, and everything in between. What follows is some basic information on the differences between the various dragons found in the tables. Along with a description of each dragon species, additional information on abilities, Passions, skills, breath attacks, spells, and spell-like abilities can be found in this section.

In addition to its description, each dragon notes some or all of the following:

- ⇒ **Passions:** *The Passions specific to the noted dragon species and their starting Base values.*
- ⇒ **Additional Abilities:** *Abilities that not every dragon possesses, such as Burrower, Swimmer, etc.*
- ⇒ **Additional Skills:** *New species specific skills along with their starting Base value and bonus. Typically, these skills benefit from an age category bonus, as well.*
- ⇒ **Additional Skill Bonuses:** *A species-specific bonus to an existing skill. This does not typically benefit from an additional age category bonus, as well.*
- ⇒ **Magical Skills:** *Assuming the dragon can speak, it also will possess the skills of one or two spell-casting classes. The rank of spell capable of being cast, number of spells known, and number that can be held in memory follows the rules set forth in Chapter 3 according to the corresponding classes. However, most dragons will have a maximum rank of spell they are capable of casting regardless of actual skill. It is possible for a young dragon to possess the required skills, but not at a sufficient level to yet cast spells.*
- ⇒ **Breath Weapon:** *The dragon's breath attack or attacks.*
- ⇒ **Spell-like Abilities:** *Any special spell-like abilities automatically known by the dragon at certain Age categories. Spell-like abilities are detailed on [page 188](#).*

Black Dragon

These are typically the most bad tempered and abusive of dragon kind, quick to anger and resentful of intrusion. They are not as intelligent as other dragons, although still more so than the white sub-species and can be far more cruel. They are both cunning and malevolent, preferring to lair in bleak landscapes or the darkness offered by heavy vegetation. They prefer to strike from hiding using their surroundings as cover, often springing from a deep pool or swamp to catch their prey unaware. Like all dragons, black dragons are motivated by the urge to hoard treasure. The breath weapon of the black dragon is a stream of highly corrosive acid that can reduce an opponent to bone in little time; they themselves are immune to acid. Black dragons are born with the ability to breathe underwater.

- ⇒ **Passions:** *Evil (Chaotic and Spiteful) 60% plus POWx2 ; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Amphibious, Immunity (Acid), Swimmer*
- ⇒ **Additional Skills:** *Swim at STR+CON plus Age bonus*
- ⇒ **Additional Skill Bonuses:** *None*
- ⇒ **Magic Skills:** *Black dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Black dragons may not cast Arcane spells in excess of Rank 1 regardless of skill.*
- ⇒ **Breath Weapon:** *Line of Acid*
- ⇒ **Spell-like Abilities:** *Juvenile: Darkness (3/day, 10' radius per 1/10th Willpower), Adult: Corrupt Water (1/day), Old: Plant Growth (1/day), Venerable: Summon Insects (1/day), Great Wyrms: Charm Reptiles (1/day, as per Charm Mammals, however, reptiles only).*



Blue Dragon

These territorial and voracious dragons are common to deserts, badlands, and windswept plains, spending hours on end perched high atop some secluded outcropping of rock surveying their domain. Their bluish scales at first appear to be a bad match for the life of a desert predator, due to the contrast against the yellow desert sands. However, they often burrow into soft earth with only the smallest part of their heads exposed, patiently waiting to strike from ambush, or soar into the daytime desert sky to blend almost invisibly. They prefer vast subterranean lairs in which to store their treasure hoard. They are particularly fond of gems, with sapphires being the most sought after. Blue dragons are able to breathe a bolt of lightning in a relatively straight line striking any in its path; they themselves are immune to electricity.

- ⇒ **Passions:** *Evil (Cruel) 65% plus POWx2, Hate (Brass Dragons) 75% plus POW x2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Burrower (Sand and Loose Dirt Only), Immunity (Electricity)*
- ⇒ **Additional Skills:** *None*
- ⇒ **Additional Skill Bonuses:** *None*
- ⇒ **Magic Skills:** *Blue dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Blue dragons may not cast Arcane spells in excess of Rank 2 regardless of skill.*
- ⇒ **Cleric:** *Channel at INT+CHA, plus Age bonus -60; Piety at POW+CHA plus Age bonus, -60. Blue dragons may not cast Divine spells in excess of Rank 1 regardless of skill.*
- ⇒ **Breath Weapon:** *Line of Lightning*
- ⇒ **Spell-like Abilities:** *Young: Create or Destroy Water (3/day), Juvenile: Sound Imitation (at will), Adult: Dust Devil (1/day), Old: Ventriloquism (1/day), Venerable: Control Winds (1/day), Great Wyrms: Hallucinatory Terrain (3/day).*

Brass Dragon

Brass dragons typically inhabit the various desert regions of the World of Grey Moor and often find themselves at odds with their larger blue cousins. Like them, they tend to bury themselves in the sand to stay cool and ambush prey. These dragons can be quite forward and nosy in their dealings with others, often prying into things that don't concern them. For this reason, they love to strike up a conversation with those passing through their territory. While good, they are very selfish by nature. Because of this, any information possessed by a brass dragon that may be of use to a party of adventurers will seldom be freely given, even to a good and noble band. Brass dragons are also able to talk to animals, further increasing their chances of gaining useful bits of information. Like all metallics, they possess two different breath weapons: a cloud of sleep gas and cone of blistering heat; they themselves are immune to both gasses and heat. From birth, brass dragons can speak with animals at INT x5%. This ability does not allow it to cast spells; for that, it needs to speak the Common tongue or that of any of the other intelligent races.

- ⇒ **Passions:** *Good (Merciful) 50% plus POWx2, Hate Blue Dragons 70% plus POW x 2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Burrower (Sand and Loose Dirt Only), Immunity (Gasses and Fire)*
- ⇒ **Additional Skills:** *Language (Animals): INT+CHA+10, +Age skill bonus*
- ⇒ **Additional Skill Bonuses:** *None*
- ⇒ **Magic Skills:** *Brass dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
 - ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Brass dragons may not cast Arcane spells in excess of Rank 2 regardless of skill.*
 - ⇒ **Cleric:** *Channel at INT+CHA, plus Age bonus, -40; Piety at POW+CHA, plus Age bonus, -40. Brass dragons may not cast Divine spells in excess of Rank 2 regardless of skill.*
- ⇒ **Breath Weapon:** *Cone of Blistering Heat, Sleep Gas*
- ⇒ **Spell-like Abilities:** *Young: Create or Destroy Water (3/day), Juvenile: Dust Devil (1/day), Adult: Suggestion (1/day), Mature Adult: Control Temperature (1/day, 10-ft radius per 1/10th Willpower), Old: Control Winds (1/day), Great Wyrms: Summon Djinni (1/week).*

Bronze Dragon

Bronze dragons are very fond of the human and demi-human species, and frequently polymorph themselves into small harmless animals to get a closer view of their daily goings on. They typically will not harm those of animal intelligence or greater, instead preferring to drive them from the area using their repulsion cloud unless hunting for survival. Like all metallics, bronze dragons typically only use their lethal breath weapon on those deemed to be truly evil, preferring to drive away the misguided. However, they are fascinated with warfare and military tactics, and have been known to join the side of good in large conflicts and wars. They prefer to lair in subterranean areas near large bodies of water, including air-filled caves beneath the surface. Bronze dragons can breathe underwater and speak with animals from birth, including dolphins and whales, who supply them with information on shipwrecks laden with treasure to further the size of their hoards.

- ⇒ **Passions:** *Good (Helpful and Merciful) 60% plus POWx2, Hate Blue Dragons and Evil Sea Creatures 70% plus POW x 2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Amphibious, Immunity (Gasses and Lightning), Swimmer*
- ⇒ **Additional Skills:** *Language (Animals): INT+CHA+40, +Age skill bonus, Swim at STR+CON plus Age bonus*
- ⇒ **Additional Skill Bonuses:** *None*
- ⇒ **Magic Skills:** *Bronze dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
 - ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Bronze dragons may not cast Arcane spells in excess of Rank 2 regardless of skill.*
 - ⇒ **Cleric:** *Channel at INT+CHA, plus Age bonus, -40; Piety at POW+CHA, plus Age bonus, -40. Bronze dragons may not cast Divine spells in excess of Rank 2 regardless of skill.*
- ⇒ **Breath Weapons:** *Line of Lightning, Cloud of Repulsion Gas*
- ⇒ **Spell-like Abilities:** *Young: Create Food and Water (3/day) and Polymorph Self (3/day), Juvenile: Wall of Fog (1/day), Adult: ESP (3/day), Mature Adult: Airy Water (3/day, 10-ft radius per 1/10th Willpower), Old: Weather Summoning (1/day).*

Copper Dragon

Copper dragons are well known as pranksters and practical jokers, often posing riddles to those seeking information or aid. They tend to be on the self-centred and can be quite greedy where wealth is concerned. They enjoy arid regions in rough terrain and particularly enjoy warmer climates. Like most dragons, they prefer to lair in caves and other subterranean locales. Copper dragons possess the ability to cling to any surface like a spider and may walk along both walls and ceilings; they leap silently from surface to surface when stalking prey. They are immune to the corrosive effects of acid.

- ⇒ **Passions:** *Good (Merciful) 60% plus POWx2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Adhering, Immunity (Gasses and Acid)*
- ⇒ **Additional Skills:** *Language (Animals): INT+CHA+40, +Age skill bonus*
- ⇒ **Additional Skill Bonus:** *Athletics +10%*
- ⇒ **Magic Skills:** *Copper dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Copper dragons may not cast Arcane spells in excess of Rank 2 regardless of skill.*
- ⇒ **Cleric:** *Channel at INT+CHA, plus Age bonus, -40; Piety at POW+CHA, plus Age bonus, -40. Copper dragons may not cast Divine spells in excess of Rank 2 regardless of skill.*
- ⇒ **Breath Weapons:** *Line of Acid, Cloud of Slow Gas*
- ⇒ **Spell-like Abilities:** *Young: Neutralise Poison (3/day), Juvenile: Stone Shape (2/day), Adult: Forget (1/day), Mature Adult: Rock to Mud (1/day), Old: Move Earth (1/day), Great Wyrms: Wall of Stone (1/day).*



Gold Dragon

These most wise and benevolent of dragons hate injustice and evil in all its guises and never kill for pleasure. Gold dragons, unlike the other dragons described in this chapter, possess a long sinuous body like that of a gold-plated snake with four tiny legs. They fly through the air without the use of wings, their bodies literally swimming through the sky. They are unfortunately no less avaricious than any other member of dragon-kind and are great hoarders of treasure. Like all dragons, they can eat most anything, but actually prefer a diet of pearls or small gems. They choose lairs of solid stone, from caves to castles, and usually have a number of loyal pets and guards, either local animals or even storm and cloud giants. Gold dragons are immune to all poisons as well as fire and heat in all its forms. Additionally, all gold dragons possess the ability to change themselves into animal or humanoid form and it is through the use of this ability that they are usually encountered by the lesser races. Unlike other dragons, gold dragons can use spell books and will possess one or more containing a number of spells equal to twice their INT.

- ⇒ **Passions:** *Good (Lawful, Honourable, and Merciful) 70% plus POWx2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Immunity (Gasses and Fire)*
- ⇒ **Additional Skills:** *Language (Animals): INT+CHA+40, +Age skill bonus*
- ⇒ **Additional Skill Bonus:** *Athletics +10%*
- ⇒ **Magic Skills:** *Gold dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Gold dragons may cast Arcane spells of any rank if of sufficient skill.*
- ⇒ **Cleric:** *Channel at INT+CHA, plus Age bonus, -40; Piety at POW+CHA, plus Age bonus, -40. Gold dragons may not cast Divine spells in excess of Rank 3 regardless of skill.*
- ⇒ **Breath Weapons:** *Cloud of Chlorine Gas, Cone of Fire*
- ⇒ **Spell-like Abilities:** *Young: Bless (3/day), Juvenile: Detect Lie (3/day), Adult: Animal Summoning (1/day), Polymorph Self (3/day), Mature Adult: Gain 1 Luck Point, Old: Quest (1/day) and Detect Gems (3/day, kind and number in a 30-ft radius, 1 minute duration).*

Green Dragon

Like black dragons, green dragons are bad tempered and cruel, having little regard for that which is good and pure. They often enslave other creatures, killing those possessing too strong a will to be broken. They enjoy initiating fights with little provocation. A capable opponent will be stalked and attacked when the dragon feels it has secured an advantage in combat, while a weak target will be tormented, maybe for days before being finally devoured. They like to ask questions of adventurers, learning their exploits, the goings on in the world, slowly moving the conversation towards treasure. Adventurers that the dragon finds interesting are usually allowed to live, for as long as they remain interesting, that is. Green dragons are able to breathe out a terrible corrosive and poisonous chlorine gas that can quickly overwhelm a typical opponent; they themselves are immune to all gasses.

- ⇒ **Passions:** *Evil (Cruel) 60% plus POWx2, Hate Hill Giants: 70% plus POWx2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Immunity (Gasses)*
- ⇒ **Additional Skills:** *None*
- ⇒ **Additional Skill Bonus:** *None*
- ⇒ **Magic Skills:** *Green dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Green dragons may not cast Arcane spells in excess of Rank 2 regardless of skill.*
- ⇒ **Breath Weapons:** *Cloud of Chlorine Gas*
- ⇒ **Spell-like Abilities:** *Juvenile: Water Breathing (at will), Adult: Suggestion (1/day), Mature Adult: Warp Wood (3/day), Old: Plant Growth (1/day), Very Old: Entangle (1/day), Wyrn: Pass without Trace (3/day).*

Red Dragon

Of all dragon-kind, red dragons are the most covetous and miserly, knowing the inventory of their horde down to the last copper piece. Their obsession for wealth is matched only by their vain self-confidence, believing themselves not only superior to other dragons, but all creatures. Red dragons may be found perched atop great mountains watching over their domain. Like most dragons, red dragons choose to lair deep beneath the earth, with massive networks of caverns as their lair of choice. Red dragons are carnivorous; their favourite meal being a beautiful maiden, whom the dragon has more than likely charmed or terrorised local villagers into sacrificing. They are extremely cruel and sometimes torment their prey for days before finally devouring it. Red dragons breathe scorching flames and are therefore immune to the effects of heat and fire of any sort.

- ⇒ **Passions:** *Evil (Chaotic, Betrayal, and Spiteful) 70% plus POWx2, Hate Silver Dragons: 80% plus POWx2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Immunity (Fire)*
- ⇒ **Additional Skills:** *None*
- ⇒ **Additional Skill Bonus:** *Athletics +10%*
- ⇒ **Magic Skills:** *Red dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Red dragons may not cast Arcane spells in excess of Rank 3 regardless of skill.*
- ⇒ **Cleric:** *Channel at INT+CHA, plus Age bonus, -60; Piety at POW+CHA, plus Age bonus, -60. Red dragons may not cast Divine spells in excess of Rank 1 regardless of skill.*
- ⇒ **Breath Weapon:** *Cone of Fire*
- ⇒ **Spell-like Abilities:** *Young: Affect Normal Fires (3/day), Juvenile: Pyrotechnics (3/day), Adult: Heat Metal (1/day), Old: Suggestion (1/day), Very Old: Hypnotism (1/day), Venerable: Detect Gems (3/day, kind and number in a 100-ft radius, 1 minute duration)*

Silver Dragon

Silver dragons are the most majestic of their species, often lairing among the peaks of great mountain ranges or within the very clouds themselves through the use of enchantments. These powerful dragons are among the most kind and benevolent, offering aid and assistance to any truly in need. They are also the least violent, tending to use non-lethal spells and attacks on all but the most truly aggressive and/or evil of creatures. Like gold dragons, they enjoy polymorphing themselves and interacting with humans, often choosing the form of a kindly old man or beautiful maiden. Other times they take the form of lesser animals and observe from afar. Most silver dragons tend to prefer a human form over that of their own, entering human society, forming friendships, and living out several years, sometimes decades, before returning to life as a dragon for a time. Silver dragons prefer human food, even while in dragon form, and can subsist on it indefinitely. They often come into conflict with red dragons because both tend to inhabit similar regions, and when this happens it is often bloody and short. However, in the end, silver dragons tend to come out on top mainly due to their willingness to cooperate with others, and their tendency to have numerous human friends and allies.

- ⇒ **Passions:** *Good (Lawful, Honourable, Merciful, and Reliable) 65% plus POWx2, Hate Red Dragons: 75% plus POWx2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Immunity (Cold and Gasses)*
- ⇒ **Additional Skills:** *None*
- ⇒ **Additional Skill Bonus:** *Athletics +10%*
- ⇒ **Magic Skills:** *Silver dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus; Arcane Knowledge at INTx2 plus Age bonus. Silver dragons may cast Arcane spells of any rank if of sufficient skill.*
- ⇒ **Cleric:** *Channel at INT+CHA, plus Age bonus, -40; Piety at POW+CHA, plus Age bonus, -40. Silver dragons may not cast Divine spells in excess of Rank 3 regardless of skill.*
- ⇒ **Breath Weapon:** *Cone of Cold, Paralysis Gas*
- ⇒ **Spell-like Abilities:** *Young: Feather Fall (2/day), Juvenile: Wall of Fog (1/day), Adult: Control Winds (3/day), Polymorph Self (3/day), Mature Adult: Control Weather (1/day), Old: Reverse Gravity (1/day).*

White Dragon

The white dragon is the smallest and least intelligent of the dragons, being slightly less intelligent than an average human. They prefer to live in cold regions far to the north or at the top of inhospitable mountain ranges, and are motivated completely by the drive to live, reproduce, and amass a horde of treasure. A white dragon is able to attack with a freezing blast of arctic cold as its breath weapon. They themselves are immune to all forms of natural cold and take no damage from cold attacks. White dragons will follow prey into water and continue to attack with tooth and claw; however, unlike other semi-aquatic dragons, white dragons are not amphibious.

- ⇒ **Passions:** *Evil (Cruel) 60% plus POWx2, Hate Frost Giants: 70% plus POWx2; +Age skill bonuses*
- ⇒ **Additional Abilities:** *Burrower (Snow Only), Immunity (Cold), Swimmer*
- ⇒ **Additional Skills:** *Swim at STR+CON plus Age bonus*
- ⇒ **Additional Skill Bonus:** *Athletics +10%*
- ⇒ **Magic Skills:** *White dragons are able to cast spells of the relevant class once the requisite skills equal or exceed 50%. This includes cantrips.*
- ⇒ **Magic-user:** *Arcane Casting at INT+POW plus Age bonus, -20; Arcane Knowledge at INTx2 plus Age bonus, -20. Black dragons may not cast Arcane spells in excess of Rank 1 regardless of skill.*
- ⇒ **Breath Weapon:** *Cone of Cold*
- ⇒ **Spell-like Abilities:** *Juvenile: Ice Walking (at will, allows dragon to walk on icy surfaces as easily as dry ground), Mature Adult: Gust of Wind (3/day), Very Old: Wall of Fog (3/day, may produce snow or hail rather than rain), Wyrms: Freezing Fog (3/day, causes obscured vision and a thin layer of ice to form on all surfaces in a 100-ft radius).*



Dryad/Nymph



Dryads are beautiful tree spirits found in many of the oldest forests of the World of Greymoor. They possess very exquisite features similar to those of an elf maiden; however, their hair and skin changes with the seasons as a form of natural camouflage. In the spring and summer, they possess lightly tanned skin and green hair to better blend with the surrounding foliage. The come fall, the hair slowly changes to gold or red to match the autumn leaves. As winter sets in, their hair and skin slowly turn the palest of white.

Dryads are shy and highly elusive, typically only being found when they wish to be, or when surprised. They always inhabit regions with very old oak trees, one of which will be 'their' tree, the one in which they inhabit, of which they are a part. This tree is usually very large and very old. Dryads may, however, merge with any tree, and will silently move from tree to tree when observing intruders. When in danger, they will return to their own tree, after leading the threat further away by moving from tree to tree, and then using Dimension

door to jump 'home'. However, they are confined to an area no further than 400 metres from this tree (1320 feet/1/4 mile). If a dryad is somehow forced beyond this area, she will slowly weaken, losing 1 point from STR, POW, and CON every hour. When the first characteristic reaches 0, typically STR, the dryad collapses. When the second reaches 0, typically CON, she loses consciousness. Finally, when the third characteristic, POW, is brought to 0, she dies. If returned to her tree before death claims her, she regenerates 1 point in each characteristic per minute. The dryad's tree, while large and old, does not radiate magic, and other than size, is not distinguishable from other large oaks in the area. If this tree were to be found by unscrupulous individuals, they could hold much control over the dryad, for any damage done to the tree is also suffered by her, typically being applied to the chest. She would, however, defend her tree with frenzied vigour.

Dryads typically attack only to defend themselves, their trees, or their forest. When they do, it is generally in the form of their innate Charm Being spell-like ability. She will generally attempt to charm the person that appears to be the best choice to defend her against the others, but will not bother to charm elves if better options are present, due to their higher natural resistance. While dryads are typically never armed, many do carry a small knife as a tool; however, they typically will not use it even to defend themselves except in the utmost danger. Dryads have been known to abduct males that offer her harm or, sometimes, those she finds alluring (typically males with a CHA of 16+). Half of these individuals are never seen again, while the rest are returned after a period of 1d4 years. If carefully approached by a party made up of mostly good individuals with no evil members, dryads have been known to offer assistance, protection, and aid, especially if her forest is in danger. They use Speak with Plants to learn more about any parties operating within their area.

Nymph

A nymph is similar to a dryad in most respects, occupying the same as well as more varied terrain. In addition to woodland glades, nymphs may be found in ocean grottos, crystal clear lakes and streams, and caverns of crystal. Like dryads, they prefer seclusion and isolation, and when intruded upon, are quick to retreat. They possess the ability to Dimension Door (1/day) as do their cousins; however, they are not limited as to where they can jump to, but using it multiple times can be draining. They are Rank 2 druids with regards to spell casting.

Nymphs are more beautiful than dryads, supernaturally so; merely gazing upon the face of a nymph causes permanent blindness to anyone who fails an Opposed Resistance roll comparing the onlooker's Willpower to that of the nymph's Supernatural Beauty (POW+CHA+40). If an onlooker gazes upon a nymph that has disrobed or is otherwise nude, the onlooker will die if failing an opposed roll of Willpower versus the Supernatural Beauty of the nymph. A nymph



that is approached without first being glimpsed, by calling out or otherwise giving prior notice, reacts in a friendly manner 10% of the time assuming the individuals do not appear threatening. Likewise, a nymph that spots a human male with an 18 CHA is likely to react in a favourable manner towards him under the same circumstances. In either of these cases, the nymph will take action to hide her appearance.

To create a nymph, start with the dryad noted opposite and make the following changes: *INT* 2d6+9 (16), *POW* 1d6+14 (18), and *CHA* 2d6+14 (21). *Magic Points*: 18, *Average Lair*: 1-4, *Treasure Type*: C, (Cx10, F), *Passions*: Neutral (Respectful of Nature and Unbiased) 66%, and the Ability: *Cast Druid spells at Rank 2*. Some, those that occupy lakes, oceans, etc., possess the traits Amphibious and Swimmer. They possess the following skill changes: *Animal Training* 79%, *Athletics* 56%, *Brawn* 40%, *Endurance* 42%, *Evade* 74%, *Influence* 82%, *Insight* 74%, *Language (Nymph and Common)* 77%, *Locale* 72%, *Perception* 74%, *Stealth* 72%, *Swim* 60%, *Unarmed* 36%, *Willpower* 76%. They lose the spell-like abilities of *Charm Being* and *Speak with Plants*. All other characteristics and abilities are as per dryad.

Dwarf, Hill or Mountain

Dwarves are as detailed in Chapter 2.

Elf, High or Wood

Elves are as detailed in Chapter 2.

Dryad	Attributes
STR: 2d6+2 (9)	Action Points: 3 (5*)
CON: 3d6 (11)	Damage Modifier: -1d2
SIZ: 2d6+4 (11)	Magic Points: 16
DEX: 3d6+6 (17)	Movement: 6m (20')
INT: 2d6+8 (15)	Initiative: 16
POW: 1d6+12 (16)	Armour: None
CHA: 1d6+14 (18)	Average Lair: 1 or 2-4*
	Treasure Type: (Bx100, Cx10)
	Abilities: Magic Resistance 50%, Night Sight

*Dryads (and nymphs) gain 2 extra Action Points which may be used for the purpose of defence only. They may Evade without falling prone.

**Some ancient grottos are known to have lairs of dryads in close proximity, each with their own tree.

1d20	Location	AP/HP
1 - 3	Right Leg	0/5
4 - 6	Left Leg	0/5
7 - 9	Abdomen	0/6
10 - 12	Chest	0/7
13 - 15	Right Arm	0/4
16 - 18	Left Arm	0/4
19 - 20	Head	0/5

Skills

Animal Training 74%, Athletics 56%, Brawn 40%, Endurance 42%, Evade 74%***, Influence 76%, Insight 71%, Language (Dryad, Elven, Pixie, Sprite) 73%, Locale 70%, Perception 71%, Stealth 72%, Swim 60%, Unarmed 36%, Willpower 72%

Passions

Neutral (Respectful of Nature and Unbiased) 62%

Spell-Like Abilities

Charm Being 3/day, Dimension Door (at will, only to her tree), Speak with Plant (at will), Supernatural Beauty (nymph) 74% - see Nymph description.

Combat Style & Weapons

Unarmed 36%

Weapon	Size/Force	Reach	Damage	AP/HP
Fist	S	T	1d3-1d2	As for Arm

Elf, Dark (Drau)

Dark elves are mean, sadistic, subterranean decedents of surface elves, and they now lair in the vast depths of The Underdeep. Known as the Drau in their tongue, they are extremely resentful of all other elves and fairies that long ago drove them underground after a failed civil war. There they plot the downfall of those of the world above. They are so reclusive that in many parts of the World of Greymoor, their existence has been all but forgotten, reduced to that of myth.

Dark elves possess black skin and pale hair, which differs between the male and female of the species. Males tend to have skin of the flattest of black and chalk-white hair, while females have a very glossy black skin and hair the silkiest of silver. Their eyes, which are very large and all pupil, also differs according to sex, with the males possessing eyes of orange to orange-yellow, and females commonly have eyes of amber; however, a few possess eyes of violet as well.

Typically, dark elves dress in black, functional clothing and favour light armours and soft boots to move about the underworld in silence. They construct twisted cities entirely out of the surrounding strata of the world below. Dark elves speak a language known as *Underdeep*, the Common tongue of many intelligent subterranean species. In addition to this spoken tongue, they have also developed a form of communication consisting of sign language and body gestures, and with it, are able to convey the full range of communication found in the spoken tongues of the other races.

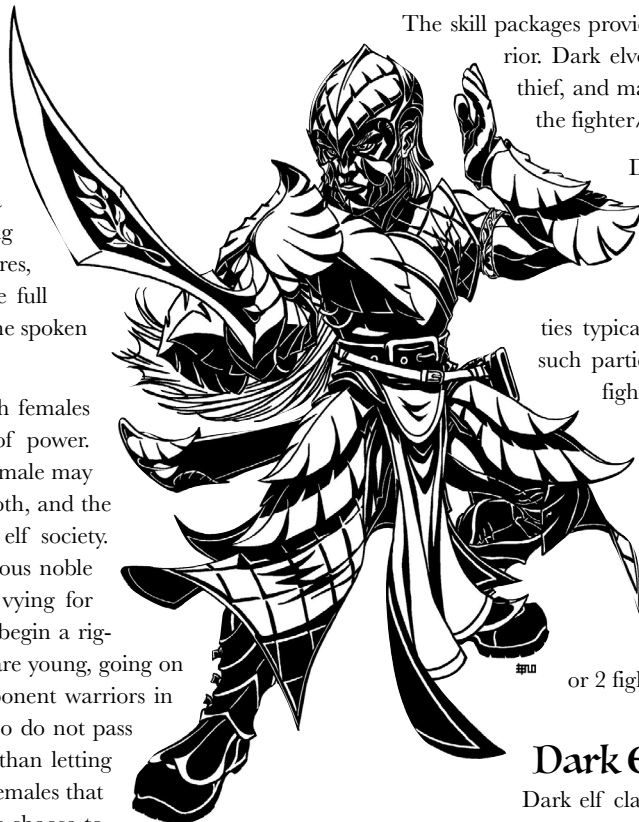
Dark elf society is matriarchal, with females being the ones to hold positions of power. This is due to the fact that only a female may be a cleric of the dark demoness Loth, and the church is the ruling body of dark elf society. This society is composed of numerous noble families and merchant houses, all vying for the right of leadership. The males begin a rigorous training program when they are young, going on to become some of the most component warriors in all The Underdeep, while those who do not pass its gruelling trials are killed rather than letting them weaken the Drau bloodline. Females that do not become clerics of Loth may choose to form their own fighter societies separate from that of the males. Those that do are put through a training program every bit as gruelling as that of their male counterparts.

Dark elves enslave the weaker races of The Underdeep, and often take troglodytes, bugbears, and even ogres as servants, using giant lizards as beasts of burden and domesticating subterranean predators like displacement cats to serve as guards and 'pets'. They ally themselves with other evil denizens like mind slayers, and even the feared eye terrors. However, they are engaged in constant war with those they cannot simply subjugate, like any dwarves or deep gnomes who are unfortunate enough to expand their domains too closely to Drau territory.

Dark elves are best used as NPCs and as such will typically be members of a career instead of a class. However, heroes and leaders may be of any of the classes that surface elves may choose. The only

exception to this is that only females may choose to be clerics (except under the most unusual of circumstances) and then only to Loth, the demon queen of the Drau. Male clerics of Loth, while very rare, do exist, but they are restricted to Rank 3.

The following write-up details both a male and female dark elf warrior. While dark elves do not typically ride horses, many do ride giant lizards and thus possess the Ride skill as noted. They are typically armed with two or three of the common weapons noted below. In addition, a dark elf warrior possesses a spider-silk cloak and boots as detailed under dark elf equipment.



The skill packages provided represent a typical dark elf warrior. Dark elves may also be of the fighter, cleric, thief, and magic-user class. If multi-classing, only the fighter/magic-user combination is common.

Dark elf patrols typically consist of 2d3 individuals, with one of the number being a Rank 1 fighter if all males, or a Rank 1 fighter or cleric if all females. Dark elf war parties typically number 1d6+6 individuals, with such parties generally being led by a Rank 2 fighter and a Rank 1 fighter/magic-user if composed of all males, or a Rank 2 fighter and a Rank 1 cleric if all females. Smaller groups of 3 dark elf males with a number of lesser subordinate races to serve as additional combat support are also commonly encountered. These would be led by a single Rank 1 or 2 fighter.

Dark Elf Classes

Dark elf classes function in all ways as per their write-ups in Chapter 3. Those being members of a character class receive the following skill changes to reflect their class prerequisites. Prerequisites not listed are already at the minimum requirement by default and need no more augmentation. Dark elf spell casters are limited to normal weapon and armour restrictions.

Rank 1 Fighter: Increase Brawn to 60% and Lore (Strategy and Tactics) to 68%. Change Combat Style: Drau Warrior to Combat Style: Fighter at 76%.

Rank 2 Fighter: Increase Brawn to 70%, Lore (Strategy and Tactics) to 78%, and Unarmed to 76%. Finally, change Combat Style: Drau Warrior to Combat Style: Fighter at 86%.

Rank 1 Cleric: Add Channel 55%, Influence 52%, and Piety (Loth) 54%. Change Combat Style: Drau Warrior to Combat Style: Cleric at the same skill level. Dark elf clerics of Loth have access to the spheres of all, animal, charm (minor), combat, creation (minor),

Dark Elf (Drau)	Attributes
STR: 2d6+3 (10)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: -1d2
SIZ: 1d6+6 (10)	Magic Points: 13
DEX: 2d6+9 (16)	Movement: 6m (20')
INT: 2d6+7 (14)	Initiative: 14*
POW: 2d6+6 (13)	Armour: Finely crafted, Drau black mesh chain armour, +1 non-magical, no ENC
CHA: 3d6 (11)	Average Lair: 100-1000
	Treasure Type: Nx5, Qx2 (D, E, N)

Abilities: Infravision 36 m (120'), Light Sensitive, Magic Resistance (50%**), Resistance to Sleep and Charm, Stealthy, Secret and Concealed Door Detection. See the elf write-up in Chapter 2 for further information

Dark elf SIȚ represents mass, not height. When creating an elf male, typically calculate weight based on the Medium frame and females on Lithe. Treat the Height as being two SIȚ points lower. Because female dark elves tend to be taller than their male counterparts, when choosing actual height, males should choose from the lower range, and females from the higher.

For instance, an average SIȚ 10 dark elf male would be 64-70 kg (136 to 150 lb), but his height would be 151 cm (4 ft 11 inches), while a SIȚ 10 dark elf female would be 51-55 kg (101 to 110 lb), with a height of 155 cm (5 ft 0 inches).

1d20	Location	AP/HP
1 – 3	Right Leg	6/5
4 – 6	Left Leg	6/5
7 – 9	Abdomen	6/6
10 – 12	Chest	6/7
13 – 15	Right Arm	6/4
16 – 18	Left Arm	6/4
19 – 20	Head	6/5

Skills

Athletics 66%, Brawn 40%, Conceal 59%, Craft (Alchemy) 60%, Customs 68%, Deceit 55%, Endurance 47%***, Evade 77%***, Insight 57%, Languages (Dark Elf, Elf, Gnome, and Underdeep) 65%, Locale 68%, Perception 67%, Ride 59%, Stealth 70%***, Unarmed 56%, Willpower 61%***

* -1 Initiative Penalty already applied

** Dark elves gain a further +5% Magic Resistance for each Rank beyond 1. In the case of a multi-classed dark elf, the bonus are based on the class with the greatest rank.

***This is the elves skill as modified for Drau items; Drau chain armour, spider silk cloak, and boots. See dark elf equipment below for complete information on these items.

Passions

Evil (Cruel and Hateful) 56%

Spell-Like Abilities

Faerie Lights, Faerie Fire, and Darkness. Dark elves of Rank 2 gain Levitate, Know Passions, and Detect Magic. Finally, dark elf clerics gain Detect Lie Clairvoyance, Suggestion, and Dispel Magic. Each of these spell-like abilities may be used once per day.

Combat Style & Weapons

Drau Warrior (Choose two or three from: Sword, Dagger, Mace, Crossbow, Shield) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Drau Longsword +1	M	L	1d8+1-1d2	7/17
Drau Dagger +1	S	S	1d4+2-1d2	7/13
Drau Mace +1	M	S	1d8+1-1d2	7/11
Drau Buckler Shield +1	L	S	1d3+1-1d2	7/14
Hand Crossbow	M	-	1d4	4/3
Javelins (3)	H	-	1d8+1-1d2	3/8

divination (minor), elemental, guardian, healing, necromantic, protection, summoning, and weather.

Rank 1 Magic-user: Add Arcane Casting 67% and Arcane Knowledge 68%. Change Combat Style: Drau Warrior to Combat Style: Magic-user at the same skill level.

Rank 1 Thief: Add Sleight 57%. Change Combat Style: Drau Warrior to Combat Style: Thief at the same skill level.

Rank 1 Fighter/Magic-User: Add Arcane Casting 57% and Arcane Knowledge 58%. Increase Brawn to 50% and Lore (Strategy and Tactics) to 58%. Change Combat Style: Drau Warrior to Combat Style: Fighter at the same skill level.

Dark Elf Equipment

Through some unknown means, dark elves are able to construct clothing, armour, and weapons of a non-magical nature with magic-like effects, and cloaks of pure spider silk, all without the actual use of enchantments. With the exceptions noted below, these items function in all ways as would their magical counterparts. In direct sunlight, these non-magical effects are lost within one or two weeks, followed by the decay and decomposition of the actual item a short while later. However, if protected from sunlight and/or returned to The Underdeep for even a short time every three or four weeks, dark elf items may last indefinitely. Magic items and artefacts of dark elf manufacture will last for a month or two in direct sunlight. Even the sleep poison used on their darts and javelins, which will remain potent for a year if kept in a sealed container, will lose its potency instantly in the light of the surface world, and remain effective no more than two months if exposed to air.

Drau Armour, Weapons, and Shields

Dark elves fight with weapons and armour of unknown non-magical alloy and manufacture. Being non-magical, these items do not radiate magic, and in the case of weapons, will have no effect on creatures only affected by magic. They are treated as +1 to +5 weapons and armour in all other respects.

Drau Hand Crossbow

The dark elf hand crossbow typically shoots a bolt envenomed with a special sleep poison. While these weapons do not do much physical damage when compared to other crossbows, they instead rely on the powerful poison to readily drop their victim. Dark elf hand crossbows are generally only of use against lightly armoured targets due to the small size of the bolt and the weak draw strength of the crossbow.

Sleep Poison

This toxin is used on crossbow bolts to assist in taking down adversaries.

Application: Injection

Potency: The Potency of the poison is equal to the Craft (Alchemy) skill of the manufacturer, 60 in the case of the dark elf detailed above.

Resistance: Endurance

Onset time: Instant

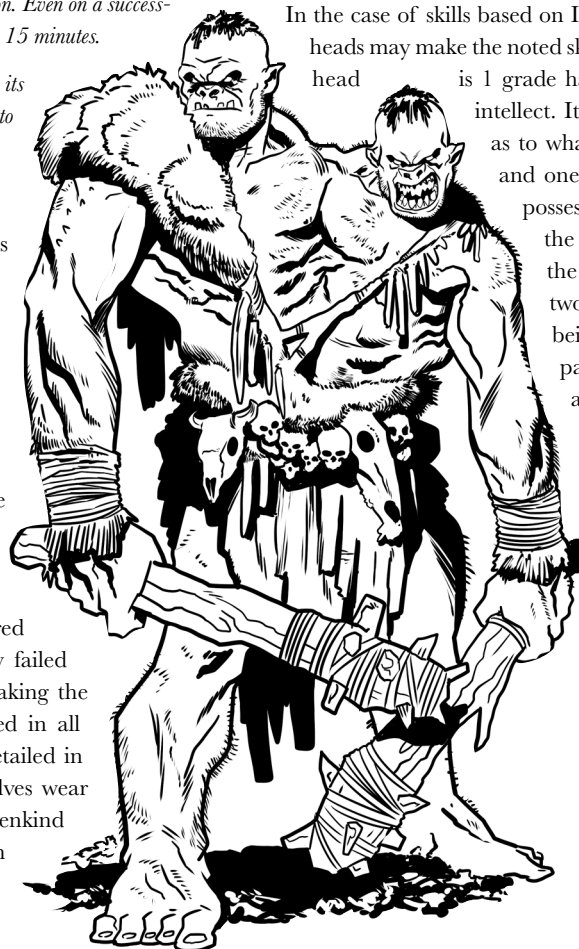
Duration: 2d4 hours

Conditions: If not resisted, the victim will feel groggy, suffering a penalty of one difficulty grade to all skill rolls for 1d3 Rounds, after which the victim will fall into a deep sleep for the remainder of the duration. Even on a successful roll, the victim will suffer grogginess for at least 15 minutes.

Antidote/Cure: None, the poison must run its course; however, dark elf sleep poison is subject to Slow Poison and Neutralise Poison.

Spider Silk Cloaks and Boots

All dark elves wear black cloaks and boots woven from spider silk and other unknown fibres and constructed into a material equivalent to a Cloak and Boots of Elvenkind. However, they differ in that they are fire resistant, offering 6 points of armour against all kinds of fire, both mundane and otherwise. This is in addition to them only granting the wearer an 80% chance of going unnoticed, and then only when underground or in shadow. The cloaks will only fit the SIZ of the dark elf they were made for, and while they may be altered by ± 1 SIZ with a Craft (Tailor) roll, any failed attempt causes the material to unravel making the cloak useless. A spider silk cloak is treated in all other ways as a Cloak of Elvenkind as detailed in Chapter 12. In addition to cloaks, dark elves wear spider silk boots equivalent to Boots of Elvenkind as detailed in Chapter 12, though manufactured from both spider silk and a



fibre of unknown origin. Like the cloaks, these boots will only fit a character with the same SIZ as the dark elf they were designed for; however, unlike the cloaks; they may not be altered.

Elf, Half

Half-elves are detailed in Chapter 2.

Ettin

Ettins are nocturnal two-headed giants standing around 4 metres (13 ft) tall and resembling hill giants in appearance. However, most scholars agree that they are in fact genetically related to orcs. Their right head is dominant and controls their right arm while their left controls the other. Because of this, their right arm and leg are visibly stronger than the left. Since each head operates its own limbs, they may fight with both arms in combat without penalty. They typically duel-wield large one-handed weapons. Ettins prefer to live in remote locales and lair underground in ruins, dungeons, and caverns. While most of the time they live solitary lives, small ettin tribes are known to exist; however, these tribes never number greater than four or five individuals. They are fond of cave bears and sometimes use one or two to guard their dank smelly lairs. While they have no use for treasure themselves, they have been known to use it to buy the services of orcs or goblins.

In the case of skills based on INT, POW, and CHA, either or both heads may make the noted skill rolls. Any skill roll made by the left head is 1 grade harder to represent that head's lower intellect. It is at the Games Master's discretion as to what happens when one head succeeds and one fails on a case-by-case basis. Ettins possess two different Damage Modifiers, the first represents the right arm and the second the left. They also possess two separate Initiatives, with the lower being used if the right head is incapacitated. While each head controls a separate leg, if one of the heads is rendered unconscious or 'killed', the other head can operate both legs at a 2 metre (5 foot) movement penalty and a 1 grade difficulty penalty to any skill roll requiring movement.

Ettins are related to giants, and additional information concerning them can be found on [page 225](#).

Ettin	Attributes
STR: 2d6+16 (23)	Action Points: 2
CON: 2d6+16 (23)	Damage Modifier: +1d10/+1d8
SIZ: 2d6+23 (30)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6m (20')
INT: 2d6+2 (9)	Initiative: 9**/7**
POW: 3d6 (11)	Armour: Fur and Tough Skin
CHA: 1d6+2 (6)	Average Lair: 1 or 2-5

Treasure Type: A, (M)

Abilities: Infravision 30 m (100 ft), Multi-Headed, Trample

1d20	Location	AP/HP
1 – 3	Right Leg	1/10
4 – 6	Left Leg	1/10
7 – 9	Abdomen	2/11
10 – 12	Chest	2/12
13 – 15	Right Arm	1/9
16 – 18	Left Arm	1/9
19	Right Head	1/10
20	Left Head	1/10

Skills

Athletics 54%, Brawn 83%, Endurance 76%, Evade 42%, Language (Ettin***) 45%, Locale 48%, Perception 50%, Unarmed 64%, Willpower 42%

Passions

Evil (Cannibalistic and Cruel) 52%

Combat Style & Weapons

Hill Giant Warrior (Giant-sized Club, Kick and Stomp) 63%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant Club (x2)****	L	M	1d12+1d10/+1d8*	4/8
Kick	L	M	1d8+1d10/+1d8*	As for Leg
Trample	L	M	2d10	As for Leg

*The Damage Modifier on the left represents that gained from the ettin's dominant arm, while the one on the right represents that of the weaker limb.

**-1 Initiative Penalty already applied

***Ettin is a blending of orcish, goblin, and giant; they have no true species language of their own. Any who speak one of the aforementioned languages can understand ettin with a successful Formidable skill roll.

****Many ettins use clubs with one or more spikes. If these are used, add the Combat Effect: Bleed.

Flocks, Hordes, Packs and Shoals

Whilst most small or passive animals are harmless to humans, collective groups of them can pose a significant threat due to their overwhelming numbers. Although not as noxious as a swarm of insects, a flock of birds, horde of small rodents, or shoal of piranha can pose as much, or more, danger. Dozens or hundreds of small creatures can overwhelm any normal defence, flowing, swimming, or oozing past weapons, and sometimes even penetrating armour and clothing. Unless there is some good reason, the collective can affect any and every Hit Location of a target who fails to Evade, Fly, or Swim clear (as applicable).

Melee weapons are useless against a flock, horde, pack, or shoal since each blow can only kill an insignificant proportion of the entire group. Each individual creature is considered so minor that it possesses no characteristics; however, the collective has a total number of Hit Points, which must be defeated to disperse it. Of course, the characters must use melee weapons that can be swung at the group as a whole. Thrusting attacks are generally useless, as are most missile weapons. Area effect attacks capable of damaging a volume rather than a single target are typically best. Crushing attacks and brute strength can also be effective.

Unlike insect swarms, these kinds of groups can inflict different types of injury rather than just poisonous stings. The size of the group determines the number of 'injuries' the mass delivers at the start of every Round. This damage is automatic and cannot be avoided if the group of creatures has engulfed the victim. Consult the chart below.

Group size	Injuries	Hit Points
Small	1d3	1d6+6
Medium	1d4	1d6+12
Large	1d6	1d6+18
Huge	1d8	1d6+24
Enormous	1d10	1d6+30

The best option when faced with a collective pack is to escape as quickly as possible: flee the area, leave the water, shelter within an enclosed area inaccessible to the creatures, etc. If the mass can move more quickly than the characters, such encounters can prove fatal. Even if the characters survive, their belongings and clothing may suffer irreparable damage.

Bats

Although bats can carry disease, they do not generally attack people directly. Instead they tend to cause surprise and significant distraction due to the battering of hundreds, even thousands, of thrumming wings passing by in panic. This can interfere with actions from

trying to cross over a narrow bridge to casting a spell as the bats bump those in their path or get caught in clothing and hair. The magnitude of the distraction each Round is calculated by imposing a number of difficulty grades equal to half the rolled injuries.

Crabs

Encountered on land as well as in the sea, a swarm of carnivorous crabs inflict harm by scuttling over a victim and viciously snipping exposed areas of flesh with their pincers. Each 'Injury' inflicts 1 point of damage to all parts of the body, thus a small swarm of crabs inflicts 1d3 damage to every location. Armour helps reduce this damage as per normal, but may, in time, damage the armour itself. Crab swarms move at 4 metres (15 ft).

Jellyfish

Jellyfish swarms are composed of highly dangerous venomous individuals. If the rolled number of injuries exceeds the victim's Armour Points, then the victim is stung with a lethal toxin. The potency of the dose depends on the number of stings (injuries) that penetrate, accumulating Round by Round. Jellyfish swarms simply drift with the current, attacking only if disturbed, unless controlled by magic. In such cases, the swarm swims at 1.5 metres (5 ft).

Jellyfish Shoal Venom

Some of the most venomous creatures known, shoals of tiny jellyfish protect themselves with a highly lethal toxin.

Application: *Contact*

Potency: *Number of accumulated stings x 5%*

Resistance: *Willpower vs. primary condition, Endurance vs. Secondary.*

Onset time: *Instantaneous*

Duration: *1d4+1 minutes*

Conditions: *Each time the victim is stung, the victim must make a Willpower resistance roll against the current potency of the poison to avoid suffering Agony. If, and only if, the victim succumbs, then an Endurance resistance roll must be made at the conclusion of its duration at whatever potency the accumulated venom might have reached. If that is failed, the victim suffers Death.*

Antidote/Cure: *The venom works too rapidly for most medicinal cures to take effect. Being removed from the water and treated with the Healing skill may offer some hope of survival, however.*

Leeches

Nasty and parasitic, leeches can be encountered in both wet, tropical vegetation and boggy waters. Countless numbers of them will attach to any living creature possessing blood that passes through their territory, stealthily wriggling under clothes with maddening ease.

Using their naturally anaesthetic saliva, leeches can feed without the host even noticing the infestation, although falling into a pit or pool full of the little horrors should be obvious. The consequence of leech shoals is somewhat different than other types, taking several hours to take effect. The swarm only rolls for the number of injuries once, armour having no effect. For each 2 points of injury, the victim suffers a persistent level of Fatigue from blood loss and secondary infection.

Piranhas

Able to strip a victim down to the bones in a matter of seconds, piranhas are one of the most frightening types of shoal a character can face. Each Round a shoal inflicts an equal amount of Hit Point damage as the number of rolled injuries, applied simultaneously to every location. Initial damage is always applied to worn armour first, reducing its Armour Points on a 1 for 1 basis until it is 'destroyed'; non-metal protection simply being consumed whereas metal armour has its leather straps eaten through until it drops off. In the case of chainmail, it is assumed that the armour simply slows the fish temporarily until they begin eating their way up the sleeves or skirts.

Rats

Everywhere verminous rats thrive, there are dark tales told of hungry rat packs that can consume men and strip livestock to the bone in minutes. Although somewhat exaggerated, rats can pose dangers if encountered in sufficient numbers. Even if beaten off, rat bites often carry virulent diseases, which can be just as deadly. When attacking as a swarm, if the rolled number of injuries exceeds the victim's Armour Points, then each successful injury inflicts 1 Hit Point of damage. In addition, the victim is exposed to a disease (see [page 86](#)), which is resolved after the combat is concluded. Rat packs scurry at a rate of 4 metres (15 ft).

Stampede

Although technically not composed of 'small' individuals, a stampeding herd of moderate or larger animals can pose a significant danger if they overrun a group of characters. The number of members in the herd is roughly equivalent to its Hit Points, the injuries inflicted being caused by being struck by horns, hoofs, or barging. Each 'injury' inflicts damage to a single location, against which armour protects. The amount of damage rolled is equal to the Damage Modifier of the herd creature. Stampedes move at five times the base movement of the comprising animals.

Frog, Giant

These giant freshwater amphibians resemble their smaller counterparts in all ways except size, reaching lengths of almost 2 metres (6 ft) in length and weighing up to 115 kg (250 lb.). Their long tongues and very wide mouths enable them to swallow creatures of up to half their SIZ whole, making them extremely dangerous. Their skin is typically patterned to help camouflage them in dense undergrowth or underwater when they rest. They prefer to strike from ambush and then hop away into thick vegetation or the centre of the nearest body of deep water. They spend much of their time in dense undergrowth or underwater, emerging to stalk slowly through the vegetation bordering the lake, swamp, or river where they live.

The first attack by a giant frog is always performed with the tongue, which shoots out to 3 metres (10 feet) from the frog's mouth. If the tongue hits, it inflicts no damage but instead Entangles the location struck or Pins the weapon if parried. On its following Turn, the frog then withdraws its tongue back into its mouth, which may be resisted in a Contest of Strength using Brawn (see MYTHRAS). Assuming the victim does not exceed half the frog's SIZ, it is engulfed in its mouth, automatically suffering Bite damage every Turn, whilst the creature makes good its escape. Otherwise, the frog will make normal biting attacks with its crushing jaws until enough bones have been broken that the victim may be more easily swallowed.

A chewed victim is only swallowed once it stops struggling, at which point they are then gulped down. If the victim is still alive, they are likely to asphyxiate unless they can cut themselves free. This requires a small easily accessible bladed weapon. Any damage may be applied to the creature's Hind or Forequarters and ignores armour. Doing damage equal or greater than half the SIZ of the victim creates a rip large enough to crawl through. The victim may receive help from allies; however, in this case, attacks obviously do not ignore armour and have a percentage chance to strike the victim equal to their SIZx2. It takes 10 minutes per point of SIZ to fully digest a victim. However, it is impossible to breathe while swallowed and most will succumb long beforehand help can arrive (See Asphyxiation, Drowning and Suffocation in MYTHRAS).

There are two common variants of the giant frog.

The first is the smaller killer variety, which reaches 1 metre (3 ft) in length. The killer frog doesn't use its tongue nor will it attempt to swallow prey whole, instead it relies on its razor sharp teeth and claws to rend opponents. To create this giant frog, make the following changes: STR 1d6 (4), SIZ 2d6 (7), and DEX to 2d6+12 (19). Killer frogs have only 1 point of armour and 2 fewer Hit Points in each location, and trade the ability Engulfing for Leaper. Skills are changed as follows: Athletics 63%, Brawn 31%, Evade 60%, and Swim 55%. Finally, the killer frog has the Combat Style Leap Attack (Claw, Bite) 53%. Claw has a size/Force of S, Reach of S, and does 1d3-1d4 damage. Bite has a size/Force of S, Reach of T, and does 1d4-1d4 damage.

The second is the poisonous giant frog. It is about the same size as the killer noted above, and has the same characteristics and attributes. Poisonous frogs possess the same bite and leaping ability, but not the killer frog's claws. However, their skin secretes a deadly contact poison; add the ability Venomous. This poison may be passed through skin contact as well as the creature's bite. Treat as Cobra Venom; however, Potency is only 55%.

Giant Frog	Attributes
STR: 3d6 (11)	Action Points: 2
CON: 3d6 (11)	Damage Modifier: +1d2
SIZ: 2d6+9 (16)	Magic Points: 7
DEX: 2d6+6 (13)	Movement: 4 m (15'), 8 m (25') Swim
INS: 2d6+4 (11)	Initiative: 12
POW: 2d6 (7)	Armour: Warty Skin
	Average Lair: 6-36
	Treasure Type: Nil
	Abilities: Amphibious, Engulfing, Night Sight

1d20	Location	AP/HP
1 - 2	Right Hind Leg	2/6
3 - 4	Left Hind Leg	2/6
5 - 7	Hindquarters	2/7
8 - 10	Forequarters	2/6
11 - 13	Right Front Leg	2/5
14 - 16	Left Front Leg	2/5
17 - 20	Head	2/6

Skills

Athletics 54%, Brawn 47%, Endurance 62%, Evade 46%, Perception 58%, Stealth 64%, Swim 62%, Willpower 44%

Combat Style & Weapons

Tongue of Doom (Bite, Tongue) 64%

Weapon	Size/Force	Reach	Damage	AP/HP
Crushing Bite	M	T	1d6+1d2	As for Head
Tongue	S	L	Entangle	As for Head

Gargoyle

Gargoyles are a malicious race of beings that delight in the torture and humiliation of their prey. This prey can consist of dungeon vermin like giant rats and bats up to and including bands of adventurers. Gargoyles have large bat-like wings and are capable if rather ungainly flyers. They possess a rough grey stone-like skin that allows them to easily blend with their surroundings, often taking on the form of the rather evil-looking statues typical of 'normal' gargoyles so common to architecture found throughout the World



of Greymoor. In combat, gargoyles attack in large numbers, rending flesh with their long hard talons. They will also either bite their opponents with sharp jagged teeth or use the long horns that spiral from their back of their head to rip deeply through their prey. If remaining completely motionless against a rocky background, a gargoyle's Stealth skill roll is 2 grades easier. However, many will just position themselves among other gargoyle-like statues in an attempt to be mistaken for harmless stone. They do not require sustenance, attacking and inflicting injury on victims just for the enjoyment and they can stand motionless indefinitely.

Gargoyle	Attributes
STR: 2d6+9 (16)	Action Points: 2
CON: 4d6 (14)	Damage Modifier: +1d2
SIZ: 2d6+9 (16)	Magic Points: 13
DEX: 3d6 (11)	Movement: 4 m (15'), 8 m (25') Fly
INT: 1d6+4 (8)	Initiative: 10
POW: 2d6+6 (13)	Armour: Tough, Abrasive Hide
CHA: 1d6 (4)	Average Lair: 4-16
	Treasure Type: Bx10 (M)
	Abilities: Camouflaged, Diving Strike, Flying, Infravision, Formidable Natural Weapons

1d20	Location	AP/HP
1 - 3	Right Leg	8/6
4 - 6	Left Leg	8/6
7 - 9	Abdomen	8/7
10	Chest	8/8
11 - 12	Right Wing	8/6
13 - 14	Left Wing	8/6
15 - 16	Right Arm	8/5
17 - 18	Left Arm	8/5
19 - 20	Head	8/6

Skills

Athletics 67%, Brawn 72%, Endurance 68%, Evade 42%, Fly 57%, Language (Gargoyle) 52%, Perception 51%, Stealth 59%, Track 62%, Willpower 66%

Passions

Evil (Cruel and Hateful) 56%

Combat Style & Weapons

Death From Above (Bite, Claws, and Horns) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	M	T	1d6+1d4	As for Head
Claw	M	M	1d4+1d4	As for Arm
Horn	M	S	1d6+1d4	As for Head

Ghost

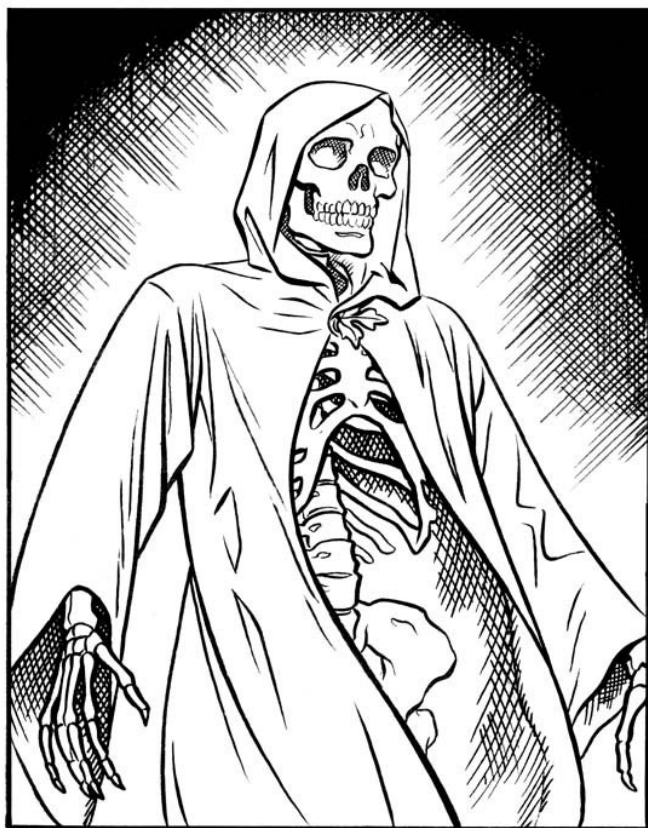
Ghosts are similar haunts as detailed in MYTHRAS; however, while a haunt could just as easily be the spirit of a just and caring person, ghosts are the spirits of evil beings that, as a 'reward' for heinous acts before their death, have been granted a second chance to further spread terror among the living. They are trapped partly between the Prime Material Plane and the Ethereal, and are typically unable to leave the immediate area of the location or item to which they are tied. The object they are linked to can be their unburied remains, their place of death, some object associated with them in life, or something else entirely. All ghosts possess a hatred of the living.

Like most spirits a ghost is usually invisible. However, it may spend 1 Magic Point to manifest visually for up to its POW in minutes. While visible, ghosts take the form of a shimmering, cloaked skeletal figure. Generally, ghosts must manifest in order to use any of their abilities. Even while visible, a ghost remains intangible to physical objects, able to pass through solid objects at will.

Permanently dealing with a ghost is not easy. If the thing to which it is bound can be found, destroying it may be enough to release the spirit, but due to its nature, the ghost may fight against such actions. If the binding is a location or, more abstractly, an event, undoing the binding may require determining why the spirit became bound in the first place and trying to resolve the issue. If the binding is the spirit's remains, conducting the ceremonies appropriate to the ghost's own culture and traditions may very well break the bonds, releasing the ghost to its final destination.

Ghosts cannot regenerate Magic Points normally – but they are able to drain vitality from the natural world around them, a process that creates an unsettling area shunned by animals and where the plants are stunted and withered. A ghost can tap the Magic Points of any animal or plant that has lower POW than the ghost's Intensity.

When creating a ghost, its characteristics can be generated randomly or directly taken from the dead person in question.



They are invisible in their natural state; however, when they decide to be seen, or when attacking they take the form of a shimmering, cloaked skeletal figure.

A ghost possesses a number of abilities, each of which is detailed below:

- ⇒ **Telekinesis:** The ghost has a STR equal to its Intensity, which it can use to move items around. This costs 1 Magic Point and lasts for its POW in minutes.
- ⇒ **Terror:** The ghost can magically induce feelings of despair, dread, and terror to anyone within its aura, which extends up to its POW in metres (POWx3 ft). The Magnitude of the effect is equal to twice the ghost's Intensity. Anyone unable to block the magic must succeed in an opposed test of Willpower skills, or else age 10 years and flee the locale in abject terror for 2d6 Rounds. The wave of terror costs the ghost 1 Magic Point and can only be done once per Scene, typically when first encountered.
- ⇒ **Possession:** If a victim of Spirit Combat is reduced to 0 Magic Points, that person will become possessed, with the ghost gaining the use of any physical skills and abilities possessed; however, no mental abilities such as knowledge skills or spell casting capability is gained. This possession is permanent, until the ghost freely decides to leave the body, or the

victim is killed or rendered unconscious. However, a cleric may attempt Turn on a possessing ghost and, if successful, will drive the spirit from the body of its victim.

- ⇒ **Deathly Touch:** A ghost may become semi-material and physically attack a target using its Deathly Touch. During this time, the ghost may be harmed by silver weapons, taking half normal damage, or magic weapons, which have full effect. Spells, however, will only affect a ghost if cast while on its own plane of existence, the ethereal plane. A ghost that does not become semi-corporeal may only be physically engaged on the ethereal plane. A semi-corporeal ghost has a single hit location and possesses a number of Hit Points equal to its POW. Reducing its Hit Points to 0 severs its ties to the Prime Material Plane, typically allowing it to pass on to whatever afterlife awaits. While semi-corporeal, the ghost may attack in Spectral Combat, with the victim being allowed to Evade to avoid being hit. If equipped with a magic weapon or shield, the victim may choose to attempt to Parry as normal. A magic weapon will block the full effect of the attack with a successful Parry. Otherwise combat proceeds as normal save that cunning ghosts will sometimes attack through an ostensibly solid object to catch an opponent by surprise. A successful spectral attack while semi-corporeal physically ages the victim 1d4x10 years. In addition, if the victim fumbles the Resistance Roll, they must flee in terror as noted above. See Aging in Chapter 6 of this volume for the results of any negative effects incurred. Restoration magic may be used to restore 10 years of lost life per Intensity, while a Wish may return the victim to any age desired. However, those that die due to this Deathly Touch may not be brought back by anything short of a Wish, as the body has technically reached the end of its life span. Returning the victim to life AND restoring youth would require a minimum of two Wishes.

- ⇒ **Glamour:** The ghost can create both visual and audible illusions, which are experienced by all within a range. This glamour is a mental illusion that works in a similar way as the Arcane spells Audible Illusion and Lesser Illusion (see [pages 133](#) and [139](#), respectively). Each glamour costs 1 Magic Point to create. The ability is often used to replay the events that caused the ghost to be created.

Ghoul

While similar, the following CLASSIC FANTASY variant of the ghoul replaces that described in MYTHRAS.

Ghouls are undead creatures that feast on recently deceased corpses and carrion. They are only created from sapient races and no intelligent species is immune to the vile curse that creates a ghoul. Emaciated, blank-eyed, and equipped with sharp teeth and nails, ghouls are driven by an insatiable hunger for necrotic flesh that causes them to frequent burial sites, battlefields, and charnel pits where there is a ready source of decomposing meat.

Living flesh holds no attraction for them, but if food is scarce they are not against killing and eating living creatures for substance. They secrete venom from their teeth and claws that can paralyze most living things, the effects of which are detailed below.

Ghoul Venom

Claw and bite attacks that get through armour causing at least 1 point of damage inject a venom into the victim's bloodstream. This venom is a simple paralytic poison to render prey immobile whilst it is eaten alive.

Application: *Injection*

Potency: *58*

Resistance: *Endurance*

Onset time: *Immediate Paralysis in location struck. If the location struck is the head or chest, the victim suffers immediate total paralysis; otherwise, it takes 1d3 Rounds to spread through the circulatory system and cause total paralysis.*

Duration: *1d6+2 minutes*

Conditions: *If not resisted, the venom acts as a muscle relaxant, immobilising the area struck and soon spreading to the rest of the body. Somewhat cruelly, it does nothing to stop the sensation of pain.*

Antidote/Cure: *A prophylactic brewed from local herbs is known to tribal shamans, which makes the Endurance roll to resist the venom one step easier. If this is overcome, however, the victim must still wait out the entire duration to recover. Neutralise Poison spells or potions have their normal effect.*

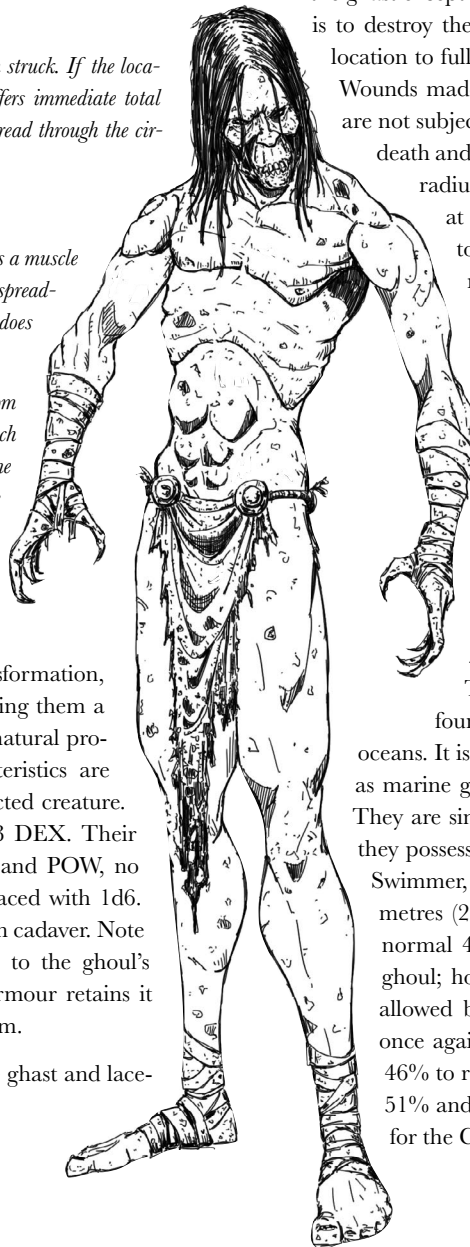
Ghouls, being undead, are extremely difficult to destroy. As part of their transformation, their skin desiccates and hardens, granting them a bonus of 1 Armour Point to whatever natural protection they once had. Ghoul characteristics are based upon those of the originally infected creature. They gain +3 STR, +3 CON, and +3 DEX. Their INT is reduced by 3, and both CHA and POW, no matter what they started with, are replaced with 1d6. The following ghoul is based on a human cadaver. Note that while armour is generally limited to the ghoul's hardened skin, any corpse buried in armour retains it when it rises from the grave in ghoul form.

Two variants of the common ghoul, the ghastr and lacedon, are as follows:

Ghastr

The ghastr very similar to the ghoul, a problem compounded by the fact that they are typically found mixed in with them. They are stronger than the common ghoul possessing a STR of 3d6+6 and have the same paralytic bite and claw attack noted above. However, this paralysis is so powerful as to even affect elves and half-elves, possessing a duration of 1d6+4 Rounds. There are a few other defining differences between ghastrs and ghouls, this being that the former possesses the abilities Regeneration and Vulnerable (Cold Iron). They regenerate 1 Hit Point of damage per Round to each injured body location from all but a dismembering strike, of which the limb will not grow back. Losing a limb has no adverse effect on the ghastr except the loss of its use. The only sure way to kill a ghastr is to destroy the creature's head or chest as bringing either body location to fully negative Hit Points ends its ability to regenerate.

Wounds made by weapons or tools manufactured of cold iron are not subject to regeneration. Lastly, ghastrs possess a stench of death and decay that accompanies them in a 3 metre (10 foot) radius. Those within range of the stench must succeed at a Willpower roll or be so overcome with nausea as to suffer a penalty of one difficulty grade to all skill rolls until they can leave the area. The ghastr possesses the following changes to the ghoul's skill list: Athletics 51%, Brawn 50%, Unarmed 71%, and Combat Style 71%. Finally, change the ghoul's Passions to 58% to reflect those of the ghastr; Intensity vs. Turning to 4; Average Lair to 1-6 (these replace an equal number of ghouls from an existing lair); and Treasure Type to (C, D, E, M). Because ghastrs and ghouls lair together, this Treasure Type replaces that of the ghouls.



Lacedon

The lacedon is essentially an aquatic ghoul often found around recent shipwrecks in lakes, rivers, and oceans. It is not unusual to find them occupying the same area as marine ghosts and they may also be found on ghost ships. They are similar to normal ghouls in many respects; however, they possess a POW of 2d6+1 (8) and the traits Aquatic, and Swimmer, a Swim skill of 68%, and a movement rate of 6 metres (20 ft) underwater. When on land, they possess the normal 4 m (15') movement rate of the CLASSIC FANTASY ghoul; however, if they stay out of water longer than that allowed by their Aquatic trait, they 'die' until submerged once again in water. Finally, change the ghoul's Passions to 46% to reflect those of the lacedon, and their Perception to 51% and Willpower to 56%. All other characteristics are as for the CLASSIC FANTASY ghoul.

Ghoul	Attributes
STR: 3d6+3 (14)	Action Points: 3
CON: 3d6+3 (14)	Damage Modifier: +1d2
SIZ: 2d6+6 (13)	Magic Points: 4
DEX: 3d6+3 (14)	Movement: 4 m (15')
INT: 2d6+3 (10)	Initiative: 14
POW: 1d6 (4)	Armour: Hardened Skin
CHA: 1d6 (4)	Average Lair: 4-24
	Treasure Type: (E, M)

Abilities: Death Sense, Immunity (Fear, Sleep, and Charm), Intensity 2, Undead, Venomous

1d20	Location	AP/HP
1 - 3	Right Leg	1/6
4 - 6	Left Leg	1/6
7 - 9	Abdomen	1/7
10 - 12	Chest	1/8
13 - 15	Right Arm	1/5
16 - 18	Left Arm	1/5
19 - 20	Head	1/6

Skills

Athletics 48%, Brawn 47%, Endurance 58%, Perception 47%, Unarmed 68%, Willpower 38%

Passions

Evil (Cannibalistic and Hateful) 38%

Combat Style & Weapons

Deathless Horror (Claws, Teeth) 68%

Weapon	Size/Force	Reach	Damage	AP/HP
Claws	S	T	1d4+1d2	As for Arm
Teeth	S	T	1d3+1d2	As for Head

Giants

Giants are a large and powerful race of humanoid beings found in small numbers throughout the World of Grey Moor. They are a tribal society and constantly war with their neighbours, be they human settlements, orcs, goblins, gnolls, or even other giants. There are several related species of giant, dependent upon their environment; hill, stone, frost, fire, cloud, and storm giants are the most common. Other lesser known giants are believed to exist in the deep seas and southern jungles.

The following special rules are used to further define the abilities of giants.

Rock Throwing

Giants are capable of hurling huge stones and boulders at their opponents and love fighting from rocky cliffs or outcroppings where they have an abundant supply of ammunition. For simplicity, stones and boulders are sized according to their size/Force; Small (SIZ 1, 1d3 damage), Medium (SIZ 4, 1d6 damage), Large (SIZ 8, 2d6 damage), Huge (SIZ 12, 3d6 damage), Enormous (SIZ 16, 4d6 damage), and Colossal (SIZ 20, 5d6 damage). If a stone or boulder must first be ripped from the ground, this takes 1 Combat Action for each of the above size categories before it can be thrown. Otherwise, it may be done in half the time. A stone or boulder is thrown using the Athletic skill to hit and can be thrown 1.5 metres (5 ft) for every point the giant's STR exceeds the stone's SIZ. For large boulders, those within 10 SIZ points of the giant's STR, a successful Brawn roll must be made to see if it can be grasped and held aloft to throw properly. On a failed roll, the giant drops the boulder, or fails to lift it at all, while a fumble results in the giant dropping it on its head, taking full damage (no damage bonus).

For example, Nosra the hill giant uses 2 Combat Actions to rip a Large SIZ 8 boulder from the ground. Nosra's STR is 28, which is a difference of 20. As Nosra can throw it 1.5 metres (5 ft) for every point of STR in excess, she can hurl it a full 30 metres (100 ft). If it hits, it does 2d6 + Nosra's damage bonus to the unlucky target. If Nosra was feeling particularly vicious, she could attempt to lift a Colossal SIZ 20 boulder with a successful Brawn roll, and if successful, could throw it up to 12 metres (40 ft) away for 5d6 + damage bonus.

Once per combat Round, a large rock or stone of $\frac{1}{2}$ the giant's SIZ or less that has been hurled can be caught with a successful Athletics roll as a free action, assuming the giant is not engaged and is aware of the attack. This includes stone-like projectiles such as those of a catapult.

Hit Locations

When battling giants, melee combat hit locations are rolled on 1d10 in the case of giants up to SIZ 35 and 1d6 when striking giants in excess of SIZ 35. This indicates the difficulty (or sheer impossibility) of reaching the upper areas of the body. Ranged weapon users roll 1d20 as normal.

Giants and Infravision

Giants, even those that prefer to lair underground, do not possess infravision. Instead, they rely on torches and other sources of fire to light their surroundings.

The Giant's Bag

Fire, frost, hill, and stone giants carry their equipment in large sacks while hunting or raiding. These sacks will typically contain 1d4+1 Large throwing stones, a small portion of their wealth, flint and tinder, and an additional 2d6 common items (iron cooking pot, shabby

wool cloak, a large haunch of meat, full water skin, etc.). With the exception of stone giants, these contents are smelly, old, worn, and filthy. This makes it very difficult to identify items of value.

Giant Descriptions

The different types of giant are described below. Statistic blocks begin on [page 228](#).

Cloud Giant

Cloud giants stand around 7.32 metres (24 ft) in height, and most lair atop the peaks of the tallest mountains in crude castles. They possess skin of bluish white to light blue, with silver-white or brass coloured hair. Cloud giants are lovers of beautiful music and most can play one or more instruments, favouring the harp over all others. More than half of all cloud giant lairs will keep from 1 to 4 lions as both pets and guards. A cloud giant's life expectancy is about 400 years of age. Ten percent of cloud giant clans possess the ability to levitate themselves and others. These rare few actually live on floating cloud islands with large expanses of solid material kept aloft through unknown magic. Some believe these islands are natural phenomena, while others believe they are created by the cloud giants themselves. These cloud giants differ from their more mundane counterparts only in that they have an average POW of 3d6+3; they are otherwise identical in all aspects.

Evil cloud giants are well known for keeping slaves, and there is a 50% chance of as many as three beings imprisoned at any given time.

Cloud Giant Spell Casters

There is a 15% chance that any cloud giant is also a spell caster. If so, roll d100: 01-50: magic-user of Rank 1, 51-70: magic-user of Rank 2, 71-90: cleric of Rank 1, and 91-00: cleric of Rank 2. Cloud giant spell casters are not limited by normal weapon and armour restrictions.

Rank 1 Magic-User: Add Arcane Casting 65%, Arcane Knowledge 65%, Insight 65%, and change Willpower to 62%.

Rank 2 Magic-User: Add Arcane Casting 80%, Arcane Knowledge 80%, Insight 80%, and change Perception to 80% and Willpower to 72%.

Rank 1 Cleric: Add Channel 65%, Influence 62%, Insight 65%, Piety (Specific Pantheon or Deity) 62%, and change Willpower to 62%

Rank 2 Cleric: Add Channel 80%, Influence 77%, Insight 80%, Piety (Specific Pantheon or Deity) 77%, and change Willpower to 72%

Cloud giant magic-users tend to concentrate on the schools of Alteration, Invocation/Evocation, Conjunction/Summoning, and Abjuration. Cloud giant clerics have access to the spheres of Animal, Charm, Combat, Creation, Guardian, Healing, Plant, Weather, and Sun.

Fire Giant

Fire giants stand an average of 5.5 metres (18 ft) in height, with skin the colour of coal, hair of red or orange, and red eyes. While huge, their physical build is very dwarf like compared to the other giant species. They prefer to lair in large castles or massive volcanic caverns, with a typical lair having a 25% chance of 1d4 hell hounds serving as both pets and watchdogs. These hell hounds will be even larger than normal (STR+3 and SIZ+6). A fire giant's life expectancy is upwards of 350 years, and while not known for their intelligence, they are very capable fighters.

They tend to wear scale, ring or chain armour, and plate helms. However, some of the more skilled warriors will wear dragon-hide armour, commonly that of the copper or bronze dragons. Fire giants prefer giant-sized 2-handed weapons in combat, favouring the great sword. Like most giants, they will usually open combat by throwing large stones and then charging into a group of opponents.

Fire giant shamans have access to the spheres of Elemental, Healing, Charm, Protection, Divination, and Combat. Fire giant witch doctors tend to concentrate on spells that can detect or smite invaders.

Frost Giant

Frost giants stand an average of 6.4 metres (21 ft) in height, and inhabit the bitter cold northern regions of the World of Greymoor. Their skin colour is bluish white or ivory, with hair of white or yellow. Even their eyes tend to be either very light blue or yellow in colour. They prefer large castles or massive frozen caverns to call home. Half of frost giant lairs will keep from 1d 6 winter wolves as both pets and guard dogs. A frost giant's life expectancy is about 250 years, and while not known for their intelligence, like the fire giant, they are very capable fighters.

They tend to dress for battle wearing scale, ring, or chain armour and plate helms adorned with horns. When not dressed for combat, they wear heavy furs and animal skins. Frost giants prefer giant-sized 2-handed weapons in combat, favouring the great axe. They like to strike from concealment, sometimes bursting up from the snow to catch opponents unaware. Like most giants, they will usually open by throwing large stones and then charging into a group of opponents.

Frost Giant Shamans

Frost giant shamans have access to the spheres of Healing, Charm, Protection, Divination, and Weather. Frost giant witch doctors tend to concentrate on spells that can confuse and bewilder invaders. This includes spells such as Detect Magic, Unseen Servant, Read Thoughts, Mirror Images, Invisibility, and Ventriloquism.

Hill Giant

Hill giants stand an average of 4.9 metres (16 ft) in height and are the smallest of the true giants. Skin colour runs from brown to lightly tan with their long scraggly hair being brown or black. They are very muscular and primitive in appearance, almost like giant cavemen. They are cunning and selfish, often raiding the borderland homesteads of the smaller human, demi-human, and humanoid beings, and while dim-witted they are very formidable fighters. Female hill giants possess the same build as their male counterparts and both sexes can reach up to 200 years in age. Hill giants layer animal hides and furs on their bodies for both protection from the elements and their enemies. Those of greater status will be adorned with more skins, signifying their greater competence as a warrior and hunter.

Typically, half the hill giants encountered in their lair will be male, one-quarter will be female, and one-quarter will be offspring. They can be found inhabiting just about any climate but prefer temperate regions of a mountainous and/or hilly nature, where they lair in caves or crude settlements. Sometimes, a hill giant possessing an average intellect will rise to power. In these rare instances, they have been known to rally local tribes under one banner, increasing the members of the lair and number encountered to as many as four times normal. In these situations, hill giants have been known to strike out against fortified human towns or even other giant tribes. Half of all hill giant lairs will possess 2d8 dire wolves (01-50%), 1d3 giant lizards (51-80%), or 2d4 ogres (81-00%) as guards.

Hill giant lairs do not typically possess magic items of an obvious nature. They are very suspicious of magic in all its forms and will have destroyed or discarded such items. They are known to sacrifice spell casters to appease the spirits.



Stone Giant

These lean, muscular giants stand around 5.5 metres (18 ft) in height with females typically being slightly shorter. Both sexes possess a smooth, hairless, dark grey skin and sunken eyes. They choose to wear furs and skins of earth tones instead of heavier armour, instead relying on their very dense flesh to turn away most weapon blows. They can reach ages of up to 800 years, living in family clans among caves, high up the side of rocky wind-swept mountains. Multiple clans will set up within a 1.5 km area (about 1 mile) of each other for mutual protection. These clans will sometimes hold rock throwing contests, a favourite pastime of stone giants, with the losing clan being the one whose members are struck the most. Their lairs have walls or tanned hides painted with scenes representing their clan history. In addition to painting, stone giants are fond of music and jewellery, and most possess a crude skill in crafting or performance.

They are fond of cave bears and 75% of stone giant lairs will have 1d4 on hand as guards and pets. Stone giants are typically friendly with human and demi-humans, frequently trading furs and skins with border settlements in exchange for livestock or even bolts of cloth.

When striking from ambush, stone giants will stand motionless, blending against a stone background, then move forward to strike opponents with their large clubs chiselled from stone or hurl boulders with great accuracy. Due to their dense grey skin and earth coloured garments, Perception rolls to spot a stone giant hiding in rocky terrain are 1 grade more difficult. Many will set rocks and boulders in such a way as to be able to trigger an avalanche upon intruders.

Storm Giant

Storm giants tower at an average of 8 metres (26 ft) in height, giving them the distinction of being the tallest of the giant species. They possess skin of pale green to violet. Hair and eye colour varies according to skin colour, with those of light green skin possessing dark green hair and emerald eyes, and those of violet skin possessing bluish black or deep

violet hair and purple or silvery grey eyes. Storm giants can live to 600 years of age.

The colour of the storm giant's skin has the further distinction of defining its choice of habitat, with green storm giants typically inhabiting marine environments such as deep lakes or oceans, while those of violet skin can typically be found inhabiting mountain peaks or atop floating cloud islands much like their cloud giant cousins. Regardless of the location, storm giants choose to live in large spacious castles. Roughly 30% of storm giant lairs will have one or more creatures acting as both pets and guards. These will vary by habitat, with those of a sea going nature having from 2d4 sea lions, and those living atop great mountain peaks or floating cloud islands, from 1d2 rocs (01-70%) or 1d4 griffons (71-00%).

The storm giant shares some abilities in common with the cloud giant, being able to levitate themselves and others. However unlike their relations, storm giants can breathe underwater and do not hurl rocks in combat, instead choosing to decimate their enemies with deadly bolts of lightning. Storm giants are of a friendly nature, typically being on good terms with both good cloud giants and silver dragons if of the land or air variety, or merfolk and bronze dragons if aquatic. They enjoy beautiful music, grand vistas, and good food and drink.

Storm Giant Spell Casters

There is a 20% chance that any storm giant is also a spell caster. If so, roll d100: 01-50: cleric of Rank 1, 51-70: cleric of Rank 2, 71-90: cleric/magic-user of Rank 1/1, 91-00: cleric/magic-user of Rank 2/2. Storm giant spell casters are not limited by normal weapon and armour restrictions.

Rank 1 Cleric: Add Channel 73%, Influence 62%, Insight 63%, and Piety (Specific Pantheon or Deity) 68%.

Rank 2 Cleric: Add Channel 88%, Influence 77%, Insight 78%, and Piety (Specific Pantheon or Deity) 83%.

Rank 1 Cleric/Magic-User: Add Arcane Casting 63%, Arcane Knowledge 62%, Channel 63%, Influence 52%, Insight 53%, and Piety (Specific Pantheon or Deity) 58%.

Rank 2 Cleric/Magic-User: Add Arcane Casting 83%, Arcane Knowledge 82%, Channel 83%, Influence 72%, Insight 73%, and Piety (Specific Pantheon or Deity) 78%.

Storm giant clerics have access to the spheres of Animal, Charm, Combat, Creation, Guardian, Healing, Plant, Weather, and Sun. Storm giant magic-users tend to concentrate on the schools of Alteration, Invocation/Evocation, Conjuration/Summoning, and Abjuration.

Cloud Giant

Cloud Giant	Attributes
STR: 2d6+34 (41)	Action Points: 3
CON: 2d6+33 (40)	Damage Modifier: +1d10+1d8
SIZ: 4d6+39 (53)	Magic Points: 14
DEX: 3d6 (11)	Movement: 8m (25')
INT: 2d6+7 (14)	Initiative: 13
POW: 3d6 (11)	Armour: Thick skin and muscle, cloud giants do not typically wear manufactured armour.
CHA: 3d6 (11)	Average Lair: 2-6*
	Treasure Type: (M, Cx5)**
	Abilities: Trample

1d20	Location	AP/HP
1 – 3	Right Leg	3/19
4 – 6	Left Leg	3/19
7 – 9	Abdomen	3/20
10 – 12	Chest	3/21
13 – 15	Right Arm	3/18
16 – 18	Left Arm	3/18
19 – 20	Head	3/19

Skills

Athletics 82%, Brawn 128%, Endurance 110%, Evade 42%, Language (Giant) 65%, Locale 68%, Musicianship (typically Harp) 62%, Perception 65%, Unarmed 82%, Willpower 52%

Passions

Either Good (Merciful) 52%, or Evil (Cruel, Hateful, and Enslaves Others) 52%***

Magic

15% of cloud giants are also spell casters. See page 226.

Combat Style & Weapons

Cloud Giant Warrior (Giant-sized Morningstar, Kick and Stomp) 92%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant-sized Morning Star	E	VL	2d8+1d10+1d8	4/80
Hurled Boulder	L to C	See Rock Throwing	Varies	-
Kick	C	VL	1d8+1d10+1d8	As for Leg
Trample	C+	T	2d10+2d8	As for Leg

*Typically half of a cloud giant clan will be young. Roll for each young: 01-25: child with no combat ability and physical characteristics equal to an ogre, 26-00: Juvenile with characteristics equal to that of a hill giant.

**Unlike most giants, cloud giants do not typically carry their treasure in their bags. Instead, they leave their vast wealth in their lairs, generally carrying nothing more than food, 10d10 GP, a musical instrument, and 2d6 throwing rocks.

***There is a 95% chance that all cloud giants in the same clan will possess the same Passion

Fire Giant

Fire Giant	Attributes
STR: 2d6+30 (37)	Action Points: 2
CON: 2d6+30 (37)	Damage Modifier: +2d8
SIZ: 4d6+30 (44)	Magic Points: 11
DEX: 3d6 (11)	Movement: 8m (25')
INT: 2d6+4 (11)	Initiative: 8*
POW: 3d6 (11)	Armour: Typically banded mail with a steel helm and tough skin.
CHA: 2d6+1 (8)	Average Lair: 9-20***
	Treasure Type: (M)
	Abilities: Resistance (Fire), Trample

1d20	Location	AP/HP
1 – 3	Right Leg	2/17
4 – 6	Left Leg	2/17
7 – 9	Abdomen	8/18
10 – 12	Chest	8/19
13 – 15	Right Arm	2/16
16 – 18	Left Arm	2/16
19 – 20	Head	10/17

Skills

Athletics 78%, Brawn 111%, Endurance 104%, Evade 42%, Language (Giant) 52%***, Locale 52%, Perception 52%***, Unarmed 78%, Willpower 42%***

Passions

Evil (Hateful and Cruel) 52%

Magic

None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids). See [page 226](#).

Combat Style & Weapons

Fire Giant Warrior (Giant-sized Great Sword, Kick and Stomp) 88%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant-sized Great Sword	C	U	4d8+2d8	6/96
Hurled Boulder	L to C	See Rock Throwing	Varies	-
Kick	E	L	1d8+2d8	As for Leg
Trample	C	T	4d8	As for Leg

*-4 Initiative Penalty already applied.

**Typically half of a fire giant clan will be young. Roll for each young: 01-25: child with no combat ability and physical characteristics equal to those of a bugbear, 26-00: Juvenile with characteristics equal to that of an ogre.

***Add an additional +10% in the case of a spell caster.

Frost Giant

Frost Giant	Attributes
STR: 2d6+24 (30)	Action Points: 2
CON: 2d6+21 (28)	Damage Modifier: +1d8+1d6
SIZ: 4d6+34 (48)	Magic Points: 11
DEX: 3d6 (11)	Movement: 8m (25')
INT: 2d6+4 (11)	Initiative: 9*
POW: 3d6 (11)	Armour: Typically scale, ring or chain armour with heavy fur boots, a metal helm, and tough skin.
CHA: 2d6+1 (8)	Average Lair: 9-18**
	Treasure Type: (M)
	Abilities: Resistance (Fire), Trample

1d20	Location	AP/HP
1 – 3	Right Leg	4/16
4 – 6	Left Leg	4/16
7 – 9	Abdomen	8/17
10 – 12	Chest	8/18
13 – 15	Right Arm	3/15
16 – 18	Left Arm	3/15
19 – 20	Head	11/16

Skills

Athletics 71%, Brawn 108%, Endurance 86%, Evade 42%, Language (Giant) 52%***, Locale 52%, Perception 52%***, Unarmed 71%, Willpower 42%***

Passions

Evil (Hateful and Cruel) 52%

Magic

None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids). See [page 226](#).

Combat Style & Weapons

Frost Giant Warrior (Giant-sized Great Axe, Kick and Stomp) 81%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant-sized Great Axe	C	U	4d6+2+1d8+1d6	4/80
Hurled Boulder	L to C	See Rock Throwing	Varies	-
Kick	E	L	1d8+1d8+1d6	As for Leg
Trample	C	T	2d8+2d6	As for Leg

*-3 Initiative Penalty already applied.

**Typically half of a frost giant clan will be young. Roll for each young: 01-25: child with no combat ability and physical characteristics equal to those of a bugbear, 26-00: Juvenile with characteristics equal to that of an ogre.

***Add an additional +10% in the case of a spell caster.

Hill Giant

Hill Giant	Attributes
STR: 2d6+18 (25)	Action Points: 2
CON: 2d6+18 (25)	Damage Modifier: +1d12
SIZ: 4d6+18 (32)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6m (20')
INT: 2d6+3 (10)	Initiative: 10*
POW: 3d6 (11)	Armour: Typically furs and tough skin
CHA: 2d6 (7)	Average Lair: 9-18**
	Treasure Type: (M***)
	Abilities: Trample

1d20	Location	AP/HP
1 – 3	Right Leg	2/12
4 – 6	Left Leg	2/12
7 – 9	Abdomen	3/13
10 – 12	Chest	3/14
13 – 15	Right Arm	2/11
16 – 18	Left Arm	2/11
19 – 20	Head	2/12

Skills
 Athletics 66%, Brawn 87%, Endurance 80%, Evade 42%, Language (Giant) 47%, Locale 50%, Perception 51%, Unarmed 66%, Willpower 42%

Passions
 Evil (Cruel) 52%, and Hate Magic and Spell Casters 57%

Magic
 None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids). See [page 227](#).

Combat Style & Weapons
 Hill Giant Warrior (Giant-sized Club, Kick and Stomp) 76%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant-sized Club	H	L	1d12+1d12	4/16
Hurled Boulder	L to E	See Rock Throwing	Varies	-
Kick	H	L	1d8+1d12	As for Leg
Trample	E	T	2d12	As for Leg

*-1 Initiative Penalty already applied.

**Typically a fire giant clan will be 50% male combatants. The remaining members will be made up of 25% females and 25% young. The females are non-combatants possessing characteristics as per their male counterparts with a -6 to STR and a -3 to SIZ. Roll for each young: 01-25: child with no combat ability and physical characteristics equal to those of a bugbear, 26-00: Juvenile with characteristics equal to that of an ogre.

***Disregard any rolled magic items of an obvious nature.

Stone Giant

Stone Giant	Attributes
STR: 2d6+24 (31)	Action Points: 2
CON: 2d6+23 (30)	Damage Modifier: +2d6
SIZ: 4d6+22 (36)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6m (20')
INT: 2d6+6 (13)	Initiative: 12
POW: 3d6 (11)	Armour: Tough skin
CHA: 3d6 (11)	Average Lair: 5-10*
	Treasure Type: (M)
	Abilities: Trample

1d20	Location	AP/HP
1 – 3	Right Leg	3/14
4 – 6	Left Leg	3/14
7 – 9	Abdomen	3/15
10 – 12	Chest	3/16
13 – 15	Right Arm	3/13
16 – 18	Left Arm	3/13
19 – 20	Head	3/14

Skills
 Athletics 82%, Brawn 97%, Endurance 90%, Evade 42%, Language (Giant) 64%, Locale 66%, Perception 54%, Unarmed 82%, Willpower 42%, and one of Art (Any) 52%, Craft (Any) 54%, Musicianship (Any) 52%, or Sing 52%

Passions
 Neutral (Independent and Unbiased) 52%

Magic
 None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids). See [page 227](#).

Combat Style & Weapons
 Stone Giant Warrior (Giant-sized Stone Club, Kick and Stomp) 92%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant-sized Stone Club	H	L	1d12+2+2d6	8/24
Hurled Boulder	L to C	See Rock Throwing	Varies	-
Kick	H	L	1d8+2d6	As for Leg
Trample	E	T	4d6	As for Leg

*Typically a stone giant clan will be 25% male combatants. The remaining members will be made up of 25% females and 50% young. The females are non-combatants possessing characteristics as per their male counterparts with a -6 to STR and a -3 to SIZ. Roll for each young: 01-25: child with no combat ability and physical characteristics equal to those of a bugbear, 26-00: Juvenile with characteristics equal to that of an ogre.

Storm Giant

Storm Giant	Attributes
STR: 2d6+37 (44)	Action Points: 3
CON: 2d6+43 (50)	Damage Modifier: +2d10
SIZ: 4d6+44 (58)	Magic Points: 7
DEX: 3d6 (11)	Movement: 8m (25') - walking and swimming
INT: 2d6+9 (16)	Initiative: 7*
POW: 3d6+6 (17)	Armour: Thick skin and muscle. If prepared for combat, storm giants will typically wear a steel breastplate, skirt, greaves, and helm.
CHA: 3d6 (11)	Average Lair: 1, or 2-4**
	Treasure Type: (M, Cx10, D)***
	Abilities: Amphibious, Immunity (Electricity), Swimmer, Trample

1d20	Location	AP/HP
1 - 3	Right Leg	12/22
4 - 6	Left Leg	12/22
7 - 9	Abdomen	12/23
10 - 12	Chest	12/24
13 - 15	Right Arm	4/21
16 - 18	Left Arm	4/21
19 - 20	Head	12/22

Skills
Athletics 85%, Brawn 132%, Endurance 130%, Evade 42%, Language (Giant) 67%, Locale 72%, Musicianship (typically Harp or Panpipe) 62%, Perception 73%, Swim 96%, Unarmed 85%, Willpower 74%

Passions
Good (Helpful and Merciful) 64%

Magic
20% of storm giants are also spell casters.

Spell-Like Abilities

All storm giants are born with the ability to breathe underwater. They can function equally well whether above or beneath the waves, even being able to cast spells as easily while submerged. Juveniles gain the spell-like ability: Control Weather, and Levitate their own weight and an additional 1,815 kg (4,000 pounds) (49 SIZ), each 2/day. Upon reaching adulthood, they gain Call Lightning, Lightning Bolt, Control Winds, and Weather Summoning, each 1/day.

*-7 Initiative Penalty already applied.

**Where more than a single storm occupies a lair, the second will be mated to the first, and the remaining will be offspring. Roll for each young: 01-25: child with no combat ability and physical characteristics equal to an ogre, 26-00: Juvenile with characteristics equal to that of a hill giant.

***Unlike most giants, storm giants do not typically carry their treasure in their bags. Instead, they leave their vast wealth back in their lairs. They generally carry pouches holding nothing more than tools, necessities, and a musical instrument.

Combat Style & Weapons

Storm Giant Warrior (Giant-sized Great Sword, Kick and Stomp) 95%

Weapon	Size/Force	Reach	Damage	AP/HP
Giant-sized Great Sword	C	U	4d8+2d10	6/192
Kick	C	VL	1d8+2d10	As for Leg
Trample	C	T	4d10	As for Leg

Gelatinous Mass

These large 3 metre (10 foot), nearly transparent scavengers slowly creep down dungeon hallways absorbing trash, waste, and carrion as they go, leaving a slimy trail of mucus behind. Unlike other members of the slime family, gelatinous masses cannot climb walls or travel across ceilings. As non-sapient monsters, they possess no reasoning skills, instead living only to eat. Gelatinous masses are known to scoop up anything in their path as they move throughout the dungeon; therefore, any treasure found will tend to be coins, an occasional metal weapon, potion, or other similar object, undigested within its substance. It is not uncommon for the gelatinous mass to take the form of a cube when occupying tight dungeon hallways. In this case, they have been known to retain the cube shape for up to 24 hours.

Gelatinous masses are difficult to see, requiring a Perception roll to notice a mobile specimen, while an idle mass is 1 grade of difficulty harder. They are immune to Paralysis, Electricity, Hold, Fear, Polymorph, and Sleep-based attacks. However, fire and blows from cutting and crushing weapons have their normal effects while piercing weapons do minimum damage. If a mass fails a Resistance Roll against a cold-based spell or attack, it is slowed 50% (1 Action Point every other Round) and inflicts only 1d2 points of digestive damage.



Due to its size, a mass should seldom require rolling randomly to determine the body location struck. The die range is included for the rare exceptions where a random determination may be necessary. The damage sustained affects it the same as if the Chest had been the injured location with regards to wound severity. Inflicting a Serious Wound or greater on any 'side' effectively kills the creature.

Paralytic Slime

The mass attacks by moving into its victim and touching it with its coating of anesthetising slime, which acts as a contact paralytic poison. Unless a target is somehow sealed from all outside environments, this highly viscous slime will seep through clothing and armour with ease, paralysing the victim.

Application: Contact

Potency: 80

Resistance: Endurance

Onset time: Instantaneous

Duration: 3d6 Rounds

Conditions: A victim that fails an Opposed Resistance Roll comparing their Endurance vs. the Potency of the slime is paralysed for 3d6 Rounds. At the beginning of the next Round, the cube may expend 1 Action Point to absorb its prey, pulling it within and secreting fluids to digest its victim. An ally can attempt to pull the victim free of the cube before this transpires with a successfully Opposed Braven roll. Once absorbed, further Action Points are not required to continue the digestive process. Armour will protect for a number of Rounds equal to its Armour Points, after which the fluids have seeped in and begin to digest the wearer. These digestive fluids are treated as strong acid, doing 1d4 points of damage every Round, though they have no effect on non-organic material. In addition, those caught in the mass suffer the effects detailed in Asphyxiation, Drowning, and Suffocation in MYTHRAS.

Antidote/Cure: None, short of pulling the victim free of the cube.

Gelatinous Mass	Attributes
STR: 2d6+20 (27)	Action Points: 1
CON: 2d6+15 (22)	Damage Modifier: None
SIZ: 4d6+30 (44)	Magic Points: 4
DEX: 1d3 (2)	Movement: 3m (10')
INS: 2d6+1 (8)	Initiative: 5
POW: 1d6 (4)	Armour: Tough Goop
	Average Lair: 1
	Treasure Type: See Opposite
	Abilities: Camouflaged, Death Sense, Immunity (See Description), Life Sense, and Venomous

1d20	Location	AP/HP
1-5	Back	2/17
6-9	Right Side	2/17
10-13	Left Side	2/17
14-17	Front	2/17
18-20	Top	2/17
-	Bottom	2/17

Skills
 Braven 81%, Endurance 74%, Willpower 34%

Combat Style & Weapons
 None.

Weapon	Size/Force	Reach	Damage	AP/HP
Digestive Fluids	-	-	1d4	-

Treasure Type: Roll 1d100	Treasure
01-70	None
71-90	Type A
91-95	Type D
96-98	Type F
99-00	Roll Twice

Gnoll

Gnolls resemble large humanoid hyenas with greenish-grey coats and a reddish-grey to dull yellow manes. They have a long sloped forehead and pointed ears and like to adorn their armour with shabby moth eaten fur capes and vests. They stand just over 2 metres (7 ft) tall. Gnolls have short lifespans of only around 35 years. Different tribes have been known to work together, occasionally befriending orcs, hobgoblins, bugbears, ogres, and trolls. However, they have a strong dislike for goblins, kobolds, humans, demi-humans, and giants.

Gnolls are typically led by the largest and strongest of the tribe. They dislike physical labour and typically use human and demi-human slaves to work their mines. On average, there will be one slave for every 10 gnolls found within a lair. Each gnoll tribe is led by a chieftain, while all local tribes are ruled over by a king with about twice the number of gnolls present in his lair. However, his actual power is not all that far reaching. Both males and females will fight equally in combat; however, females will typically be less well armed and armoured. Fully 66% of a gnoll lair will be made up of non-combatant pups. Gnolls may be found inhabiting just about all climates, with the exception of arctic and arid zones and are typically subterranean; they will sometimes take up residence in an abandoned building or even an abandoned town or village. One third of those choosing to lair underground will have from 1d3 trolls on hand as guards. However, those lairing above ground are 65% likely to have either 4d4 hyenas (01-80%), or 2d6 hyaenodons (81-00%) acting as both pets and guard dogs.

Gnoll	Attributes
STR: 2d6+8 (15)	Action Points: 2
CON: 2d6+6 (13)	Damage Modifier: +1d4
SIZ: 2d6+13 (20)	Magic Points: 11
DEX: 3d6 (11)	Movement: 4m (15')
INT: 2d6+3 (10)	Initiative: 9*
POW: 3d6 (11)	Armour: Typically banded on chest and abdomen over a thick natural hide
CHA: 2d6 (7)	Average Lair: 60-600
	Treasure Type: Bx5, C, (M, D)
	Abilities: Night Sight

1d20	Location	AP/HP
1 – 3	Right Leg	2/7
4 – 6	Left Leg	2/7
7 – 9	Abdomen	8/8
10 – 12	Chest	8/9
13 – 15	Right Arm	2/6
16 – 18	Left Arm	2/6
19 – 20	Head	2/7

Skills

Athletics 66%, Brawn 75%, Customs 40%, Deceit 47%, Endurance 66%, Evade 42%, Insight 41%, Languages (Gnoll; occasionally Flind, Orc, Troll, and Hobgoblin) 57%, Locale 60%, Perception 61%, Stealth 52%, Unarmed 56%, Willpower 52%

Passions

Neutral (Independent and Unbiased) 52%

Magic

None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids).

Combat Style & Weapons

Gnoll Warrior (Choose two or three from: Axe, Bow, Morningstar, Polearm, Sword, Shield) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Battleaxe	M	M	1d6+1+1d4	4/8
Great Axe	H	L	2d6+2+1d4	4/10
Great Sword	H	L	2d8+1d4	6/12
Halberd	L	VL	1d8+2+1d4	4/10
Long Bow	H	-	1d8+1d4	4/7
Morning Star	M	S	2d4+1d4	4/10
Northern Round Shield	L	S	1d4+1d4	4/12
Shortsword	M	S	1d6	6/8

Flind

The flind is a shorter and stronger relative of the gnoll. It possesses a less sloped forehead with rounded ears and is covered with reddish-brown fur. Flind lairs number about the same as that of gnolls; however, flind are revered by gnolls and are sometimes found as the leaders of gnoll lairs. To create a flind, make the following changes to the gnoll warrior: Change *STR* to 2d6+12 (19), *CON* to 2d6+8 (15), *SIZ* to 2d6+12 (19), and *INT* to 2d6+5 (12). Flind leaders have an above average *INT* and *CHA*. All other characteristics remain unchanged. They are faster than gnolls, with a Movement Rate of 6 metres (20 ft) and gain 1 point of natural armour in each location. Their skills become *Athletics* 70%, *Brawn* 78%, *Customs* 54%, *Deceit* 49%, *Endurance* 70%, *Insight* 43%, *Languages (Flind and Gnoll; occasionally Orc, Troll, and Hobgoblin)* 59%, *Locale* 64%, *Perception* 63%, and *Unarmed* 60%. All other skills remain unchanged. They have an Average Lair of 30-300 with the same ratio of combatants to non-combatants as gnolls. They have the Passion *Evil* (as per Gnoll), along with the *Combat Style (Flind Warrior)* at 70%. Their weapons of choice are clubs, which are wielded 75% of the time. However, the other 25% of the time a flind will be armed with a *flindbar*, a pair of iron bars linked together with a short length of chain. A flindbar is treated as a ball and chain with regards to damage, size, reach, etc.

Gnome, Rock

Rock Gnomes are detailed in Chapter 2.

Gnome, Deep

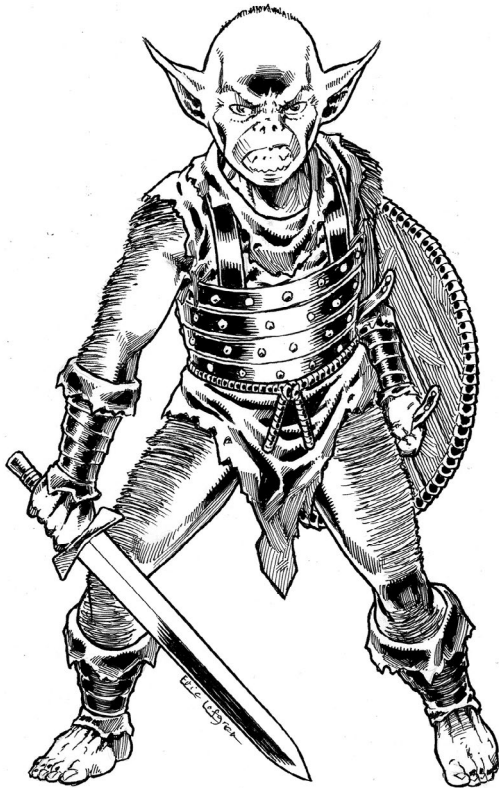
Deep gnomes are slightly shorter relatives of the rock gnome, which lives far below the earth, scouring the tunnels and caverns of the Underdeep in search of precious gemstones. Known as *Svirvfleriv* in their own tongue, rumours persist of vast deep gnome cities made up of buildings, tunnels, and caverns, and housing thousands of the diminutive beings in the lowest levels of the Underdeep. The exact locations of these cities are a closely guarded secret. Deep gnomes possess grey eyes and skin the colour of brown to grey-brown rock. Most are completely bald while deep gnome women tend to have long, stringy grey hair.

To create a deep gnome, make the following changes: Change *CON* to 2d6+8 (15), *SIZ* to 1d3+5 (7), and *INT* to 2d6+6 (13). All other characteristics remain unchanged. Their skills become *Brawn* 35%, *Customs* 56%, *Deceit* 52%, *Endurance* 60%, *Insight* 54%, *Locale* 66%, *Perception* 54%, and *Stealth* 56%. They possess the *Languages (Deep gnome, Elemental Earth, and Underdeep; occasionally Kuo-Taon and/or Dark Elf)* 64%. The deep gnome tongue has a similar dialect to normal gnomish; treat as Formidable when interacting with Gnomish speakers. *Elemental Earth* is the tongue of all creatures from the elemental plane of earth, and consists of various levels of vibration that can convey only the most basic of information. All other skills remain unchanged. Deep gnomes possess the Passion *Good (Helpful and Merciful)* 52%. Finally, they possess the following spell-like abilities: *Blindness*, *Blur*, and *Change Self*, each usable 1/day. They are treated as normal gnomes in all other respects.

Goblin

Goblins are small evil humanoids just over 1.2 metres (4+ ft), and may be distant relations to kobolds. They delight in causing pain and suffering on others, and prefer to lair underground in dark dismal caves and ruins. Goblins are nocturnal and have a hard time seeing in full daylight, generally only coming out during the day during periods of heavy cloud cover or if lairing in dark forests. Each goblin lair is typically lead by a chieftain, with all local lairs owing fealty to a goblin king.

Goblin skin colour ranges between yellow, orange, and deep red, and yellow or red eyes are the norm. They wear soiled garments of dull earth tones, and leather armour for protection. They have an average lifespan of about 50 years. Their language consists of harsh, high-pitched tones, and many goblins are literate, something rather uncommon with lesser humanoid races. More than half of all goblin lairs are protected by dire wolves, which they also use as mounts, and a small number of lairs are occupied by several bugbears. They often take slaves for food and manual labour. Torture is considered high entertainment, and goblins particularly hate both gnomes and dwarves, choosing to capture them over any other beings. A goblin lair typically has a number of slaves roughly a third the tribe's total size. These unfortunates are kept chained and shackled at all times until no longer serving a purpose, at which point they are tortured to death and/or eaten.



Goblin	Attributes
STR: 1d6+4 (8)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: -1d2
SIZ: 1d6+4 (8)	Magic Points: 11
DEX: 4d6 (14)	Movement: 4m (15')
INT: 2d6+5 (12)	Initiative: 11*
POW: 3d6 (11)	Armour: Studded leather on chest, abdomen, and head
CHA: 2d6 (7)	Average Lair: 120-1200**
	Treasure Type: B, (M)
	Abilities: Infravision, Light Sensitive

1d20	Location	AP/HP
1 – 3	Right Leg	0/4
4 – 6	Left Leg	0/4
7 – 9	Abdomen	3/5
10 – 12	Chest	3/6
13 – 15	Right Arm	0/3
16 – 18	Left Arm	0/3
19 – 20	Head	3/4

Skills
 Athletics 42%, Brawn 36%, Deceit 49%, Endurance 42%, Evade 58%, Languages (Goblin, Hobgoblin, Kobold, Orcish) 59%, Perception 63%, Ride 55%, Stealth 56%, Unarmed 42%, Willpower 42%

Passions
 Evil (Cannibalistic, Cruel, and Slaver) 52%, Hate Gnomes and Dwarves 57%

Magic
 None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids).

Combat Style & Weapons
 Goblin Warrior (Choose two or three from: Bow, Shortsword, Shield, Spear, or Sling) 52%

Weapon	Size/Force	Reach	Damage	AP/HP
Short Bow	M	-	1d6-1d2	4/4
Short Spear	S	M	1d8+1-1d2	4/5
Shortsword	S	T	1d6-1d2	6/8
Sling	M	-	1d8-1d2	1/2
Target Shield	M	T	1d4-1d2	4/9

*-2 Initiative Penalty already applied
 ** One third of this number will be male warriors. Goblin females and young are typically non-combatants.

Goblin SIZ represents mass, not height. When creating a goblin, always calculate weight based on the Lithe or Medium frame. Treat the Height as being two SIZ points lower.

For instance, an average SIZ 8 goblin would be 36 to 40 kg (71 to 90 lb.) if lithe frame, or 50 to 56 kg (106 to 120 lb) if medium. Their height would be between 131 to 140 cm (4'4" to 4'7").

Gorgon, Lesser

The CLASSIC FANTASY gorgon differs from the write-up detailed in MYTHRAS in several ways, as noted below:

- ⇒ The lesser gorgon has the body of a very pale-skinned shapely woman, who from a distance, can quite easily be mistaken for a shapely human female. Up close, however, the face of a lesser gorgon is truly hideous, with hair of living, writhing snakes.
- ⇒ The gorgon as detailed in MYTHRAS is actually a greater gorgon in the realms of CLASSIC FANTASY. A greater gorgon is larger and possesses the half-snake, half-human form as detailed in those volumes.
- ⇒ Only the greater gorgon has the poison blood detailed in MYTHRAS.
- ⇒ Both the lesser and greater varieties of gorgon are Evil with a capital E.
- ⇒ All of the remaining information as it refers to the gorgon in MYTHRAS applies equally to the CLASSIC FANTASY lesser gorgon, including the information pertaining to Fighting a Gorgon.

The following stat-block details the CLASSIC FANTASY lesser gorgon. See the gorgon description and stat-block in MYTHRAS for the CLASSIC FANTASY greater gorgon.

Gorgon	Attributes
STR: 2d6+6 (13)	Action Points: 3
CON: 2d6+9 (16)	Damage Modifier: +1d2
SIZ: 2d6+6 (13)	Magic Points: 16
DEX: 3d6+6 (17)	Movement: 6m (20')
INT: 2d6+9 (16)	Initiative: 16
POW: 2d6+9 (16)	Armour: None
CHA: 3d6 (11)	Average Lair: 1
	Treasure Type: A, C x10, (E, I)
	Abilities: Gaze Attack, Immunity (Poisons), Terrifying, Venomous

1d20	Location	AP/HP
1 – 3	Right Leg	0/6
4 – 6	Left Leg	0/6
7 – 9	Abdomen	0/7
10 – 12	Chest	0/8
13 – 15	Right Arm	0/5
16 – 18	Left Arm	0/5
19 – 20	Head	0/8

Skills

Athletics 60%, Brawn 66%, Deceit 57%, Endurance 72%, Evade 74%, Insight 62%, Languages (Common and Gorgon) 67%, Perception 72%, Seduction 67%, Stealth 64%, Willpower 72%

Passions

Evil (Chaotic, Sadistic, and Spiteful,) 62%

Combat Style & Weapons

Gorgon Horror (Dagger, Snake Hair, Gaze, and Bow) 70%

Weapon	Size/Force	Reach	Damage	AP/HP
Dagger	S	S	1d4+1+1d2	6/8
Snake Hair	S	S	Poison	As for Head
Composite Bow	H	-	1d8+1d2	4/8
Gaze Attack			Opposed roll of Willpower vs Willpower. If the attacker loses, instant petrification (and death) results. See MYTHRAS or RQ6 for more details on battling gorgons.	

Hell Hound

These large fire-breathing canines originate from the Nine Hells but can now be found living on the Prime Material Plane due to numerous summonings by those with evil intent. Hell hounds are large canines with glowing red eyes, a reddish-brown to rusty red coat, and teeth and tongue as black as coal. They are very perceptive and silently hunt their prey until letting loose with a blast of burning hot breath when within range. This breath attack does 1d6 points of fire damage to a single target out to 9 metres (10 ft) away. This damage is applied to the nearest 1d4+1 hit locations and is capability of igniting flammable materials. See 'Fires' in Chapter 6 for additional information. Repeatedly using the breath weapon within a short period is exhausting. If breathing fire more than once an hour, the hell hound must make an Endurance roll with each roll after the first becoming 1 grade harder. Failing the Endurance roll gives the hound one level of Fatigue. When they choose to reserve their breath, they are more than capable of rending flesh with their large razor sharp teeth.

Hell hounds are sapient and possess a rudimentary language consisting of barks, whines, and yelps; this along with body language makes them very capable of communicating even complex information to the rest of the pack. When encountered in the wild, they will usually be found within 1d8x3 km (1d10+4 miles) of their den. When encountered in their den, there is only a 5% chance of there being pups present. While rare, hell hound puppies number about 1 to 4 and do not participate in combat. These puppies cannot typically be domesticated as anything other than vicious little killers as evil is in their nature. Hell hounds roam the Nine Hells in packs numbering as many as 20 individuals.

Hell Hound	Attributes
STR: 2d6+6 (13)	Action Points: 3
CON: 2d6+12 (19)	Damage Modifier: None
SIZ: 1d6+4 (8)	Magic Points: 14
DEX: 2d6+6 (13)	Movement: 8m (25')
INT: 2d6+1 (8)	Initiative: 13
POW: 2d6+6 (14)	Armour: Muscle and Fur
	Average Lair: 10-16
	Treasure Type: (M)

Abilities: Immunity (Fire), Night Sight, See Invisible

1d20	Location	AP/HP
1 - 2	Right Hind Leg	2/6
3 - 4	Left Hind Leg	2/6
5 - 7	Hindquarters	2/7
8 - 10	Forequarters	2/8
11 - 13	Right Front Leg	2/6
14 - 16	Left Front Leg	2/6
17 - 20	Head	2/6

Skills

Athletics 56%, Brawn 51%, Endurance 68%, Evade 56%, Language (Hell Hound) 55%, Locale 56%, Perception 82%, Stealth 61%, Survival 63%, Track 67%, Willpower 58%

Passions

Evil (Hateful) 58%

Spell Like Abilities

Breath Weapon

Combat Style & Weapons

Fire and Blood (Flame Breath and Jaws) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Flame Breath	Special	-	1d6	-
Jaws	S	T	1d6	As for Head

Hobgoblin

Hobgoblins are tribal humanoids with lairs often built upon the ruins of other races. These lairs are found in almost all climates, usually subterranean; however, about 1/5 will lair above ground. They do not suffer the same aversion to sunlight as their other goblinoid cousins, and with their infravision operate equally well in daylight or darkness. They are very territorial and will bully nearby orc and goblin tribes. In the case of other hobgoblins, anything from verbal confrontation to outright combat will ensue unless a strong leader is present to control them. Hobgoblin leaders will sometimes command orc or goblin troops in times of war to maintain order and

entice them into combat. Subterranean lairs will often have up to a dozen carnivorous apes as guards. They possess a highly militant society and excellent warriors.

Hobgoblins have thick hides covered in coarse hair that ranges from dark reddish-brown to black. Their faces are generally devoid of hair revealing red-orange skin. Their eyes are typically brown or yellow and males have blue-red noses. Hobgoblin teeth are dirty and yellow. They prefer clothing and armour of bright, bloody colours and black leather, and keep their weapons sharp and polished. Hobgoblins have a lifespan of about 60 years.

Koolinth

The koolinth is a sub-species of hobgoblin, which has evolved gills and webbed hands and feet, allowing them to live in shallow fresh or salt water and submerged caves. They are similar to normal hobgoblins in many respects; however, they are of lighter colouration and possess greenish skin. They speak only their own language, which is a variant of hobgoblin, and their Combat Style consists of spears, tridents, and pikes. They possess the traits Aquatic and Swimmer, a Swim skill of 66%, and a movement rate of 6metres (20 feet) underwater. They dislike most races they come across, including all aquatic humanoid and demi-human races, and they absolutely hate aquatic elves. Average Lair: Same, Treasure Type: Same.

Hobgoblin	Attributes
STR: 2d6+6 (13)	Action Points: 2
CON: 3d6+3 (14)	Damage Modifier: +1d2
SIZ: 1d6+13 (17)	Magic Points: 11
DEX: 3d6 (11)	Movement: 4m (15')
INT: 2d6+6 (13)	Initiative: 10*
POW: 3d6 (11)	Armour: Tough hide, plus studded leather on head, chest and abdomen, and leather on arms and legs
CHA: 2d6 (7)	Average Lair: 90-900**
	Treasure Type: B, Cx5, (M)
	Abilities: Infravision, Tunnel Sense

1d20	Location	AP/HP
1 - 3	Right Leg	3/7
4 - 6	Left Leg	3/7
7 - 9	Abdomen	4/8
10 - 12	Chest	4/9
13 - 15	Right Arm	3/6
16 - 18	Left Arm	3/6
19 - 20	Head	4/7

Skills

Athletics 64%, Brawn 70%, Deceit 50%, Endurance 68%, Evade 52%, Languages (Goblin, Hobgoblin, Orcish, the rudimentary tongue of the Carnivorous Ape, and one fifth speak Common) 60%, Perception 54%, Unarmed 64%, Willpower 52%, Hobgoblin leaders possess Lore (Strategy and Tactics) 56%

Passions

Evil (Cannibalistic, Cruel, and Slaver) 52%, Hate Elves 57%

Magic

None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids).

Combat Style & Weapons

Hobgoblin Warrior (Choose two or three from: Bow, Morningstar, Pole arm, Shield, Sword, Spear, Whip) 64%

Weapon	Size/Force	Reach	Damage	AP/HP
Halberd	L	VL	1d8+2	4/10
Longsword	M	L	1d8+1d2	6/12
Morning Star	M	S	2d4+1d2	4/10
Pike	L	VL	1d10+2	4/12
Shortspear	M	L	1d8+1	4/10
Target Shield	L	S	1d3+1+1d2	4/9
Whip	M	VL	1d3	2/8

*-2 Initiative Penalty already applied.

** One quarter of this number will be male warriors. Hobgoblin females and young are typically non-combatants.

Human

Humans are detailed starting on [page 17](#).

Hyena

This strong and stocky creature resembles a large canine with powerful jaws and broad head. Their bodies are massively muscled with long forelegs and shorter hind legs and a spotted reddish brown coat that is both short and rough. They possess rounded ears and a black tail. The male hyena weighs in excess of 60 kg (130 lb) and can reach 1.3 metres (over 4 ft) in length, while the female of the species are actually larger and more aggressive than the males, weighing in at more than 80 kg, (175 lb), and can reach lengths of 1.85 metres (6 ft). While extremely capable combatants, hyenas can be viscous or cowardly, depending on the situation.

Hyenas can go completely without water several days and patrol their territories in small packs. These territories typically consist of dry plains, grasslands, savannahs, woodlands, brush, mountains, and sub-deserts. They are generally nocturnal hunters and, while non-sapient, are smart enough to avoid large bands of humans and demi-humans, and have developed a healthy respect of ranged weapons. If stalking victims with missile weapons, they will use available cover to get close to their prey. It is not unusual for 'clans' of hyenas to fight each other over territorial disputes.

Hyenadont

This gigantic prehistoric version of the hyena may still be found roaming the World of Greymoor and shares traits in common with both the wolf and hyena. It possesses the same broad head and muscled body as its smaller cousin, but with longer, more powerful jaws set in a 1 metre (3 foot) long skull. They stand up to 2 metres (6 ft) at the shoulder, with a length of 3.5 to 5 metres (11.5 to 16.5 ft) and can weight more than 800 kg (1,760 lbs). To create a hyenadont, make the following changes to the male hyena: *STR becomes 2d6+25 (32)*, *CON 2d6+8 (15)*, *SIZ 2d6+32 (39)*, and *POW 2d6 (7)*. *Average Lair becomes 2-8*. All other characteristics remain unchanged. They have a *Damage Modifier of 1d8+1d6* and add 2 additional points of armour and 6 additional Hit Points in each location. The hyenadont's skills are changed to *Athletics 73%*, *Brawn 101%*, *Endurance 70%*, and *Track 67%*. All other skills remain unchanged. Finally, their *Combat Style becomes 83%*, with attacks having a size of *Huge*, *Reach of Medium*, and doing *1d10+1d8+1d6 points of damage!*

The following write-up details both a male and female hyena, with the characteristics of the larger female being noted in [brackets].

Hyena	Attributes
STR: 3d6+6 (17) [3d6+8 (19)]	Action Points: 2
CON: 2d6+6 (13)	Damage Modifier: +1d2 [+1d4]
SIZ: 1d6+6 (10) [1d6+9 (13)]	Magic Points: 4
DEX: 3d6 (11)	Movement: 8m (25')
INS: 2d6+5 (12)	Initiative: 12
POW: 1d6 (4)	Armour: Muscle and Fur
	Average Lair: 2-12
	Treasure Type: Nil
	Abilities: Night Sight

1d20	Location	AP/HP
1 - 2	Right Hind Leg	2/5 [2/6]
3 - 4	Left Hind Leg	2/5 [2/6]
5 - 7	Hindquarters	2/6 [2/7]
8 - 10	Forequarters	2/7 [2/8]
11 - 13	Right Front Leg	2/5 [2/6]
14 - 16	Left Front Leg	2/5 [2/6]
17 - 20	Head	2/5 [2/6]

Skills

Athletics 58% [60%], Brawn 57% [62%], Endurance 56%, Evade 52%, Perception 56%, Stealth 43%, Track 65%, Willpower 38%

Combat Style & Weapons

Mocking Bite (Jaws) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Jaws	S	T	1d4+1d2 [1d6+1d4]	As for Head

Kobold



Kobolds are small dog-like reptilian humanoids that stand only about 1 metre (3 ft) in height. They are covered with rusty scales from brown to black in colour, have reddish eyes that glint menacingly in the dark, two tiny tan horns protruding from their foreheads, rather large pointy ears, and a long thin rat-like tail. Kobolds smell of wet dog and prefer orange or red clothing, typically leather armour. Their speech is a high pitched barking or yelping. They choose dark, dank places to lair, leaning towards overgrown forests and subterranean ruins or caves and can live to 135 years of age.

Kobolds are a mean and sadistic race delighting in murder and torture. An attitude more than likely brought on by being at the absolute bottom of the humanoid food chain. They hate brownies, pixies, sprites, and gnomes, and dislike orcs, goblins, hobgoblins, well... pretty much everyone. They have fought many wars with both gnomes and goblins.

Kobold tactics in combat are simple: cunning traps, ambushes, and overwhelming numbers. They will never willingly engage opponents without at least 2-to-1 odds in their favour, and often attempt to capture opponents alive to serve their psychotic ends, be sold into slavery, or kept as food.

Kobold lairs have a chieftain and a champion serving as his personal bodyguard. More than half of all kobold lairs have several wild boars serving as guards, and many use giant bats as aerial mounts. They avoid areas of intense light.

Kobold	Attributes
STR: 1d3+3 (6)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: -1d4
SIZ: 1d3+2 (5)	Magic Points: 11
DEX: 2d6+6 (13)	Movement: 4m (15')
INT: 2d6+6 (13)	Initiative: 13*
POW: 3d6 (11)	Armour: Scaly hide plus leather on chest and abdomen
CHA: 1d6 (4)	Average Lair: 60-600**

Treasure Type: Ax2, (Y)
Abilities: Cold-blooded, Infravision, Light Sensitive

1d20	Location	AP/HP
1 - 3	Right Leg	1/4
4 - 6	Left Leg	1/4
7 - 9	Abdomen	3/5
10 - 12	Chest	3/6
13 - 15	Right Arm	1/3
16 - 18	Left Arm	1/3
19 - 20	Head	3/4

Skills
Athletics 40%, Brawn 31%, Deceit 57%, Endurance 42%, Evade 66%, Languages (Kobold, three quarters can speak Goblin and Orcish) 57%, Mechanisms 66%, Perception 64%, Stealth 66%, Unarmed 39%, Willpower 42%

Passions
Evil (Chaotic and Sadistic) 52%, Hates Everyone 62%

Magic
None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids).

Combat Style & Weapons
Kobold Warrior (Choose two or three from: Club, Javelin, Shield, Shortsword, Spear) 49%

Weapon	Size/Force	Reach	Damage	AP/HP
Club	M	S	1d6-1d4	4/4
Javelin	H	-	1d8+1-1d4	3/8
Short Spear	S	M	1d8+1-1d4	4/5
Shortsword	S	T	1d6-1d4	6/8
Target Shield	M	T	1d4-1d4	4/9

*-1 Initiative Penalty already applied
** Two thirds of this number will be male warriors. Kobold females and young are typically non-combatants. Kobold lairs will also possess 2d10x10 eggs at any one time.

Lich

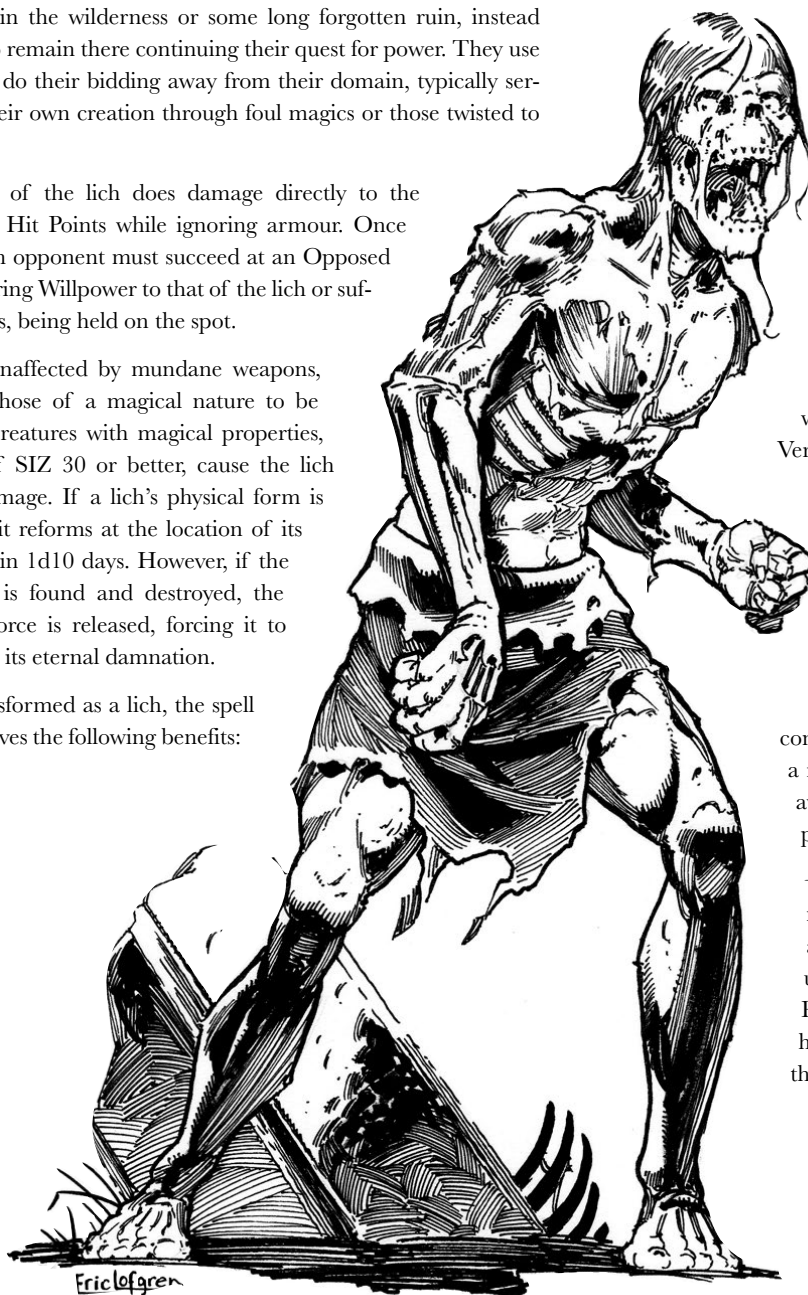
The lich is the most feared and powerful of undead, a high ranking magic-user who through sheer force of will and the use of powerful forgotten rituals crossed the line between life and death. Liches appear as gaunt skeletal figures with glowing blue points of light where their eyes should be, wearing the tattered remains of their former clothing. What skin they retain has mummified and toughened through the process, becoming as strong as banded armour, and their cold dead touch can paralyse the strongest of opponents. On top of this, the lich is only affected by magic weapons and spells, or the strikes of powerful creatures.

Liches rarely leave their lair, a location hidden in some out of the way place in the wilderness or some long forgotten ruin, instead choosing to remain there continuing their quest for power. They use servants to do their bidding away from their domain, typically servants of their own creation through foul magics or those twisted to their will.

The touch of the lich does damage directly to the opponent's Hit Points while ignoring armour. Once touched, an opponent must succeed at an Opposed roll comparing Willpower to that of the lich or suffer paralysis, being held on the spot.

A lich is unaffected by mundane weapons, requiring those of a magical nature to be harmed. Creatures with magical properties, or those of SIZ 30 or better, cause the lich normal damage. If a lich's physical form is destroyed, it reforms at the location of its phylactery in 1d10 days. However, if the phylactery is found and destroyed, the lich's life force is released, forcing it to move on to its eternal damnation.

When transformed as a lich, the spell caster receives the following benefits:



- ⇒ The lich gains the Dark Sight, Immunity (Charm, Sleep, Enfeeblement, Polymorph, Cold, Electricity, Insanity, and Death spells), Intensity 11+, Terrifying, and Undead abilities.
- ⇒ The lich is infused by supernatural strength, toughness, and speed. Multiply STR and DEX by 1.5, and CON by 2.
- ⇒ As only the most powerful and intelligent of liches have the skill and knowledge to learn and perform the required ritual, assume their INT and POW as 1d6+12 unless known otherwise.
- ⇒ The lich's skin mummifies and toughens through the transformation process, granting 6 points of protection to each hit location.

⇒ The lich's touch does damage directly to an opponent's Hit Points and ignores any worn mundane armour; magic armour offers protection equal to the magic bonus. Once touched, an opponent that suffers even 1 point of damage must succeed at an Opposed roll comparing Willpower to that of the lich or suffer paralysis, being held on the spot. Creatures of SIZ 21-40 may be held; however, the Willpower roll to resist becomes Easy as a result of their size, while those of SIZ 41+ find the resistance roll Very Easy.

- ⇒ The lich is immune to most non-magical attacks, its bones instantly re-knitting together. Magical creatures, as well as attacks by creatures of SIZ 30+, do damage as normal.
- ⇒ In the process of becoming a lich, it transfers its life force into a phylactery, a container such as a small box or bottle, or even a ring or amulet. This item is typically hidden away in a secret location, for to destroy this phylactery is to destroy the lich.
- ⇒ Finally, because all liches are actually magic-users, they possess the abilities granted a player character of that class, including the use of Luck Points. However, the bonus Luck Point granted for being human (assuming of human origin to begin with) would be lost as they can no longer be considered as such.

Lich	Attributes
STR: 3d6x1.5 (17)	Action Points: 3
CON: 3d6x2 (22)	Damage Modifier: +1d2
SIZ: 2d6+6 (13)	Magic Points: 16
DEX: 3d6x1.5 (17)	Movement: 4m (15')
INT: 1d6+12 (16)	Initiative: 17
POW: 1d6+12 (16)	Armour: Supernaturally strong bones and mummified flesh
CHA: 1d6 (4)	Average Lair: 1
	Treasure Type: (O)
	Abilities: Dark Sight, Immunity (Charm, Sleep, Enfeeblement, Polymorph, Cold, Electricity, Insanity, and Death spells), Intensity *, Luck Points, Terrifying, Undead

1d20	Location	AP/HP
1 – 3	Right Leg	6/7
4 – 6	Left Leg	6/7
7 – 9	Abdomen	6/8
10 – 12	Chest	6/9
13 – 15	Right Arm	6/6
16 – 18	Left Arm	6/6
19 – 20	Head	6/7

Skills
 Arcane Casting 112%, Arcane Knowledge 112%, Athletics 54%, Brawn 70%, Deceit 60%, Endurance 84%, Evade 64%, Insight 102%, Languages (Common, plus 3 to 5 others as desired) 60%, Perception 92%, Stealth 64%, Unarmed 54%, Willpower 112%

Passions
 Evil (Cruel and Hateful) 102%, and Thirst for Knowledge 102%

Magic
 This lich is qualified as a magic-user of Rank 4. Adjust the prerequisite skills up or down appropriately for a weaker or more powerful adversary. Liches will not typically be found below the Rank 3. See the Magic-User write-up in Chapter 3 for more information.

Combat Style & Weapons
 Touch of Death (Clawed Hand) 64%

Weapon	Size/Force	Reach	Damage	AP/HP
Clawed Hand	S	T	1d6+1d2 plus paralysis	As for Arm

* The liches Intensity vs. Turning is based on its spell casting Rank; Rank 3 liches possess an Intensity of 1d4+10, Rank 4 possess an Intensity of 1d4+15, and Rank 5 possess an Intensity of 1d4+19.

Lizardman/Troglodyte

Lizardmen and troglodytes are closely related species of bipedal sapient reptiles. Both species are primitive and shun clothing and armour, typically wearing little more than loin cloths and bone jewellery.

Lizardmen, contrary to the name, resemble humanoid alligators standing 1.8 to 2.10 metres (6 to 7 ft) tall and weighing 90 to 114 kg (200 to 250 lb.). They possess muscular bodies, clawed hands and feet, elongated snouts filled with snaggle teeth, and heavy tails 9.0 to 1.20 metres (3 to 4 ft) in length. Their scaled skin ranges from green, to grey, to brown. The physical differences between males and females are few, with outsiders only being able to tell them apart upon the closest of inspection. Lizardmen prefer to live in swamps and marshes and lair in caves, some found under water. These will typically have chambers that are air filled. They are a vicious and unpredictable species, preferring the taste of sapient flesh over that of other animals. Lizardmen wield stone weapons and tools. A small number of lizardman tribes will be more evolved than the others, living in crude huts and using more advanced weapons such as darts, javelins, and target shields as well as the listed stone weapons. Regardless of their technical prowess, however, lizardmen will capture and learn to use weapons and tools of the more evolved races if given the opportunity. Of course, these items typically end up in the hands of champions or leaders, which, due to their isolationist natures, are few in number.

Troglodytes on the other hand are similar to lizardman, but take their primary attributes from other smoother skinned reptiles, and thus, have a leaner build and smaller teeth. They stand an average of 1.8 metres (6 ft) in height, and weigh around 180 lb. Their tails are longer and more whip-like, being about as long as they are tall. Males are easily distinguished from females due to the crest-like fin running from the tops of their heads and down their necks. Their scales possess a natural earthy brown colouration. Troglodytes prefer a subterranean existence, only coming above ground to hunt or raid. They despise all surface dwellers, including lizardmen, but hate humans with a vengeance. They will often lair near human settlements to pick off stragglers and attack caravans for weapons, supplies, and food; this food typically being the inhabitants of said villages and caravans. They are slightly less intelligent than their lizardman brethren and half of those encountered will prefer combat with tooth and claw over that of weapons. Those that do arm themselves, however, and will typically use the same types of weapons as lizardmen, but due to their nature, are more likely to have captured weapons like swords, axes, and shields as well. Assume 5% will have a steel sword or axe, while 25% will have javelins. Each has a further 25% chance of a target shield.

Troglodytes have a couple abilities that further differentiate them from lizardmen as follows. First, they possess a chameleon-like ability to change their colouration to other natural pigments to more easily blend into their surroundings. This is detailed under the

Lizardman	Attributes
STR: 2d6+9 (16)	Action Points: 2
CON: 2d6+6 (13)	Damage Modifier: +1d4
SIZ: 2d6+9 (16)	Magic Points: 11
DEX: 2d6+6 (13)	Movement: 4 m (15'), 6 m (20') Swim
INT: 2d6+4 (11)	Initiative: 12
POW: 3d6 (11)	Armour: Tough Scales
CHA: 2d6 (7)	Average Lair: 15-150
	Treasure Type: (M)

Abilities: Cold Blooded, Hold Breath, Night Sight, Swimmer

1d20	Location	AP/HP
1 – 2	Tail	3/6
3 – 4	Right Hind Leg	3/6
5 – 6	Left Hind Leg	3/6
7 – 9	Hindquarters	3/7
10 – 13	Forequarters	3/8
14 – 15	Right Arm	3/5
16 – 17	Left Arm	3/5
18 – 20	Head	3/6

Skills

Athletics 59%, Brawn 72%, Craft (Any primitive) 54%, Customs 62%, Endurance 56%, Evade 44%, Languages (Lizardman - no written form) 58%, Locale 62%, Perception 52%, Swim 69%, Track 54%, Unarmed 69%, Willpower 52%

Passions

Evil (Cannibalistic) 52%

Magic

None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids)

Combat Style & Weapons

Lizardman Warrior (Stone Axe, Stone Shortspear) 69%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	M	M	1d6+1d4	As for Head
Claw	M	T	1d4+1d4	As for Arm
Tail	M	L	1d4+1d4	As for Tail
Stone Shortspear	M	L	1d8+1d4	4/5
Stone Axe	M	M	1d6+1d4	4/8

Camouflaged ability in MYTHRAS. Second, they secrete a noxious odour when agitated, such as in the midst of combat. While all other creatures find the smell repugnant, human and demi-human races suffer other detrimental effects beyond simply finding it offensive, as detailed below.

Troglodyte Secretion

This noxious odour is secreted whenever a troglodyte is agitated. Any humans and demi-humans within 3 metres (10 ft) of an agitated troglodyte must make an Endurance roll to resist the effects. Assuming one knows of this beforehand, attackers could declare that they are holding their breath. See Asphyxiation, Drowning, and Suffocation in MYTHRAS for further information.

Application: *Inhaled*

Potency: *65*

Resistance: *Endurance*

Onset time: *Instantaneous*

Duration: *10 minutes*

Conditions: *Failing the Resistance roll results in a penalty of one difficulty grade to all skill rolls while in the area of effect and for 10 minutes thereafter.*

Antidote/Cure: *There is no known countering agent for the effects of this noxious odour, short of vacating the area and waiting it out.*

Troglodytes have slightly different base characteristics. To create a troglodyte, reduce *STR* and *SIZ* to 2d6+8 (15), and *INT* to 2d6+3 (10), leave the other characteristics unchanged. Reduce *Damage Modifier* to +1d2, and increase *Movement* to 6 m (20 foot). Drop their *Swim Movement*. Change *No. App (In Lair)* to 1d6 (5d10+50), and *Treasure Type* to *O. Armour Points* become 1; all other attributes remain unchanged. Troglodytes possess the *Passions: Evil (Cruel and Cannibalistic) 52%, and Hate Humans 57%*. They lose the abilities *Hold Breath and Swimmer*, and gain *Camouflaged, Infravision 30 m (100 foot), and Venomous* (accounting for the noxious odour secreted in combat). Skills are modified as follows: *Athletics 68%, Brawn 60%, Craft (Any primitive) 53%, Customs 60%, Languages (Troglodyte*) 57%, Locale 60%, Perception 51%, Track 53%, Unarmed 68%. Drop Swim*. All other skills remain unchanged. Change *Combat Style* to *68%*.

Lurker

This large subterranean carnivore occupies dungeons and cavern networks, vaguely resembling a huge tailless grey manta ray with a 20 foot wingspan. It clings to ceilings upside down, where its natural camouflage makes it almost impossible to detect. If the roof is actively being searched, victims may spot a lurker with a Herculean Perception roll; otherwise, the lurker goes unnoticed until it decides to strike. Where sufficient ceiling space exists, up to 4 of these creatures may form a nest; though, a single lurker is far more common.

A lurker flies by propelling its gas-filled body with its huge wings. This gas is manufactured in its body and forced into internal sacks, creating natural buoyancy. A lurker may also slowly crawl along the ceiling at a slow pace to better position itself over a victim. A character searching a ceiling for a slowly moving lurker needs a Formidable Perception roll to spot it.

When the lurker is ready to attack, it quickly expels the gas from its body and drops onto its unsuspecting victim. Because of its massive size, all in a 3 metre (10 foot) radius are quickly enveloped by the lurker's great 'wings', which wrap tightly around those unfortunate enough to be trapped. The only defence against this attack is an Evade roll at Formidable difficulty. Those that make the roll have thrown themselves clear ending prone but able to act; all others are enveloped by the lurker's great bulk. No damage is inflicted but the attack automatically establishes a grapple. On the lurker's next Turn, it tightens its body, concentrating the majority of its strength on the victim's torso. This inflicts its Damage Modifier to the Chest of the victim. In the case of multiple victims, the damage roll is divided equally among them. Armour offers no protection against this constriction damage. While constricted, a victim is unable to fight back unless the weapon used is both short and in hand when the attack took place, and even then, the attack is at 1 grade of difficulty due to being restrained. Any damage to the lurker is applied its body. To escape from constriction requires an opposed test of Brawn skills. Only when the prey is dead or unconscious will the lurker stop to devour its victims. These victims are slowly digested over a period of months, allowing lurkers to survive for an extended period of time underground, feeding on passing adventurers or other dungeon denizens, and only rarely need to go aboveground to search for food.

Lurker	Attributes
STR: 2d6+14 (21)	Action Points: 2
CON: 2d6+12 (19)	Damage Modifier: +1d12
SIZ: 2d6+28 (35)	Magic Points: 11
DEX: 3d6 (11)	Movement: 1.5 m (5'), 4 m (15') Fly
INS: 2d6+2 (9)	Initiative: 10
POW: 3d6 (11)	Armour: Thick Abrasive Hide
	Average Lair: 1 or 2-4
	Treasure Type: (M, I)
	Abilities: Adhering, Camouflage, Grappler, Earth Sense, Flying

1d20	Location	AP/HP
1 - 5	Hindquarters	2/13
6 - 9	Right Wing	2/11
10 - 13	Left Wing	2/11
14 - 18	Forequarters	2/13
19 - 20	Head	2/11

Skills
Athletics 42%, Brawn 86%, Endurance 84%, Perception 60%, Willpower 42%

Combat Style & Weapons
Death Grip (Constriction) Automatic

Weapon	Size/Force	Reach	Damage	AP/HP
Constriction	-	-	1d12	As per Wing

Lycanthrope

A lycanthrope is a human infected with lycanthropy, a magical disease that causes them to assume animal form during the hours of darkness. While in the presence of a full moon, this transformation is typically mandatory. The rest of the month they may change at will, as long as it is after sunset. Other races are immune to the disease. There are several species of lycanthrope, with the werewolf being the more common. While under its effects, a lycanthrope retains human intelligence and may communicate with other lycanthropes using a specific lycanthropic language in addition to any normally known. Typically, lycanthropes will find their Passions slowly changing to reflect their new species. During the daylight hours, a lycanthrope will go about its business as a common human; however, as night falls, most will transform by choice. The process of transformation takes 1d3+1 Rounds. Clothing and worn equipment are destroyed or damaged during the transformation, and are therefore typically discarded and/or hidden in advance. After the initial transformation, the victim may change back and forth at will during the hours of darkness; however, each change after the first requires an Endurance roll to resist losing one level of Fatigue, with each additional roll becoming 1 grade harder.

During the full moon, the lycanthrope must assume animal form until morning. During this mandatory change, they become animalistic, with their INT becoming INS at the same level, and all skills requiring INT and/or CHA becoming temporarily lost until morning.

Most lycanthropes possess two wereforms in addition to that of a normal human. The first is a hybrid half-human/half-beast form, which uses the standard humanoid Hit Location Table. In this form, they walk on hind legs that are typically articulated as per the normal animal. Their arms, however, are human-normal, but possessing clawed hands that may be used to manipulate objects like doors and simple tools at 1 grade of difficulty. Only the wererat may manipulate tools and weapons without penalty. While in this hybrid state, a werebeast possesses a Movement Rate of 6 m (20 ft). All werebeasts, except the werebear, may assume a hybrid form. The other form is that of a normal member of the animal species the lycanthropy originates from. In this form, change the Hit Location Table as follows: chest to forequarters, abdomen to hindquarters, and arms to fore legs. Fore legs possess Hit Points equal to those of the hind legs. This wereform has a Movement Rate of 8 m (25 ft). All werebeasts, except the wererat, may assume the animal form.

When transformed, the werebeast may only be harmed by silver, +1 or better magic weapons, or damage spells. Other attacks will cause normal damage, but stop short of causing a Serious Wound, leaving the location with 1 Hit Point. Further attacks to the same location with a mundane weapon will have no effect. Each wounded location heals at a rate of 1 Hit Point per minute, 3 in the case of the werebear, which has the fastest regeneration of the werebeasts. Mundane arrows and bolts are pushed from the body after 1 minute as part

of the healing process. Attacks with silver, magic weapons, or spells must heal normally. One Round after being killed, a lycanthrope reverts to a human corpse.

All werebeasts are capable of breeding with humans, other members of their species, or the natural animal of their bloodline and produce offspring. Only 25% of unions with a non-werebeast will pass on the gene of lycanthropy. For example, a werewolf would be more than able to breed with a human, another werewolf, or a wolf and conceive young. However, only with another werewolf would the gene be automatically passed to the young.

The table overleaf details the five most common forms of lycanthropy. Others exist and the Games Master is free to create even more as desired. Unlike most other write-ups, some additional work is required on the part of the Games Master with regards to attributes, Hit Location Tables, etc.

Werebear

These are the most powerful of the werebeasts and have no hybrid form, and are huge creatures, originating from grizzly stock. In human form, werebears tend to be large and powerfully built with hairy bodies and prefer a solitary existence away from civilisation. When travelling alone, werebears will sometimes be accompanied by up to a half dozen

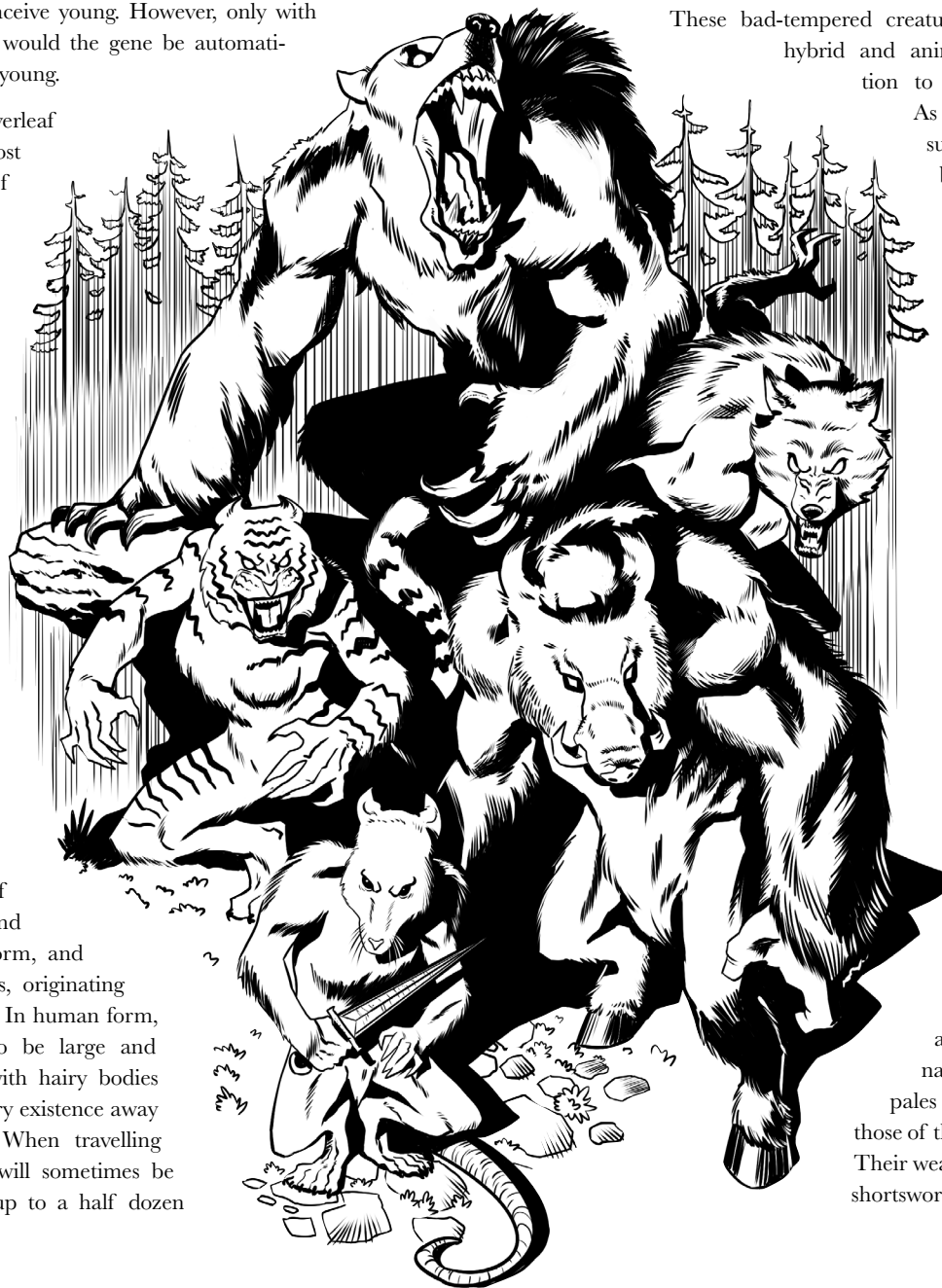
brown bears. When not so accompanied, and in a locale where bears would likely be encountered, they may summon 1d6 brown bears with a roar, which arrive in 2d6x10 minutes. The bears detailed in MYTHRAS are actually representative of the Kodiak, grizzly, and polar variety as noted in the description; brown bears, however, are smaller, with a STR and SIZ 6 points less than that listed.

Wereboar

These bad-tempered creatures possess both a hybrid and animal form in addition to their human one. As humans, they are subject to explosive bouts of anger and prefer large chopping or crushing weapons. They lair in wooded environments and seldom mix with normal boars.

Wererat

These evil and sneaky creatures can be found lair- ing in sewers and tunnels beneath cities and towns. They possess both the hybrid and animal forms in addition to that of a human. In both their human and hybrid forms, wererats prefer to use weapons as opposed to their natural attack, which pales in comparison to those of the larger werebeasts. Their weapon of choice is the shortsword, but they will use



other weapons if the opportunity presents itself. Wererats are known to use their human forms to trick other sapient creatures into trusting them and luring them into a place where they can be ambushed. Captured humans or demi-humans are sometimes ransomed back to their worried family members, others are eaten. When moving about in the darkness, wererats prefer their rat form, as it is quicker and less noticeable. In this form they resemble a giant rat 4 or 5 feet in length. Wererats have the ability to summon 2d6 giant rats that will remain under their control until released. These rats arrive after 1d3+1 Rounds assuming they are summoned in an appropriate location. As each wererat possesses this ability, a party entering a lair of these creatures can quickly find themselves overwhelmed by giant vermin. However, because the numbers of giant rats within range of the summons is finite, each additional summons by another wererat is at a cumulative -2. The first time a die roll results on 0 or fewer rats, there are no more giant rats within range to be summoned.

Weretiger

These werebeasts prefer wide-open plains where they can see prey from a great distance. They possess all three forms common to most werebeasts. Weretigers are typically female and they seldom intermingle with natural tigers. However, they are able to communicate with all cats, and this ability can be sensed by other felines. Therefore, a weretiger will be greeted in a friendly manner by a natural feline assuming a successful Influence roll. Even supernatural felines may be pacified with a Formidable Influence roll.

Werewolf

These evil werebeasts are the most common form of lycanthrope, and the origin of the term lycanthropy, for the term lycan means wolf. There are three distinct species of werewolf. The most common is able to transform from human to bipedal hybrid. These werewolves make up 50% of the population. The next most common member of the werewolf species, making up 30% of their population, is able to transform from human to a cross between hybrid and animal forms. They are able to move about on all four legs as a wolf, but can stand and move about on their hind legs when they desire. These werewolves possess human-like hands and may be noticed as a werebeast with a successful Perception roll even when on all fours. The final 20% of werewolf species are unable to stand on hind legs when transformed from human to animal form, and appear as normal wolves in all regards except for their larger size and glowing red eyes. Werewolves encountered together will always be of the same species. Like their mundane cousins, werewolves are pack hunters with strong social values. A mated pair will typically have from 3 to 6 cubs, with the young possessing the same characteristics and attributes as a normal wolf. A male will gain a bonus of 1 grade to their Combat Style if its mate is in danger, while a female will gain a two grade bonus in defence of her cubs.

Disease: Lycanthropy

This magical disease is carried by lycanthropic animals such as werewolves and wererats, and transferred by a successful bite or claw attack. As lycanthropy is as much a curse as it is a disease, there is no roll to resist acquiring it; the actual chance is based on the amount of damage inflicted. Each species carries its own unique strain of the disease and once a victim has been successfully infected with one strain, they cannot be infected with another. The infection gradually spreads to the brain, where it begins to twist the perceptions and aggression of the victim. This typically causes the victim's mannerisms and Passions to slowly change, mimicking the relevant creature. So while no obvious signs of lycanthropy exists at this stage of the disease, the victim's behaviour may offer clues. At the end of the Onset Time, the full effects of the infliction manifest, with the victim transforming into a werebeast of the appropriate type as soon as the sun goes down. At this stage, they are unable to fully control the change. The first transformation will typically be to the animal form assuming the beast possesses that form. For the next month, the werebeast must succeed at a Willpower roll in order to willingly change, with a failed roll resulting in no change and the loss of one Fatigue. Each additional attempt per day increases the difficulty by 1 grade, with a failure resulting in a further loss of Fatigue. After the passage of a month, the change may be made at will with no roll necessary.

Application: *Injected*

Potency: *There is a percentage chance of contracting lycanthropy equal to the total damage done, whether from claw or bite, assuming the victim is not actually killed in the process. Wererats may pass this disease on through wounds inflicted by weapons due to their extremely non-sterile nature. This is true even when in human form.*

Resistance: *None*

Onset time: *1d6+8 days*

Duration: *Permanent*

Conditions: *Disease manifests after two days with the victim having dreams of being an animal of the appropriate type: running through the woods, hunting prey, etc. After four days, they also start to display mannerisms mimicking the relevant creature: eating raw meat, short temper, etc. Finally, after a total of 1d8+6 days has passed, the victim will transform into the appropriate werebeast at sundown.*

Antidote/Cure: *There is a 25% chance lycanthropy can be cured by eating a concoction made from belladonna within 1 hour of becoming infected. This concoction can be manufactured by an alchemist and may be purchased from an alchemy shop. However, this is a case of the cure possibly being worse than the disease, as belladonna itself can be fatal. See Lycanthropic Cure in Chapter 11 for a description. Otherwise, the disease must be cured magically through the casting of an Intensity 9 Cure Disease within 3 days of its acquisition. As a last resort, a casting of Wish may be used to cure lycanthropy regardless of how long the victim has been infected.*

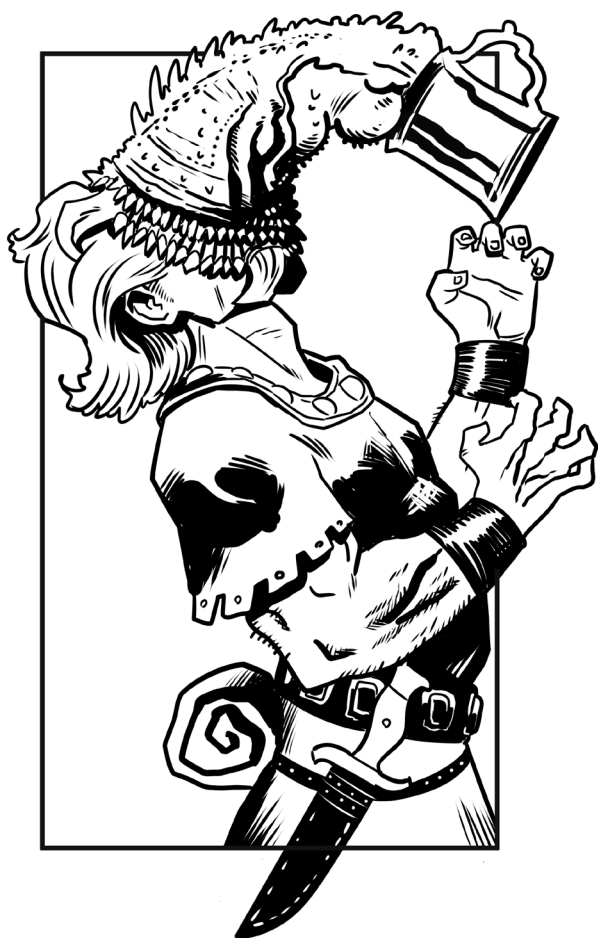
Lycanthropes Table

Characteristics	Werebear	Wereboar	Wererat	Weretiger	Werewolf**
STR:	2d6+18 (25)	2d6+9 (16)	3d6 (11)	2d6+15 (22)	1d6+12 (16)
CON:	2d6+6 (13)	2d6+9 (16)	3d6 (11)	2d6+6 (13)	3d6 (11)
SIZ:	4d6+20 (34)	3d6+6 (17)	2d6+2 (9)	2d6+18 (25)	1d6+12 (16)
DEX:	2d6+6 (13)	3d6 (11)	2d6+18 (25)	2d6+12 (19)	2d6+6 (13)
INT/INS:	2d6+6 (13)	2d6+6 (13)	2d6+6 (13)	2d6+6 (13)	2d6+6 (13)
POW:	2d6 (7)	2d6 (7)	2d6 (7)	2d6 (7)	2d6 (7)
CHA: *	3d6 (11)				
Movement:	6 m (20') or 8 m (25')	6 m (20') or 8 m (25')	6 m (20') or 8 m (25')	6 m (20') or 8 m (25')	6 m (20') or 8 m (25')
Passions:	Good (Merciful) 44%	Neutral (Lack of morality) 44%	Evil (Cannibalistic, Cruel and Hateful) 44%	Neutral (Unbiased and Vain) 44%	Evil (Bloodthirsty and Cannibalistic) 44%
Armour:	Fur 3	Bristled hide 2	Fur 1	Fur and hide 2	Fur 1
Abilities:	Disease Immunity, Immunity (Normal Weapons), Intimidate, Night Sight, Regeneration, Vulnerable (Magic and Silver)	Night Sight, Burrower, Frenzy, Immunity (Normal Weapons), Intimidate, Regeneration, Vulnerable (Magic and Silver)	Night Sight, Burrower, Immunity (Normal Weapons), Regeneration, Vulnerable (Magic and Silver)	Camouflage, Immunity (Normal Weapons), Intimidate, Night Sight, Regeneration, Vulnerable (Magic and Silver)	Immunity (Normal Weapons), Intimidate, Night Sight, Regeneration, Vulnerable (Magic and Silver)
Spell-Like Abilities:	Cure Disease (3/day), Summon Bears (1/day)		Summon giant rats (1/day)	Speak with cats (at will)	
Skills	Athletics 68%, Brawn 99%, Endurance 66%, Evade 46%, Language (Common and Werebear) 64%, Perception 60%, Stealth 66%, Survival 60%, Swim 68%, Track 66%, Willpower 54%	Athletics 67%, Brawn 73%, Endurance 72%, Evade 52%, Language (Common and Wereboar) 64%, Perception 60%, Track 49%, Willpower 54%	Athletics 76%, Brawn 40%, Endurance 52%, Evade 80%, Language (Common and Wererat) 64%, Perception 60%, Track 64%, Willpower 54%	Athletics 81%, Brawn 87%, Endurance 66%, Evade 78%, Language (Common and Weretiger) 64%, Perception 60%, Track 66%, Willpower 54%	Athletics 69%, Brawn 62%, Endurance 62%, Evade 66%, Language (Common and Werewolf) 64%, Perception 60%, Track 64%, Willpower 54%
Average Lair	1-4	2-8	4-24	1-6	3-18
Treasure Type:	(C, E, F)	(M, D)	(M)	(M, Cx5)	(M)
Combat Style:	Savage Strikes 68%	Savage Strikes 67%	Savage Strikes 76%	Savage Strikes 81%	Savage Strikes 69%
Weapons:	Bite	Tusks	Bite	Bite	Bite
Size/Force	L	M	S	L	M
Reach	S	S	T	S	T
Damage	1d8+1d12	1d6+1d4	1d4-1d2	1d8+1d10	1d6+1d4
AP/HP	As for Head	As for Head	As for Head	As for Head	As for Head
Weapons:	Claws		Shortsword	Claws	
Size/Force	H		M	L	
Reach	L		S	M	
Damage	1d8+1d12		1d6-1d2	1d6+1d10	
AP/HP	As for Arm		6/8	As for Arm	

* CHA is lost during the night of the full moon, along with all skills that require CHA.

**CLASSIC FANTASY werewolves originate from dire wolf stock as opposed to that of the common wolf.

Mimic



These creatures live a completely subterranean existence due to their inability to function in sunlight. They constantly move about dungeons and caverns in search of prey, using their shape-changing ability to 'mimic' anything from a door, chest, stonework, chair, table, etc., posing as an innocuous bit of dungeon dressing while waiting for their next meal. When an unaware adventurer touches the mimic, it strikes out with a pseudopod striking its potential prey. In addition, the mimic secretes a natural bonding agent that instantly glues whatever part of the victim originally made contact with the creature to itself. This glue may be neutralised at any time the mimic desires. Attempts to break free on the part of the victim require a successful Opposed Brawn roll.

Mimics are not natural creatures, having been created by mages through forgotten magical arts long ago to protect their treasure vaults. However, they are now fully capable of reproducing naturally through fission. Mimics come in two varieties: the smaller sapient mimic, detailed below, and a larger non-sapient 'killer mimic'. The sapient mimic is generally friendly towards those who offer it food.

The larger and more aggressive killer mimic will simply eat the offering, followed by the party.

The mimic's provided Hit Location table should serve to represent most common shapes the mimic would likely assume; the Games Master should feel free to alter it as needed. The damage sustained by a mimic affects it as follows:

- ⇒ Damaging the Top is the same as damaging the Head
- ⇒ Damaging the Right or Left Side is the same as damaging a Leg
- ⇒ Substitute 'Bottom' for rare instances where the mimic is upside-down and 'Top' is rolled
- ⇒ Changing from one shape to another does not offer any benefit with regards to previous damage.

The Games Master should feel free to alter the table in small or significant ways, for example, a mimic that has assumed the shape of a door can ignore side and back hits if it's closed and all attackers are in front of it.

A mimic of either type may shape change into any inanimate object with Hit Points equal to its SIZ or less. This transformation takes the mimic 1 Round. Sapient mimics speak their own language as well as Common, and can usually speak the languages of one or more other denizens of the dungeon they occupy. Killer mimics do not speak. To create a killer mimic make the following changes to the mimic stat block: STR: 2d6+24 (30), SIZ: 2d6+36 (41), INT becomes INS. Killer mimics lack both CHA and the Language skill. Finally, change Armour Points to 4.

Mimic	Attributes	
STR: 2d6+16 (23)	Action Points: 2	
CON: 2d6+12 (19)	Damage Modifier: +1d10	
SIZ: 2d6+24 (30)	Magic Points: 11	
DEX: 2d6+6 (13)	Movement: 3m (10')	
INT: 2d6+4 (11)	Initiative: 12	
POW: 3d6 (11)	Armour: Thick Hide	
CHA: 3d6 (11)	Average Lair: 1 or 2-4	
	Treasure Type: 01-75% (A), 76-00% (B)	
	Abilities: Camouflage, Grappler, Light Sensitive, Shape Change	
1d20	Location	AP/HP
1-5	Back	3/12
6-9	Right Side	3/12
10-13	Left Side	3/12
14-17	Front	3/12
18-20	Top	3/10
-	Bottom	3/10

Skills

Athletics 42%, Brawn 86%, Endurance 84%, Perception 60%, Willpower 42%

Passions

Neutral (Unbiased) 58%

Combat Style & Weapons

Bludgeon Surprise (Pseudopod, Bite) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Pseudopod	L	L	1d6+1d10	As for Top
Bite	L	S	1d8+1d10	As for Top

Mould

There are numerous moulds and fungi found in the dark, dank, dungeons and caverns of the World of Grey Moor. Each possesses the familiar furry or woolly appearance; however, they differ in colour and most are quite harmless. The two detailed here are a couple of the more common of the dangerous variety.

Brown Mould

This light to golden brown mould is found in dark subterranean locales, for exposure to sunlight can instantly kill it. The ambient temperature near a patch of brown mould is much cooler than the rest of the area, which can be a clue to its presence. It lives by absorbing heat, including the body heat of living creatures that stray too close. Those that move within 1.5 metres (5 ft) of a patch of brown mould require an Endurance roll or suffer the loss of one level of Fatigue. This continues as long as they remain within range. Those that succumb to this loss of body heat can find themselves quickly losing consciousness, where death will quickly follow. A ring of warmth would provide the wearer with complete protection from this fungus.

Heat causes brown mould to spread at a rapid rate. Typically, brown mould will increase in size equal to the fire's Intensity x2. For example: A torch (Intensity 1) would cause the mould to double in size, while a camp fire (Intensity 3) would increase it six fold. Fire spells such as Burning Hands and Fireball determine Intensity normally. This growth is fast, with the mould moving at a rate of 1.5 metres (5 ft) per Round. Creatures caught within this growth of mould will find themselves quickly covered themselves. See Fires in the Game Mechanics chapter of MYTHRAS for the Intensity of various fires. Cold light sources such as the Light spell and Faerie Fire give off no heat, and therefore, do not benefit the growth of the mould.

The only spells that affect brown mould are appropriate plant-affecting magic, and spells of ice and cold. The casting of Wall of Ice or Ice Storm will cause it to go dormant for 5d6 minutes, while a Cone of Cold will kill any of the moulds caught in the area of effect, as would the breath of a white dragon. The mould is also destroyed if hit with a Disintegration spell.

Yellow Mould

This mould of pale yellow to golden orange in colour is considerably more common than its brown cousin. If rough contact is made with the mould, there is a 50% chance of it releasing a cloud of spores in a 3 metre (10 foot) radius. Those caught in the cloud require a successful Endurance roll to hold their breath before breathing in any of the spores; otherwise, they fill their lungs with the deadly spores and suffer the effects of Asphyxiation as detailed in Chapter 6 of MYTHRAS. The required Endurance rolls continue for 1d3+1 Rounds after leaving the radius of the spore cloud. Those that manage to escape and still survive after inhaling the spores suffer the loss of one permanent level of Fatigue due to lung damage. A successful casting of Remove Disease will eliminate any ongoing lung damage if cast within 24 hours, while an individual that has died from spore inhalation must have Remove Disease cast before any attempt at raising them will be successful.

Yellow mould is rendered dormant for 2d6 minutes if exposed to a Continual Light spell and killed outright if exposed to fire.

Large patches of yellow mould, those in excess of 28 square metres (300 square ft), have been known to exhibit heightened levels of sapience along with psychic powers. The chance is only 15%, but those that are sapient are able to psychically sense creatures within 18 metres (60 ft). This psychic ability may be used at will. Within this radius, the mould is also able to assume control of one individual using a mutation of the Domination psychic discipline. In addition to functioning in all ways as the discipline of the same name, in addition to being controlled, the victim must succeed at a second Willpower roll or suffer the loss of 1 INT permanently. This intellect is devoured by the mould; however, Restoration may be used to recover this lost INT as normal. This ability may be used twice in a 24-hour period. Because of its unusual fungal intelligence, psychic mould is itself immune to outside psychic assaults; however, if aided by one that can communicate with plants, this immunity may be disregarded. Psychic yellow mould has an INS of 2d6+2 and POW 3d6 (11).

Mummy

Mummies are as written in MYTHRAS; however, they possess the following changes to better represent their CLASSIC FANTASY counterparts.

Of the three types of mummies detailed in MYTHRAS, CLASSIC FANTASY mummies are closest to the vengeful variety. They differ in that they have an INT of only 2d6+3 (10) and POW of 3d6 (11). They are slower than their RUNEQUEST equivalents, with a Movement of 4 metres (15 feet). The change in characteristics means they now have a Perception of 51%, and Willpower of 62%. They speak Ancient Pharonic Common at 61% and have Locale (as it was in ancient times) at 50%.

Mummies gain the abilities Terrifying, Immunity (Sleep, Paralysis, Charm, Hold, and Cold-based spells), Intensity 6, and Undead. Finally, they possess the following CLASSIC FANTASY traits: Passions: Evil (Hateful and Murderous) 52%, Average Lair: 2-8, and Treasure Type: A, (M).

CLASSIC FANTASY mummies are only harmed by magic weapons; however, they are very susceptible to fire. See MYTHRAS, along with Fires in Chapter 6 of these rules for additional information on igniting flammable objects.

Finally, CLASSIC FANTASY mummies possess a horrible rotting disease that is inflicted on any they come into contact with, the effects of which are detailed below.

Mummy Rot

This horrible disease, sometimes called a wasting disease, is inflicted through contact with mummified corpses previously granted un-life.

Application: *Contact*

Potency: *80*

Resistance: *Endurance*

Onset time: *1 month*

Duration: *Permanent until disease removed*

Conditions: *Disease manifests 1 month after it is acquired with the character no longer benefiting from the use of healing potions or spells, and their Healing Rate being reduced by 1. Healing Rates reduced to 0 only heal naturally every other time period. In addition, the victim suffers the loss of 2 points of CHA, along with another 2 every month thereafter. After 1d3+3 months has passed, or CHA reaches 0 (whichever comes first), the character suffers death. Those killed by this disease cannot be raised from death without the casting of Cure Disease and Raise Dead, both cast within 1 hour of death.*

Antidote/Cure: *Can be cured by a casting of Remove Disease. The disease may also be removed by powdering the gem from a Periapt of Health and sprinkling the dust on the victim. Any CHA loss is permanent; however, it can be restored by the casting of Restoration as normal.*

Naga

Naga are supernatural or divine beings, depending on the specific species, which take the form of large human-headed serpents. They are often highly knowledgeable sages and well versed in magic.

The colour and pattern of a naga's scales determines its sub-species, of which three are common, while others are rumoured to exist. Guardian naga have golden eyes, green-gold scales, and silvery triangles running down their backs; spirit naga are the jet black and red stripped, and have heads that are the most 'human' with normal hair, skin, and eye colours; and finally, water naga are turquoise to emerald-green scaled with bright amber to pale green eyes.

No matter the hues, the scales of a naga are always fascinatingly beautiful and resplendent. Despite this, naga are adept at gliding silently along or remaining motionless when they wish to be unobserved.

Naga are also blessed with the power to speak to any sentient being in its native tongue through its hisses and whispers. Via this ability, they can command all non-sapient snakes and serpent-based creatures, which follow orders without question, recognising the naga's authoritative aura.

Each of the three sub-species of naga is detailed below:

Guardian Naga

These naga possess golden eyes, green-gold scales, and silvery triangles running down their backs. As their name suggests, guardian nagas are protectors and watchers over others of like morality. Treated with respect, they can be powerful guardians to religious orders, rulers, or those who propitiate them. Be it guarding a horde of treasure for another good being or protecting an innocent in a dangerous land, guardian nagas are both good and wise beings. All guardian nagas receive the following attribute changes: Average Lair: 1-2, and Treasure Type: (P). They are clerics of Rank 2 and possess the following skill additions and changes: Channel 76%, Influence 76%, and Piety 76%. They have access to the spheres of Animal, Charm, Combat, Creation, Guardian, Healing, Plant, Weather, and Sun. Guardian nagas possess the Passion Good (Lawful, Trustworthy, and Reliable) 56%.

Spirit Naga

The jet black and red stripped spirit naga is as opposite from the guardian naga as a creature could be, and prefer to lair in decrepit ruins and subterranean locales. Among the naga, their heads are the most 'human', with normal hair, skin, and eye colours; however, this is where their connection to humanity ends, for they are as evil a species as the guardians are good. When angered, spirit naga are terrible creatures with enormous egos, and anyone who dares cross them is sure to suffer an apt retribution in short order. All spirit nagas receive the following attribute changes: Average Lair: 1-3, and Treasure Type: (M, E, F). They are magic-users of Rank 2 and clerics of Rank 1, and possess the following skill additions and changes: Arcane Casting 76%, Arcane Knowledge 76%, Channel 66%, Perception 76%, and Piety 66%. Spirit nagas prefer magic-user spells that can be used to manipulate and control, and have clerical access to the spheres of All, Charm, Combat, Creation, Divination, Elemental, Healing, Plant, and Summoning. They possess the Passion Evil (Chaotic, Sadistic, and Spiteful) 56%.

Water Naga

The water naga have turquoise to emerald-green scales and bright amber to pale green eyes. They live in large deep sources of fresh water such as lakes, pools, and rivers where they lair deep beneath the surface in underwater caves and wrecks. All water nagas receive the following attribute changes: Movement: add 10 metre (30 feet) Swim, Average Lair: 1-4, and Treasure Type: (M). They are magic-users of Rank 2, receiving the following additions and changes to skills: Arcane Casting 76%, Arcane Knowledge 76%, Perception 76%, and Swim 78%. They ignore magic-user spells that are fire based. Water nagas possess the Passion: Neutral (Unbiased) 56%.

All naga avoid physical combat where possible, preferring to defeat foes with wit, intimidation, or magic. If forced to fight, a naga will use its abilities very intelligently, outmanoeuvring multiple foes, retreating into more defensible positions, spitting venom, and casting magic.

A naga can spit once every 1d3 hours, its venom able to travel up to its STR x1.5 metres (x5 ft). If this does not blind the victim, the naga will bite and tail-lash those who manage to close on it. Nagas prefer the special effects of Inject Venom or Trip. The former is used in combination with subsequent retreating, allowing the venom a chance to work. The latter is used in combination with a follow-up grapple attack, the naga wriggling over the fallen one and sweeping the victim up in its coils.

Ensnared victims, if the naga spends an action squeezing, will suffer crushing damage to the chest location. Torso armour protects against this damage for the first Round only. In addition to the Hit Point damage caused by the constriction, the victim is unable to breathe and begins to suffocate. See Asphyxiation, Drowning, and Suffocation in MYTHRAS for further information. If strong enough, the victim can attempt to break free using a Contest of Strength using Brawn.

Naga Venom

The venom of a naga is an exceptionally lethal concoction of neurotoxins, as befits the emperors of serpent-kind. It has two separate effect paths depending on its application. If spat at the face of a victim, it causes blindness. If injected via a bite, the venom causes rapid death.

Application: *Contact or Injected*

Potency: 75

Resistance: *Endurance*

Onset time: *Instantaneous for Blindness, 1d3+3 Rounds for Death*

Duration: *Permanent*

Conditions: *Spit venom that hits the victim in the face will cause immediate blindness. Failing to resist indicates the blindness is permanent, the neurotoxins*

destroying the surface of the eyes. Success means that the loss of sight is temporary, the victim's sight returning in 1d3 hours. If the venom is injected via a bite, instead, the toxin will attack the nervous system of a victim who fails to resist, causing death in less than half a minute.

Antidote/Cure: *None*

Naga	Attributes
STR: 2d6+12 (19)	Action Points: 3
CON: 2d6+12 (19)	Damage Modifier: +1d8
SIZ: 2d6+18 (25)	Magic Points: 13
DEX: 2d6+12 (19)	Movement: 6m (20')
INT: 2d6+6 (13)	Initiative: 16
POW: 2d6+6 (13)	Armour: Scales
CHA: 2d6+6 (13)	Average Lair: See description
	Treasure Type: See description
	Abilities: Cold-Blooded, Night Sight, Poison Immunity, Venomous

1d20	Location	AP/HP
1 – 3	Tail Tip	4/9
4 – 5	Mid End-length	4/9
6 – 7	Fore End-length	4/9
8 – 9	Rear Mid-length	4/10
10 – 12	Mid Mid-length	4/10
13 – 14	Fore Mid-length	4/10
15 – 16	Rear Fore-length	4/9
17 – 18	Mid Fore-length	4/9
19 – 20	Head	0/9

Skills
Athletics 58%, Brawn 64%, Deceit (spirit naga only) 56%, Endurance 68%, Evade 78%, Influence 66%, Insight 76%, Perception 66%, Stealth 62%, Willpower 76%

Passions
See description

Magic
As per sub-species.

Combat Style & Weapons
Slithering Horror (Bite, Constrict, Spit, Tail) 78%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	L	M	1d6+1d8+poison	As for Head
Constrict	-	T	1d8	As for Tail/Body
Spit	S	-	Poison	Not Applicable
Tail Lash	L	L	1d8+1d8	As for Tail

Nightmare

These large black horses are gaunt and skeletal, with glowing red eyes, and hooves of fire and smoke. They originate from the lower planes, where they are used as the mounts of powerful devils and demons. However, nightmares can also serve as mounts for more terrestrial monsters such as night hags, vampires, spectres, and liches. In combat nightmares may rear up and trample as would a normal horse; however, their flaming hooves can cause additional damage. They also possess sharp fanged teeth, which they use to rip into victims, and while they have no need of sustenance, they often eat the corpses of the fallen. Finally, these hell horses are able to breathe out a cloud of hot smoke, obscuring vision and choking those within 3 metres (10 ft) of its head. A successful Endurance roll is required or opponents suffer a 1 grade difficulty penalty to all actions while in the smoke's area of effect.

All nightmares possess the ability to fly as well as become either ethereal or astral, allowing them to travel between the planes as desired, and may do so while carrying a rider. They have a hatred of all life originating on the Material Plane and are known to attack on sight, even, when rider-less.

Treat nightmares as horses as written in MYTHRAS; however, apply the following changes to better represent these denizens of the Nine Hells.

They possess a STR of 2d6+23 (30) SIZ 2d6+32 (39), and CON 2d6+12 (19). They are sapient, with an INT of 2d6+6 (13), POW 2d6+6 (13), and a CHA of 2d6 (7). They are able to fly with a Movement Rate of 18 metres (60 feet), possess a Damage Modifier of +2d6, 2 points of armour, and gain the abilities Breath Weapon, Enter Astral Plane, Enter Ethereal Plane, Immunity (Fire), Terrifying, and Flying. Finally, they possess the following Passion Evil (Unholy Hatred of Good) 56%, Average Lair: 1, and Treasure Type: None.

Nightmares have the following skills: Athletics 60%, Brawn 99%, Deceit 50%, Endurance 68%, Evade 40%, Insight 56%, Locale 56%, Perception 56%, Willpower 66%. They also possess an empathic form of communication that allows them to communicate amongst themselves and with other Evil creatures.

Finally, change their Combat Style to Hell's Charger (Flaming Hooves, Fanged Bite) 70%. Their hooves do 1d6+2d6 damage and another +1d6 points of fire damage. This damage can ignite flammable materials. Their fanged bite has a size H, Reach M, and does 1d8+2d6 damage.

Ooze, Grey

This slimy entity appears as wet stone or sedimentary rock, allowing it to easily blend with natural surroundings. It resembles a puddle 30 cm (1 foot) wide and 1.5 metre (5 ft) long for every full 6 points of SIZ. The largest reaches SIZ 18. Regardless of length, the ooze is about 15-20 centimetres (6 to 8 inches) thick.

Grey ooze is also completely resistant to most offensive spells, including both cold and heat; however, it takes full damage from lightning. Weapons inflict only minimum possible damage, including that produced by the attacker's Damage Modifier. However, killing one of these creatures is difficult without electrical damage, since it constantly regenerates damage inflicted upon its goopy body by physical weapons, healing 1d3 points per Round.

Grey ooze is able to slowly flow across the ground, very slowly, so much so that adventures aware of its presence can usually circumvent it. They are able to digest all they are able to dissolve, and can sneak up on unaware victims using their near-silent mode of locomotion.

Acid Slime

A grey ooze is highly corrosive, able to eat through steel and flesh in a matter of seconds. When attacking, a grey ooze strikes like an oily black snake and applies its acid damage to whatever location is struck.

Application: *Contact*

Potency: *85*

Resistance: *Endurance*

Onset time: *Instantaneous*

Duration: *Acid continues for 1 Round after contact ceases.*

Conditions: *As soon as the acid slime touches a victim or a piece of equipment, it begins to eat away at metal (Armour Points in the case of armour) and flesh at a rate of 1d6 points per Round. It does no damage to wood or stone, however. This damage is applied every Round the victim or their equipment is in contact with the acid, plus 1 Round thereafter. Therefore, striking the creature with a sword, for example, will cause the blade to take 1d6 damage in the Round it hits, plus another 1d6 damage on the following Round. Crushing weapons such as maces, clubs, etc., have a percentage chance of splashing their users equal to 5 times the damage rolled with each impact. This splash damage does 1 point of damage to 1d3 hit locations and functions as above.*

Antidote/Cure: *There is no known counter agent for the effects of the acid short of washing it off and healing any damage.*

Grey Ooze	Attributes
STR: 2d6+3 (10)	Action Points: 2
CON: 2d6+9 (16)	Damage Modifier: None
SIZ: 2d6+6 (13)	Magic Points: 7
DEX: 1d6+3 (7)	Movement: 1.5 (5')
INS: 2d6+1 (8)	Initiative: 8
POW: 2d6 (7)	Armour: None
	Average Lair: 1-3
	Treasure Type: None
	Abilities: Camouflage, Life Sense, Regeneration (1d3 HP/Round), Venomous

1d20	Location	AP/HP
1 - 20	Body	0/8

Skills

Athletics 17%, Brawn 43%, Endurance 42%, Perception 55%, Stealth 75%, Willpower 54%

Combat Style & Weapons

Acidic Strike (Pseudopod) 60%

Weapon	Size/Force	Reach	Damage	AP/HP
Pseudopod	M	M	Acidic Poison	As for Body

Orc

Orcs are a brutish race of squat but well-muscled humanoids standing close to 1.8 metres (6 ft) in height whose colouration is brown or brownish green with a bluish tint. They have pinkish snouts and ears and a head of matted bristly hair ranging from dark brown to black. Their clothing is typically dirty and armour rusted and worn. Orcs have a life expectancy of about 40 years. The orcish language, which consists of numerous dialects due to the number of various tribes, is actually derived from ancient human and elvish languages.

Orcs will breed with anything, resulting in numerous half-breeds known as half-orcs; orc-goblins, orc-hobgoblins, and orc-humans are the most prevalent. They cannot successfully breed with elves. Orcish traits tend to be dominant, meaning the for the most part, half-orcs more closely resemble their orcish heritage; however, some can pass themselves off as creatures of their other ancestry, be that human, goblin, hobgoblin etc.

Orcs are tribal in nature and very competitive. They often go to war with one another over territory, mates, riches, well actually, pretty much anything. They typically do not join forces with other tribes except under the leadership of a powerful and evil warlord, cleric, wizard, etc., with sufficient numbers to control them. They are bullies and will dominate weaker races like goblins and kobolds if near to their territory. Like many of the goblinoid races, orcs dislike sunlight and prefer

to lair in dark forests or subterranean places. Those lairing underground will typically have a small number of ogres living with them.

Orogs

Orogs, also known as great orcs, average between 6 and 6 ½ feet in height. They are skilled warriors and possibly part ogre. Orogs are rare and only 10% of orc lairs will have orogs present. In these cases, there will be roughly one orog for every 10 normal male orcs. To create an orog, make the following changes to the orc stat block: *2d6+10 STR, 3d6+6 CON, and 1d6+12 SI*, but *DEX of only 2d6+2*. They receive a further +10% bonus to *Athletics, Brawn, Endurance, Unarmed, and their Combat Style*. Orogs possess 2 points of tough skin. They are treated in all other ways as orcs. Average Lair: Orogs are



Orc	Attributes
STR: 2d6+7 (14)	Action Points: 2
CON: 3d6+2 (13)	Damage Modifier: +1d2
SIZ: 2d6+7 (14)	Magic Points: 11
DEX: 3d6 (11)	Movement: 6m (20')
INT: 2d6+4 (11)	Initiative: 10*
POW: 3d6 (11)	Armour: Chain mail and studded leather with a steel helm
CHA: 2d6 (7)	Average Lair: Varies**
	Treasure Type: B, (M, A, Cx10, D)
	Abilities: : Infravision, Light Sensitive

1d20	Location	AP/HP
1 - 3	Right Leg	3/6
4 - 6	Left Leg	3/6
7 - 9	Abdomen	5/7
10 - 12	Chest	5/8
13 - 15	Right Arm	0/5
16 - 18	Left Arm	0/5
19 - 20	Head	8/6

Skills
 Athletics 55%, Brawn 48%, Deceit 48%, Endurance 56%, Evade 52%, Languages (Orcish and Common, some can speak Goblin, Hobgoblin, and Ogre) 58%, Perception 52%, Unarmed 55%, Willpower 52%

Passions
 Evil (Cruel and Slaver) 52%, Hate Elves and Dwarves 57%

Magic
 None normally, although some tribes may have specialist witch doctors (magic-users) or shamans (druids).

Combat Style & Weapons
 Orc Warrior (Choose two or three from: Axe, Bow, Crossbow, Sword, Shield, and Spear) 55%

Weapon	Size/Force	Reach	Damage	AP/HP
Battleaxe	M	M	1d6+1+1d2	4/8
Crossbow, Heavy	H	-	1d10+1d2	4/8
Long Bow	H	-	1d8+1d2	4/7
Northern Round Shield	L	S	1d4+1d2	4/18
Shortspear	M	L	1d8+1+1d2	4/10
Shortsword	M	S	1d6+1d2	6/8

*-4 Initiative Penalty already applied.

**Orc lairs vary in size from small forts and outposts containing 40-400 members, to huge cities built partially above and below ground and containing 2,000 to 20,000 individuals. The Treasure Type noted above assumes a typical dungeon lair of 10-100 orcs. Two thirds of this number will be male warriors. Orc females and young are typically non-combatants; however, if forced into combat, orc females will fight at -20% to Combat Style.

members of an existing orc lair and number 10% of the combatant population. Therefore, an orc lair containing 90 orcs, of which 60 are male warriors, could possess up to 6 additional orogs (10% of the combatants). Treasure Type: B, (W, A, Cx2, D).

Orc, Half

Half-orcs are detailed on [page 26](#).

Owl Bear

This cross between a bear and an owl was most likely the result of an insane magic-user's twisted experimentations, and now they have spread throughout the forested temperate climates of the World of Grey Moor, preferring caves and other subterranean areas to lair in. They are covered with a brownish-black to yellowish-brown fur interspaced with feathers of the same colour. They are bad tempered, voracious eaters that will attack prey on sight, refusing to retreat even if injured or outnumbered, instead fighting even more aggressively. Owl bears if raised in captivity can be very intelligent and easy to train. About one quarter of owl bear lairs will contain young in the form of 1d6 eggs, or 1d6 cubs, the chance of which is 20% and 80%, respectively. Eggs would bring 2,000 GP each on the open market while cubs 5,000. Figure cubs as having a STR, CON, and SIZ of 2d6+6, all other characteristics remain unchanged.

Like mundane bears, owl bears typically attempt to grip with both claws and then deliver a bite, although swiping with a claw is also an effective means of disabling an enemy.

Owl Bear	Attributes
STR: 2d6+21 (28)	Action Points: 3
CON: 2d6+8 (15)	Damage Modifier: +2d6
SIZ: 4d6+24 (38)	Magic Points: 11
DEX: 3d6+6 (13)	Movement: 6m (20')
INS: 2d6+6 (13)	Initiative: 13
POW: 3d6 (11)	Armour: Thick pelt and feathers
	Average Lair: 1
	Treasure Type: (M)
	Abilities: : Intimidate, Night Sight

1d20	Location	AP/HP
1-3	Right Rear Leg	3/14
4-6	Left Rear Leg	3/14
7-9	Hindquarters	3/15
10-12	Forequarters	3/16
13-15	Right Front Leg	3/14
16-18	Left Front Leg	3/14
19-20	Head	3/14

Skills

Athletics 71%, Brawn 86%, Endurance 70%, Evade 46%, Perception 74%, Stealth 66%, Survival 66%, Swim 73%, Track 68%, Willpower 52%

Passions

Neutral (Live to Feed, Protective) 52%

Combat Style & Weapons

Hybrid Fury (Bite and Claws) 81%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	L	S	1d8+2d6	As for Head
Claw	H	L	1d8+2d6	As for Leg

Pixie/Sprite

Pixies and sprites are a related species of tiny winged humanoids, and members of the fey, a collection of woodland creatures including elves, brownies, dryads, and nymphs, to name a few. While each has its own special abilities detailed below, they both share a common stat block. Because of their small size, both pixies and sprites use various poisons to augment their tiny weapons.

Pixies choose to reside only in the most beautiful of forests and glades, and are the taller of the two species, standing an average of 75 cm (2.5 ft) in height. They are naturally invisible; however, they can become visible at will if desired. Because invisibility is their natural form, they may strike while invisible without penalty. When they do choose to be seen, they appear as small winged elves. Pixies are naturally magical, possessing the following spell-like abilities in addition to Invisibility: Illusion, Faerie Lights, Dispel Magic, and Read Thoughts. Ten percent of all pixies also possess Irresistible Dance, a high rank spell detailed in the CLASSIC FANTASY *Unearthed Companion*. Each of the before mentioned abilities is usable once per day. Pixie illusions possess both an audio and visual component and may last indefinitely and without concentration once created, until successfully dispelled. In addition, pixies may cast Know Passions and Polymorph Self at will. Finally, a pixie that successfully makes physical contact with a creature may Cause Confusion. This confusion is permanent unless Remove Curse is cast on the victim. When not in combat, victims of pixie confusion will babble incoherently and must be lead around. Pixies are very mischievous and like to play pranks on passing creatures.

Sprites resemble pixies in most ways, and like them, are naturally invisible, able to become visible at will if desired. They differ only in their shorter stature, being only 60 cm (2 ft) tall on average. They possess longer, more slender ears, as well as insect-like antenna sprouting from their foreheads. They are shy and prefer to live in wooded glens and meadows, and despise ugliness and evil, holding beauty and goodness above all else. In addition to their natural invisibility, sprites can Detect Good and Evil to a range of 15 metres (50 ft) at will.

Pixie/Sprite

Attributes

STR: 1d3+1 (3)	Action Points: 4
CON: 3d6 (11)	Damage Modifier: -1d8
SIZ: 1d3 (2)	Magic Points: 13
DEX: 4d6+12 (26)	Movement: 4m (15')*
INT: 2d6+9 (16)	Initiative: 21
POW: 2d6+9 (16)	Armour: None
CHA: 2d6+6 (13)	Average Lair: Special**
	Treasure Type: Special ***

Abilities: Flying, Magic Resistance 25% (Pixie only), Night Vision

1d20	Location	AP/HP
1 – 3	Right Leg	0/1
4 – 6	Left Leg	0/1
7 – 9	Abdomen	0/2
10	Chest	0/3
11 – 12	Right Wing	0/1
13 – 14	Left Wing	0/1
15 – 16	Right Arm	0/1
17 – 18	Left Arm	0/1
19 – 20	Head	0/1

Skills

Athletics 49%, Brawn 25%, Craft (Poison) 82%, Endurance 52%, Evade 92%, Fly 79%, Language (Pixie or Sprite, and Common) 52%, Perception 72%, Stealth 82%, Track 57%, Unarmed 59%, Willpower 72%

Passions

Pixie: Neutral (Unbiased) 59%; Sprite: Good (Helpful and Loves Nature) 59%

Magic

See individual descriptions

Combat Style & Weapons

Fey Fu (See below) 59%

Weapon	Size/Force	Reach	Damage	AP/HP
Short Sword	S	T	1d6-1d8, plus poison	6/4
Bow****	L	-	1d8-1d8, plus poison	4/4

* Pixie add 6 m (20') flying; Sprite add 8 m (25') flying

** Pixie 5-20; Sprite 10-100

*** Pixie (C, D, E, F); Sprite (M)

**** Bows have half the range of a normal-sized long bow.

Fey Poisons

Of the fey described in CLASSIC FANTASY, both sprites and pixies use poisoned weapons to augment their tiny attacks. They are so potent that no damage need be done, a simple scratch will suffice. The most common toxins are detailed below.

Sleep Poison

This toxin is used by both pixies and sprites, and causes a deep sleep to fall upon the victim.

Application: *Injection, requires only a small cut*

Potency: 65

Resistance: *Endurance*

Onset time: *Instant*

Duration: *1d6 hours*

Conditions: *If not resisted, the victim will feel groggy, suffering a penalty of one difficulty grade to all skill rolls for 1d3 Rounds, after which they will fall into a deep sleep for the remainder of the duration.*

Antidote/Cure: *The victim may be shaken awake or have water splashed in their face. If so, they may make a second Resistance roll to overcome the effects. If this roll is failed, they again fall asleep after the requisite 1d3 Rounds, and will remain so for the remainder of the duration. Pixie Sleep Poison is subject to the spells Slow Poison and Neutralise Poison.*

Memory Loss Poison

This toxin is used by pixies, and causes the victim to lose all memory.

Application: *Injection, requires only a small cut*

Potency: 65

Resistance: *Willpower*

Onset time: *Instant*

Duration: *Permanent*

Conditions: *If not resisted, the victim will lose all memory. They retain all skills and class abilities, and while they may still cast spells, they do forget those currently in memory until they may be memorised.*

Antidote/Cure: *The memory loss is permanent unless restored through the casting of Heal or Wish.*

Piercer

Piercers are a subterranean snail-like crustacean that inhabits the ceilings of caverns and sometimes dungeons. They possess a long stone like shell tapering to a point and hunt by dangling from the ceiling, becoming almost indistinguishable from typical stalactites. They use this natural camouflage to remain in hiding while waiting for prey to walk beneath. Once they hear prey lurking below, they pin-point its location using their highly developed senses. Once

a suitable target has moved directly beneath, the piercer detaches from the ceiling and drops on the unwary victim. Assuming the shell punctures deeply into the target's flesh, the victim is slowly drained of their bodily fluids. Once dead, the piercer will extend a large sticky mass of muscle (its foot), and slowly pull itself to the nearest wall and back up to the ceiling to await further prey. Piercers may hibernate for tens of years if nourishment is particularly scarce.

To strike its prey, the piercer makes a successful Perception roll to sense when a target is directly beneath it. At that point, it drops from its perch with a chance of successfully striking equal to the target's SIZ x5%. A successful Hard Perception roll allows the victim an Evade roll to leap clear. The Perception roll may be of standard difficulty if the victim has stated that they are scanning the ceiling.

The piercer rolls 1d10+10 to determine the hit location when falling. A piercer attempts to gain a Bleed special effect on the victim, and if successful, waits for the target to die before feeding. As the piercer must extend its 'foot' to move, attacks on a mobile piercer will ignore the armour of that body location, and if brought to 0 or fewer Hit Points in the foot, the piercer will be rendered inert.

Piercer	Attributes
STR: 3d6 (11)	Action Points: 1
CON: 4d6 (14)	Damage Modifier: +1d2
SIZ: 3d6+7 (18)	Magic Points: 7
DEX: 1d3 (2)	Movement: 1.5m (5')
INS: 2d6+1 (8)	Initiative: 5
POW: 2d6 (7)	Armour: Bony exoskeleton and muscle
	Average Lair: 3-18
	Treasure Type: None
	Abilities: Adhering, Camouflage, Life Sense

1d20	Location	AP/HP
1-2	Foot	2/7
3-10	Rear Body	6/9
11-18	Mid Body	6/8
19-20	Point	8/7

Skills
Athletics 26%, Brawn 59%, Endurance 68%, Perception 55%, Willpower 34%

Combat Style & Weapons
Impaling strike (Pierce), Chance to hit equal to target's SIZ x5%

Weapon	Size/Force	Reach	Damage	AP/HP
Pierce	M	T	1d6+1d2*	As for Point

** Plus falling damage, half of which is applied to the piercer. A piercer that fails to penetrate armour or misses the victim applies total falling damage to itself instead. Armour protects the piercer from this fall.*

Drain Bodily Fluids	-	-	Bleeding	-
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Pseudo-Dragon

While not true dragons, with the exception of size the pseudo-dragon does share many of the same physical features. They tend to resemble tiny red dragons, about the size of a house cat with roughly the same temperament and personality. They prefer to lair in small caves or hollow trees, and possess chameleon-like abilities to blend with their surroundings and can easily go unnoticed if desired. Pseudo-dragons are highly sought-after as familiars and their eggs can fetch as much as 500 GP each, sometimes much more as they tend to form a bond with those they first perceive at birth. Adults on the other hand, being intelligent, can be quite choosy when it comes to forming a bond, typically basing it upon the actions and personality of the individual in question. Pseudo-dragons have a life span of around 10-15 years.

Pseudo-dragons possess a limited form of magical telepathy, and it may choose to form a telepathic bond with an individual. This requires the sacrifice of 1d4 Magic Points on the part of both parties to create the bond, the Magic Points remaining unavailable to the character and pseudo-dragon while the bond remains active. A telepathic bond allows both to share what is seen and heard by the other, out to a range equal to 2x the combined Willpower of both the pseudo-dragon and companion in metres (6.5 times the combined Willpower in ft). Being magical in nature, this telepathy may be stopped by appropriate magical defences and is unaffected by those of psychic origin.

In combat, pseudo-dragons can either bite or sting with their whip-like tail. This tail has a scorpion-like stinger that carries with it potent cataleptic venom.

Pseudo-Dragon Venom

Application: *Injected*

Potency: 62

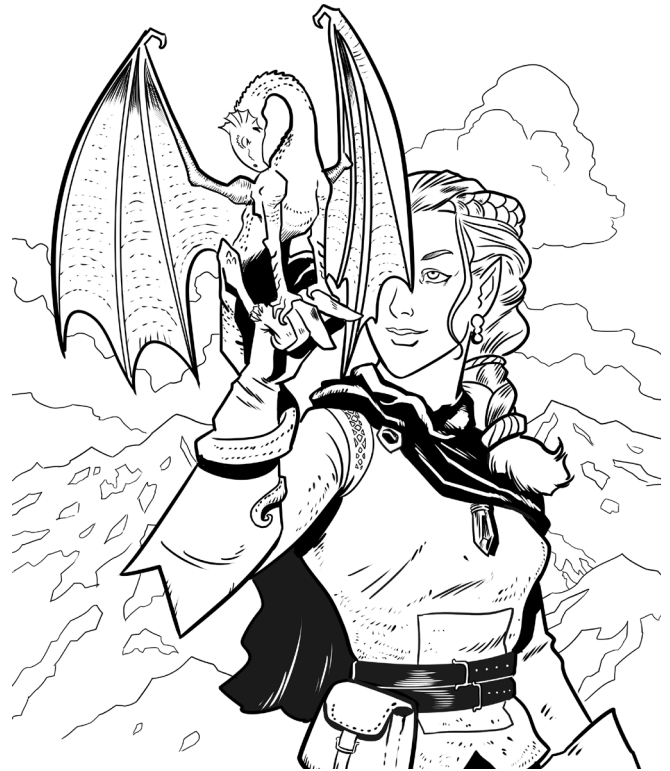
Resistance: *Endurance*

Onset time: *1d3 Rounds*

Duration: *1d6 days*

Conditions: *A simple cataleptic poison to render prey catatonic for long periods of time. If not resisted the venom acts as a muscle relaxant, immobilising the area struck, and soon spreading to the rest of the body. Once the victim has been rendered catatonic, only a First Aid roll at a difficulty grade of Formidable or Healing roll at standard difficulty will reveal that the subject is still alive. If the resistance roll is a Fumble, the victim will actually die at the end of the duration. In this case, a First Aid or Healing roll at the above noted difficulty grades will detect that the victim is growing worse as the end of the duration nears.*

Antidote/Cure: *A prophylactic brewed from local herbs is known to tribal shamans, which makes the Endurance roll to resist the venom one step easier. If this is overcome, however, the victim must still wait out the entire duration to recover. Neutralise Poison spells or potions will have their normal effect if given within 1 hour.*



Pseudo-Dragon	Attributes
STR: 1d3 (3)	Action Points: 4
CON: 4d6+2 (16)	Damage Modifier: -1d6
SIZ: 1d4+1 (4)	Magic Points: 13
DEX: 2d6+18 (25)	Movement: 4 m (15'), 12 m (40') Fly
INT: 2d6+6 (13)	Initiative: 19
POW: 3d6+2 (13)	Armour: Tough scaly hide
CHA: 3d6 (11)	Average Lair: 1
	Treasure Type: (Cx10)

Abilities: : Camouflaged, Cold Blooded, Infravision, Diving Strike, Flying, Immunity (Poisons), Magic Resistance 35%*, See Invisible (no Willpower roll required), Venomous

1d20	Location	AP/HP
1-2	Tail	3/4
3-4	Right Hind Leg	3/4
5-6	Left Hind Leg	3/4
7-8	Hindquarters	3/5
9-10	Right Wing	3/3
11-12	Left Wing	3/3
13-14	Forequarters	3/6
15-16	Right Front Leg	3/4
17-18	Left Front Leg	3/4
19-20	Head	3/4

Skills				
Athletics 68%, Brawn 17%, Deceit 54%, Endurance 62%, Evade 90%, Fly 68%, Insight 56%, Locale 46%, Lore (Dragon) 46%, Perception 56%, Willpower 66%				
Passions				
Neutral (Unbiased and Vain) 56%, Require Attention 56%				
Magic				
Magical Telepathy; see description				
Combat Style & Weapons				
Tiny Fury (Bite and Sting) 68%				

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	S	T	1d4-1d6	As for Head
Sting	S	M	1d4-1d6 plus Venom	As for Tail

* This Magic Resistance may be transferred to its companion if in physical contact with each other. Becoming a companion requires forming a bond as detailed above.

Purple Worm

These huge subterranean horrors burrow beneath the earth, typically only surfacing to attack anything smaller than itself. Their Earth Sense ability allows them to sense vibrations underground to a distance of 3 metres (10 ft) per point of INS.

The purple worm can swallow whole a creature of up to half its own size. Unless the victim has already been killed, this requires a Critical Success. During this time, the victim may attempt to cut themselves free. This requires a small, easily accessible bladed weapon. Any damage may be applied to the creature's Mid Mid-length body location and ignores armour. Doing damage equal or greater than half the SIZ of the victim creates a rip large enough for them to crawl through. The victim may receive help from allies; however, in this case, attacks obviously do not ignore armour and have a percentage chance to strike the victim equal to victim's SIZx2. It takes 10 minutes per point of SIZ to fully digest a victim. However, it is impossible to breathe while swallowed and most will succumb long before escaping. See Asphyxiation, Drowning, and Suffocation in MYTHRAS.

Purple worms also possess a poisonous stinger in their tail. This attack is typically only useful in large open areas. The stinger injects a deadly venom on a successful wound. Treat as Cobra Venom (injection only) as detailed in MYTHRAS.

Purple worms seldom expose their entire body when attacking from below. When applicable, roll 1d10+10 to determine the location struck.

The following write-up represents an adult worm of around 15 metres (50 ft) in length and 2.75 metres (9 ft) in diameter. However, purple worms as large as 45 metres (150 ft) have been confirmed. For each additional 5 metres of length add +3 STR, +6 SIZ, and +1 Armour Point; diameter tends to remain constant in larger worms.

Purple Worm		Attributes	
STR: 4d6+16 (30)		Action Points: 2	
CON: 4d6+12 (26)		Damage Modifier: +1d8+1d6	
SIZ: 4d6+30 (44)		Magic Points: 7	
DEX: 2d6+3 (10)		Movement: 4 m (15')	
INS: 2d6+1 (8)		Initiative: 9	
POW: 2d6 (7)		Armour: Tough hide and muscle	
		Average Lair: 1-2	
		Treasure Type: M, C x5, F	
		Abilities: Burrower, Earth Sense, Engulfing	

1d20	Location	AP/HP
1 - 3	Tail Tip	6/14
4 - 5	Mid End-length	6/14
6 - 7	Fore End-length	6/14
8 - 9	Rear Mid-length	6/15
10 - 12	Mid Mid-length	6/15
13 - 14	Fore Mid-length	6/15
15 - 16	Rear Fore-length	6/14
17 - 18	Mid Fore-length	6/14
19 - 20	Head	6/14

Skills				
Athletics 60%, Brawn 104%, Endurance 82%, Evade 40%, Perception 35%, Stealth 48%, Willpower 44%				
Passions				
Neutral (Hungry) 58%				
Combat Style & Weapons				
Death from Below (Bite, Stinger, and Writhe) 70%				

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	E	M	1d12+1d8+1d6	As for Head
Stinger	E	VL	1d6+1d8+1d6	As for Tail Tip
Tail Slap	E	VL	1d10+1d8+1d6	As for Tail Segment

Rat, Giant

Giant rats are the most common creature encountered in caves, dungeons, and ruins, just after their smaller cousins, and many an adventurer's first quest is to clean out a lair of these nasty creatures infesting the basement of some inn or shop for a few silvers. The following characteristics detail a giant rat averaging 0.5 m to 1 m (2 to 3 ft) in length, not counting a hairless pink tail as long as its body. The loss of its tail will not typically cause a Serious Wound, but will cause the rat flee the area. Smaller common rats may be created using the information on small animals on [page 191](#), or as rat swarms.

Rats of Unusual Size	Attributes
STR: 1d6+3 (7)	Action Points: 3
CON: 3d6 (11)	Damage Modifier: -1d4
SIZ: 1d3+2 (4)	Magic Points: 7
DEX: 2d6+6 (13)	Movement: 6m (20')
INS: 2d6+6 (13)	Initiative: 13
POW: 2d6 (7)	Armour: None
	Average Lair: 10-100
	Treasure Type: None (I in lair)
	Abilities: Dark Vision, Leaper

1d20	Location	AP/HP
1 – 2	Tail	0/3
3 – 4	Right Hind Leg	0/3
5 – 6	Left Hind Leg	0/3
7 – 9	Hindquarters	0/4
10 – 13	Forequarters	0/5
14 – 15	Right Front Leg	0/3
16 – 17	Left Front Leg	0/3
18 – 20	Head	0/3

Skills

Athletics 40%, Brawn 22%, Endurance 52%, Evade 56%, Perception 50%, Stealth 56%, Swim 58%, Willpower 34%

Passions

Neutral (Hungry) 58%

Combat Style & Weapons

Rat Attack (Claw, Bite) 50%

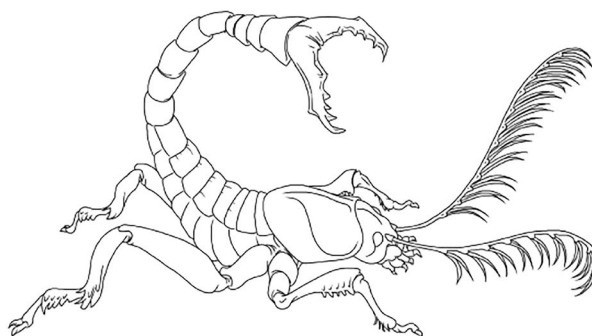
Weapon	Size/Force	Reach	Damage	AP/HP
Claw	S	S	1d3-1d4	As for Limb
Bite	S	T	1d6*-1d4	As for Head

Many giant rats are carriers of disease, with a 5% chance each time their attack breaks the skin of transferring the disease to the victim. The specific effects of this disease, as well as the check of infection, are resolved after the combat is concluded. The types of diseases carried by giant rats can be many and varied.



Rust Monster

Filling a similar but less-disgusting niche as the carrion creeper, the subterranean rust monster feeds on all types of metals. They prefer metals of the ferrous verity (iron, steel, mithral, and adamantine) if given the option. They will even go so far as to ignore a pile of gold to devour a rusty iron dagger. Rust monsters are strange-looking beasts, with a slight resemblance to a 1.5 metre (5 foot) armadillo with a hide of thick chitin and four insect-like legs, and an equally long segmented tail ending in a t-shaped claw. Finally, rust monsters have two long prehensile antennas protruding from just below the eyes that cause any metal touched to rust and corrode. This pile of oxidised metal is then devoured by the creature.



Rust monsters are typically docile creatures that intend no actual harm to living things, but are, in and of themselves, one of the greatest threats of the well-equipped adventurer. They are able to sense the presence of metal to a distance of 30 metres (100 ft), which sends them into a frenzy of excitement. They then approach the perceived meal at a rapid pace, with antenna flailing. Striking an armoured body location, weapon, or item of metal manufacture causes the item to lose 1d6 Armour Points. This attack is not augmented by the creatures Damage Bonus. An item reduced to 0 Armour Points literally falls apart into a pile of rust. Magic items may ignore 1 point of this damage for each point of magic bonus possessed. For example, if an adventurer wearing a +4 steel helm is struck in the head by a rust monster, and the creature rolls 1d6 for the damage sustained and gains a result of 3, the helm resists the attack as the magic bonus is sufficient to nullify the damage. Rust monsters will typically select Choose Location or Damage Weapon to single out its desired meal, and successfully parrying a rust monsters antenna will also subject a metal weapon to the creature's attack.

Rust monsters are poor tacticians, and can be easily avoided by simply tossing an iron tool, such as an iron hammer or a few spikes towards the creatures and using the diversion to leave the area. They are also known to stop 'attacking' an adventure and begin dining on

a now ruined piece of equipment, even in the middle of combat. Rust monsters can eat the equivalent to 1d6 ENC of former equipment per Round, and will continue to do so until full (ENC equal to their total SIZ). They can otherwise go for months without food. Once satiated, they will just tend to wander off, leaving a group of adventurers to re-evaluate their situation.

If perused or attacked from behind, and escape seems unlikely, rust monsters can swing their paddle-like tails as an additional deterrent.

Rust Monster	Attributes
STR: 2d6+9 (16)	Action Points: 2
CON: 2d6+12 (19)	Damage Modifier: -1d2
SIZ: 2d6+6 (13)	Magic Points: 4
DEX: 2d6+6 (13)	Movement: 8m (25')
INS: 2d6+2 (9)	Initiative: 11
POW: 1d6 (4)	Armour: Chitin
	Average Lair: 1-2
	Treasure Type: (Cx10 - ignore coins)
	Abilities: Infravision, Sense Metal (see description)

1d20	Location	AP/HP
1 - 2	Tail	6/7
3 - 4	Right Rear Leg	6/6
5 - 6	Left Rear Leg	6/6
7 - 9	Hind Quarters	6/9
10 - 12	Fore Quarters	6/8
13 - 14	Right Front Leg	6/6
15 - 16	Left Front Leg	6/6
17 - 18	Head	6/7
19	Right Antenna	1/5
20	Left Antenna	1/5

Skills
 Athletics 59%, Brawn 59%, Endurance 68%, Evade 46%, Perception 33%, Willpower 38%

Passions
 Neutral (Hungry for Metal) 58%

Combat Style & Weapons
 Oxidising Frenzy (Antenna and Tail) 59%

Weapon	Size/Force	Reach	Damage	AP/HP
Antenna	-	M	1d6 Oxidation	As for Antenna
Tail	M	M	1d6+1d2	As for Tail

Screecher



These near-mindless giant mushrooms live in the darkness below ground, occupying caverns and dungeons. They are a prized food source of both shamblers and purple worms. Screechers are very sensitive to light and ground vibrations. If even a torch is brought within 10 metres (30 ft), or movement is sensed within 3 metres (10 ft), the fungus emits an almost ear shattering screech lasting 1d3 Rounds. This screech has the unfortunate side effect of attracting other nearby creatures, with sapient beings in adjacent chambers having a percentage chance equal to their Insight to investigate. Non-sapient predators have a chance to investigate equal to their Perception at 1 grade of difficulty. However, it should be noted that some subterranean races will use screechers as an alarm system in a normally unused passage or chamber. In these cases, it can be assumed that any disturbance will be investigated. Where no occupied adjacent chambers exist, the Games Master should instead check for a random encounter.

Screecher	Attributes
STR: 1d3+3 (5)	Action Points: 1
CON: 3d6+6 (17)	Damage Modifier: N/A
SIZ: 3d6 (11)	Magic Points: 4
DEX: 1d3 (2)	Movement: N/A
INS: 2d6+1 (8)	Initiative: 5
POW: 1d6 (4)	Armour: Spongy Walls
	Average Lair: 2-3
	Treasure Type: Nil
	Abilities: Earth Sense

1d20	Location	AP/HP
1 – 6	Base	3/8
7 – 14	Stock	3/7
15 – 20	Cap	3/8

Skills
Brawn 56%, Endurance 54%, Evade 0%, Perception 42%, Willpower 0%

Combat Style & Weapons
N/A

Skeleton

Skeletons are the remains of dead creatures whose flesh has long since rotted away and who have subsequently been animated through magic. Any kind of skeleton can be animated and need not specifically be bones, as even the empty husks of giant insects can be raised from their rest.

They are susceptible to weapons delivering blunt-trauma, which smashes the bone (or chitin) and disrupts the joints. Such weapons increase their damage dice by one step when used against skeletons (for example, a club with 1d6 damage would become 1d8). On the other hand, skeletons are resistant to slashing and thrusting weapons. Reduce the damage dice of slashing weapons by one step and thrusting weapons by two steps.

See the spell *Animate Dead* for more information on spontaneous animation, as well as conversion rules useful when animating other creatures.

Skeleton	Attributes
STR: 9	Action Points: 3
CON: 7	Damage Modifier: None
SIZ: 13	Magic Points: 2
DEX: 17	Movement: 6m (20')
INS: 8	Initiative: 13
POW: 2	Armour: None; unless buried in it.
	Average Lair: Special
	Treasure Type: Nil
	Abilities: Immunity (Fear, Sleep, and Charm), Intensity 1, Undead

1d20	Location	AP/HP
1 – 3	Right Leg	0/4
4 – 6	Left Leg	0/4
7 – 9	Abdomen	0/5
10 – 12	Chest	0/6
13 – 15	Right Arm	0/3
16 – 18	Left Arm	0/3
19 – 20	Head	0/4

Skills
Athletics 56%, Brawn 52%, Endurance 44%, Evade 64%, Perception 40%, Unarmed 56%, Willpower 34%

Combat Style & Weapons
Skeletal Warrior (Sword, Spear, and/or Shield) 56%

Weapon	Size/Force	Reach	Damage	AP/HP
Short Spear	M	L	1d8+1	4/5
Target Shield	L	S	1d4	4/12
Short Sword	M	S	1d6	6/8

Slime, Green

This strange slimy-green creature is a form of vegetation common to dungeons, tombs, and caverns throughout the World of Grey-moor. It hates sunlight, which will dry it out and slowly kill it, and is therefore never found above ground. It possesses no ability to move on its own, but will slowly grow across a surface over time as additional patches form, including up walls and across ceilings. An individual patch of green slime covers an area roughly 1.5 metres (5 ft) in diameter; however, they often then grow or merge together forming larger patches. Green slime feeds and reproduces by transforming living flesh. It is highly sensitive to vibration, possessing Earth Sense, and if it has managed to grow across a ceiling and senses movement beneath it, it can detach itself and drop on unsuspecting victims. Each individual patch may drop a separate target. They possess no actual skill and simply fall with a flat 50% chance to hit. Assuming the victim does not successfully Evade, the slime will drop on a random body location determined by rolling 1d10+10 on the typical humanoid table. The GM should use common sense to determine the location as to unusual body forms. Stepping into a patch of green slime will automatically hit one or both legs, and touching it will automatically affect one or both arms, no roll is necessary.

Against material such as wood, cloth, and steel, the slime is treated as strong acid, doing 1d4 points of damage per hour in the case of wood, 10 minutes against leather, cloth, and hides, and per minute in the case of metals.

Once contact has been made with skin, the victim is transformed at a rate of 1 Hit Point per Round. Once the infected area has been reduced to 0 Hit Points, the slime spreads to each adjacent body

location, and the process of transformation continues. When all locations have been covered, the victim is completely transformed. Typically, the victim will have succumbed to death long before this, however, as the transformation of the chest or head will prove fatal. A completely transformed creature will provide enough nutrients to either create a new 1.5 metre (5 foot) patch of slime for every 20 SIZ of the victim, or increase size of an existing patch by the same amount.

Applying flame or extreme cold will kill any slime infecting a body location, assuming damage equal to that already done by the slime is applied; however, this will also cause an equal amount of damage to a victim as well. Of course, this means that the longer the slime infects the subject, the more dangerous it is to remove, and the further the slime spreads, the higher the likelihood of killing the victim in the process. Another way to stop the spread of the slime is to amputate the afflicted appendage. This may be done with a bladed weapon doing enough damage to sever the limb. Any required rolls to survive the amputation are 2 grades easier with a successful Healing roll by an attending character. It is possible to scrape the slime off non-organic material with a blade or other similar item. This requires 1 Round per ENC of the afflicted item, assuming the object is completely covered, and the one doing the scraping takes no other action. The item being used as a scraper will itself take acid damage dependent upon its material makeup to its armour, and then Hit Points as normal. The slime may be scraped from skin as well; however, this must be done within 1 Round of the victim's skin coming into contact with the slime or it will have already started the transformation process. Finally, the casting of Cure Disease at 1 Intensity per body location infected will instantly kill any slime transforming a victim.

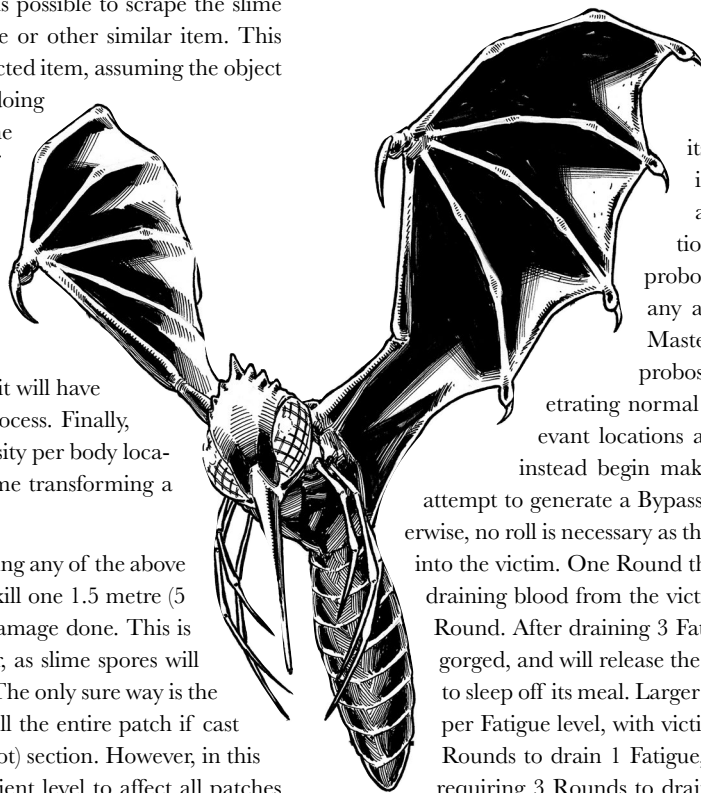
A patch of green slime can be killed using any of the above methods. Flame or extreme cold will kill one 1.5 metre (5 foot) patch of slime per 3 points of damage done. This is at best a temporary solution, however, as slime spores will remain that may germinate for years. The only sure way is the casting of Cure Disease, which will kill the entire patch if cast at an Intensity of 1 per 1.5 metre (5 foot) section. However, in this case, the spell must be cast at a sufficient level to affect all patches currently in contact.

Stirge

This nightmarish aerial predator shares similarities between a bat and a giant mosquito of a deep reddish colour, with a patch of fur running the length of its back. With a leathery wingspan of around 0.60 metres (2 ft), four viciously sharp hooked talons for grappling its prey, and a 1 metre (3 foot) long proboscis for draining the blood

of its victims, the stirge seems to have flown right out of someone's nightmare.

If the stirge successfully strikes in combat, it inflicts damage for each of its four clawed insect-like legs. If it successfully generates a special effect, the stirge will select Choose Location, or if possible, Bypass Armour, in an attempt to find exposed skin. Whether or not damage is inflicted, it immediately establishes a grapple on the body location struck. If the creature's attack was Parried by a limb or other natural extremity (or the creature itself is parrying an appendage), then the creature is granted the Grip effect against the opponent's limb instead. A stirge always uses its Brawn skill to resist a victim from breaking free of its grapple; however, the victim finds the roll at Herculean difficulty, due to the clawed hooks grasping flesh, clothing, armour, etc. Successfully ripping a stirge free re-inflicts any damage that was previously done by the claws, if any, as they are torn free of the victim's flesh. Killing the stirge allows it to be removed with no additional damage.



The real damage from a stirge attack, however, comes from its mosquito-like proboscis, for on its Turn after successfully grappling

its victim, the stirge forces it into any exposed flesh. In

addition to the body location gripped, the length of the proboscis allows it to puncture any adjacent location the Games Master deems within reach. The proboscis is capable of easily penetrating normal clothing; however, if all relevant locations are armoured, the stirge will

instead begin making additional attacks in an attempt to generate a Bypass Armour special effect. Otherwise, no roll is necessary as the creature forces its proboscis into the victim. One Round thereafter, the stirge will begin draining blood from the victim at a rate of 1 Fatigue per Round. After draining 3 Fatigue, the stirge is considered gorged, and will release the victim and fly back to its lair to sleep off its meal. Larger creatures possess more blood per Fatigue level, with victims of SIZ 21-40 requiring 2 Rounds to drain 1 Fatigue, and a creature of SIZ 41+ requiring 3 Rounds to drain 1 Fatigue. In this case, the stirge will become gorged after 2 Fatigue from a SIZ 21-40 victim, and 1 level of drained Fatigue from a victim of SIZ 41+.

If after 1d3+3 Rounds the stirge cannot penetrate the defences of its victim, it will disengage and attempt to find easier prey.

Stärke	Attributes
STR: 1d6+1 (5)	Action Points: 3
CON: 2d6+3 (10)	Damage Modifier: -1d6
SIZ: 1d3+1 (3)	Magic Points: 4
DEX: 3d6+6 (17)	Movement: 1.5 m (5'), 8 m (25') Fly
INS: 2d6+3 (10)	Initiative: 14
POW: 1d6 (4)	Armour: None
	Average Lair: 21-30

Treasure Type: None (M in lair)
Abilities: Adhering, Dark Vision, Flying, Grappler, Vampiric

1d20	Location	AP/HP
1 - 2	Right Rear Claw	0/3
3 - 4	Left Rear Claw	0/3
5 - 7	Abdomen	0/4
8 - 9	Right Wing	0/2
10 - 11	Left Wing	0/2
12 - 14	Chest	0/5
15 - 16	Right Fore Claw	0/3
17 - 18	Left Fore Claw	0/3
19 - 20	Head	0/3

Skills
Athletics 52%, Brawn 28%, Endurance 60%, Evade 44%, Fly 62%, Perception 64%, Stealth 67%, Willpower 38%

Passions
Neutral (Hungry for Blood) 58%

Combat Style & Weapons
Vampiric Menace (Claw, Proboscis) 52%

Weapon	Size/Force	Reach	Damage	AP/HP
Claw	S	S	1d3-1d6	As for Claw
Proboscis	S	M	1d4 (unaffected by Damage Modifier)	As for Head

Troll

Trolls are horrifying and gangly in appearance; however, that appearance belies a great strength and toughness. Trolls stand at just over 2.75 metres (9 ft) in height. They are voracious carnivores who love the taste of human and demi-human flesh, and are native to just about every region, from the coldest frozen tundra, to the hottest sweltering desert. They are feared by just about every living creature due to their ferocity and regenerative capabilities. Trolls are a mottled green or sickly grey in colour with a back or green growth of writhing hair-like strands in their heads. They have long warty noses and soulless black eyes. Trolls hate good aligned giants and



frequently find themselves involved in bloody conflict with them. They both respect and fear dragons of all varieties. Trolls are typically nocturnal, preferring to hunt after dark using their superior infravision.

Troll tribes are led by a dominant female witch/shaman. This spell caster is typically equal to a Rank 2 cleric with access to the following spheres: Charm, Divination, Sun (Darkness only), and Weather.

Trolls regenerate 1 Hit Point to each damaged hit location at the beginning of every Round. Only wounds inflicted from fire or acid, magical or otherwise, is immune to this regeneration. A severed limb may simply be re-joined to its 'stump' by the troll, taking 1 Action, and it as well will begin regenerating. In the meantime, these severed extremities will continue to fight on separate from the creature itself, with an arm crawling on the ground, a leg or head flopping towards an opponent, etc. Severed limbs have a movement rate of

only 1.5 metres (5 ft) per Round. Severing limbs, including the head, will not result in death; however, the troll will still suffer the effects of the injury until healed. To be permanently killed, the troll and all severed limbs must be burned or submerged in acid. If one or more pieces of the troll survive, another complete troll will regenerate from the largest surviving piece after a period of 1 day per piece needing to regenerate. Therefore, if only an arm survives, after 6 more days (one for each missing hit location), a complete troll will grow back.

Troll	Attributes
STR: 2d6+15 (22)	Action Points: 3
CON: 2d6+18 (25)	Damage Modifier: +1d10
SIZ: 2d6+21 (28)	Magic Points: 11
DEX: 2d6+9 (16)	Movement: 6m (20')
INT: 2d6+2 (9)	Initiative: 13
POW: 3d6 (11)	Armour: Thick, rubbery skin
CHA: 1d6 (4)	Average Lair: 5-7
	Treasure Type: C, (M)

Abilities: Infravision 30 m (100'), Regeneration, Terror

1d20	Location	AP/HP
1 - 3	Right Leg	3/11
4 - 6	Left Leg	3/11
7 - 9	Abdomen	3/12
10 - 12	Chest	3/13
13 - 15	Right Arm	3/10
16 - 18	Left Arm	3/10
19 - 20	Head	3/11

Skills
 Athletics 68%, Brawn 90%, Endurance 90%, Evade 62%, Languages (Troll*) 53%, Local 48%, Perception 60%**, Survival 66%, Track 64%, Willpower 52%

Passions
 Evil (Cruel and Cannibalistic) 52%, Hate Good Giants 57%

Combat Style & Weapons
 Troll Fury (Bite and Claws) 78%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	L	S	1d8+1d10	As for Head
Claw	L	M	1d6+1d10	As for Arm

* Troll language is a unique guttural mash-up of Goblin, Hobgoblin, Orc, Giant, and Common. The troll dialect varies so greatly from tribe to tribe, that communication between two different troll groups suffers a 1 grade penalty to difficulty, 2 grades if communication between other races is attempted.

** Troll Perception represents the senses of sight and smell, hearing is actually very poor (2 grades harder).

Zombie

Zombies are recently deceased animated corpses. All are mindless, decaying, husks, some animated by necromancers to serve a set purpose, others the result of spontaneous animation in areas steeped in necromantic magic. They have no intellect to speak of. Magically created zombies are often under the control of a caster in a similar way to skeletons (see Animate Dead on [page 152](#)). Once animated, a zombie does not normally continue to decay, but still retains the stench of death.

The following write-up represents an average human zombie animated, either magically or spontaneously. See the spell Animate Dead for more information on spontaneous animation, as well as conversion rules useful when animating other creatures.

Zombie	Attributes
STR: 17	Action Points: 2
CON: 17	Damage Modifier: +1d2
SIZ: 13	Magic Points: 2
DEX: 7	Movement: 3 m (10')
INS: 8	Initiative: 8
POW: 2	Armour: Thick, rubbery skin
CHA: 1d6 (4)	Average Lair: Special*
	Treasure Type: Nil

Abilities: Immunity (Fear, Sleep, and Charm), Intensity 2, Undead

1d20	Location	AP/HP
1 - 3	Right Leg	0/6
4 - 6	Left Leg	0/6
7 - 9	Abdomen	0/7
10 - 12	Chest	0/8
13 - 15	Right Arm	0/5
16 - 18	Left Arm	0/5
19 - 20	Head	0/6

Skills
 Athletics 54%, Brawn 60%, Endurance 64%, Perception 40%, Unarmed 54%, Willpower 34%

Combat Style & Weapons
 Mindless Undead Pummeling (Bite and Claws) 54%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	S	S	1+1d2	As for Head
Fists	S	T	1d3+1d2	As for Arm

*Non-sapient undead do not create lairs, they are either created to serve some function, are the result of spontaneous animation in areas steeped in necromantic magic.

12: Treasure!

Why do many adventurers go down into deep dank dungeons in the first place? Treasure! Treasure usually found on the corpses of humanoids and in the lairs of terrible monsters, and typically the deadlier the beast, the greater the reward.

The following system allows the Games Master to quickly generate the treasure carried on an individual creature or in a monster's lair based on how tough it is and how much effort it puts into acquiring and holding onto treasure. This system isn't intended to replace common sense and the Games Master is free to ignore the random factor and just choose whatever items best suits the campaign.

Treasure Tables

See the Treasure Table on page 264. The Treasure Type of each creature is noted in its descriptions in the previous chapter and is used to determine what, if any, treasure is possessed by the creature. Realistically, giant spiders, grizzly bears, and alligators do not horde treasure, and when encountered will normally not have any to be found. However, if a creature is known to drag prey back to its lair to be consumed later, there is a chance of finding some on the remains of previous adventurers. For example, a giant spider may have several corpses cocooned in webbing or the half-eaten remains of a previous party of adventures may litter the cave of a grizzly bear. These creatures will have a treasure type noted in parenthesis (#). In this case, if the encounter takes place in the lair of the creature, or that lair can be later discovered, treasure can be checked for as normal.

For example, a basilisk is listed as having a Treasure Type of (M). If encountered while out hunting it will not be carrying around a backpack full of treasure; however, if encountered in its lair, the Games Master should roll for treasure as normal to determine what may be present from its previous victims.

When converting an existing classic adventure over to CLASSIC FANTASY where the creature encountered already possesses a magic item, one can substitute the item for one roll on the appropriate treasure table.

To determine how much and of what type of treasure an individual creature possesses, the Games Master rolls once on each table as

required by the creature's Treasure Type. Many of the results rolled on the Treasure Table require one or more follow-up rolls on one or more sub-tables tables.

Note on Gems and Pieces of Art: The Treasure Table typically notes the number of gems or art samples discovered with a bonus percentage in parenthesis. This bonus is added to the follow-up roll on either the following Gem or Art Table, whichever is appropriate. Therefore, if the results of the roll note 1d6 Gems (+20%), the Games Master must roll 1d6 to determine the number of gems discovered, and then roll for the specific value of each on the Gem Table, adding +20% to each roll.

Magic Items

The remainder of this chapter details over 200 magic items, as well as provides rules for randomising items with magical and spell-like effects, creating the possibility of near limitless combinations.

Magnitude, Armour, and Hit Points

Like spells, magic items are given a Magnitude level that determines the power of the magic contained within. It works in all ways as spell Magnitude when confronted with the effects of Dispel Magic. See Dispel Magic Items below. An item's Magnitude is randomly determined according to the table on page 265.

It is possible and likely that two identical magic items will possess different Magnitudes. This is intentional as the processes used in their creation, having been made by different enchanter, is likely not the same. In addition, some items may have had their Magnitude increased simply to make them harder to dispel. It should never be possible for a rival spell caster to discern an item's actual Magnitude. Even the casting of Detect Magic will only give an approximate result.

Dispel Magic Items

Dispel Magic must be cast directly on a specific item in an attempt to nullify any ongoing magical effects. This is an exception to its normal area of effect. This does not permanently nullify the magic of

Treasure Tables

Code	Treasure Details
A	Individual 75%: 1d4 CP; 50%: 1d6 SP
B	Individual 50%: 4d6 CP; 75%: 3d6 SP; 10%: 2d4 GP
C	Individual 50%: 4d6 SP; 75%: 2d8 GP; 55%: 1d8 Gems (+0%); 45%: 1d4 Pieces of Art (+0%; typically, jewellery)
D	Potions 40%: assortment of Potions of appropriate rank
E	Scrolls 50%: assortment of Scrolls of appropriate rank
F	Small Magic Treasure 60%: 1 magic item and an assortment of Potions of appropriate rank
G	Medium Magical Treasure 70%: 3 magic items of appropriate rank
H	Large Magical Treasure 85%: 6 magic items of appropriate rank
I	Tiny Hoard 70%: 1d6x1,000 CP; 50%: 1d4x1,000 SP; 30%: 1d3x1,000 GP; 50%: 1d6 Gems (+20%); 50%: 1d3 Pieces of Art (+20%); 15%: Any 1 magic item of appropriate rank
J	Small Hoard 80%: 1d8x1,000 CP; 60%: 1d6x1,000 SP; 40%: 1d4x1,000 GP; 55%: 1d8 Gems (+40%); 55%: 1d4 Pieces of Art (+40%); 20%: Any 1 magic item of appropriate rank

Code	Treasure Details
K	Medium Hoard 100%: 1d6x1,000 CP; 80%: 1d8x1,000 SP; 20%: 1d4x1000 EP; 60%: 1d6x1,000 GP; 10%: 1d6x100 PP; 60%: 1d10 Gems (+50%); 60%: 1d6 Pieces of Art (+50%); 35%: 1 Map; 25%: Any 1 magic item of appropriate rank; 50%: assortment of Scrolls and Potions of appropriate rank
L	Large Hoard 80%: 1d4x1,000 CP; 100%: 2d6x1,000 SP; 30%: 1d6x1000 EP; 80%: 1d8x1,000 GP; 20%: 1d8x100 PP; 65%: 2d6 Gems (+60%); 65%: 1d8 Pieces of Art (+60%); 40%: 1 Map, 30%: Any 2 magic items of appropriate rank; 60%: assortment of Scrolls and Potions of appropriate rank
M	Huge Hoard 60%: 1d3x1,000 CP; 100%: 3d6x1,000 SP; 40%: 1d8x1000 EP; 100%: 2d6x1,000 GP; 30%: 2d6x100 PP; 70%: 3d6 Gems (+70%); 70%: 1d10 Pieces of Art (+70%); 45%: 1 Map; 35%: Any 2 magic items of appropriate rank; 70%: assortment of Scrolls and Potions of appropriate rank
N	Enormous Hoard 40%: 1d3x500 CP; 100%: 4d6x1,000 SP; 50%: 2d6x1000 EP; 100%: 3d6x1,000 GP; 40%: 3d6x100 PP; 75%: 4d6 Gems (+80%); 75%: 2d6 Pieces of Art (+80%); 50%: 1 Map; 40%: Any 2 magic items of appropriate rank; 80%: assortment of Scrolls and Potions of appropriate rank
O	Colossal Hoard 20%: 1d3x100 CP; 100%: 4d6x5,000 SP; 60%: 3d6x1000 EP; 100%: 4d6x1,000 GP; 50%: 4d6x100 PP; 80%: 4d6x2 Gems (+90%); 80%: 3d6 Pieces of Art (+90%); 55%: 1d2 Maps; 45%: Any 3 magic items of appropriate rank; 90%: assortment of Scrolls and Potions of appropriate rank
P	Epic Hoard 10%: 1d3x10 CP; 100%: 4d6x10,000 SP; 70%: 4d6x1000 EP; 100%: 4d6x5,000 GP; 60%: 4d6x1,000 PP; 90%: 4d6x5 Gems (+100%); 90%: 4d6x2 Pieces of Art (+100%); 60%: 1d4 Maps; 50%: Any 5 magic items of appropriate rank; 100%: assortment of Scrolls and Potions of appropriate rank

GEM TABLE

1d100	Average	Min/Max	Examples
1-40	10 GP	5/15 GP	Diopside (star); quartz (rock crystal); sapphire (clear); topaz (blue or clear); zircon (brown or clear)
41-80	50 GP	25/75 GP	Bloodstone (dark red-green); coral (polished black or blue); cordierite (blue); garnet (almandine); jade; jasper (black, red, or yellow); moonstone; quartz (carnelian or cat's eye); stone (adventurine, banded sardonyx, or labradorite)
81-120	100 GP	50/150 GP	Amber; amethyst; gem (bright chrysoberyl or golden beryl); opal (fire); quartz (citrine or rose); pearl (white, pink or silver); spinel (blue, pink, red, or violet); stone (morganite); tourmaline (black, blue, clear, green, or pink); zircon (green or yellow)
121-140	500 GP	250/750 GP	Coral (polished pink or red); garnet (green or red); gem (aquamarine); lapis lazuli (blue); pearl (black); sapphire (star); stone (turquoise, rhodochrosite, or malachite); topaz (golden, pink, or smoky)
141-160	1,000 GP	500/1,500 GP	Ruby (normal or star); opal (white); sapphire (green, violet, or yellow)
161-180	2,500 GP	2,000/3,000 GP	Emerald; opal (black)
181+	5,000 GP	3,500/6,500 GP	Diamond (uncut blue-white, canary, pink, brown, or blue)

ART TABLE

1d100	Value	Average	Examples
1-30	10 GP	5/15 GP	Carved ivory figurine; exquisite silverware; large plain tapestry; necklace with a clear sapphire gem, pair of earrings with a small blue topaz in each; silver tiara.
31-60	50 GP	25/75 GP	Cloth of gold vestments; brass mug with four brown zircon gems; jade comb; quartz cat's-eye earrings; bloodstone necklace; silver tiara with red jasper gem
61-90	100 GP	50/150 GP	Large exquisite tapestry; gold chalice with four blue topaz gems; gold music box; silver-plated steel dagger with black jasper jewel in hilt
91-110	500 GP	250/750 GP	Hand-carved harp of exotic wood with ivory inlay and bright chrysoberyl gems; jewelled anklet; solid gold idol with red jasper eyes (6 ENC)
111-130	1,000 GP	500/1,500 GP	Electrum dagger with a star sapphire in the pommel; aquamarine pendant on a fine gold chain; old masterpiece painting
131-160	2,500 GP	2,000/3,000 GP	Gold dragon comb with green sapphire eyes; golden circlet with four aquamarines; gold and ruby ring
161-180	5,000 GP	3,500/6,500 GP	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain; gold cup set with emeralds
181+	10,000 GP	7,000 GP/13,000 GP	A string of small pink pearls (necklace); Embroidered silk and velvet mantle with numerous moonstones; jewelled gold crown; jewelled platinum ring

MAGIC ITEM MAGNITUDE TABLE

Item	Magnitude	Armour/Hit Points
Potion		
Rank 1	Non-magical	2/1
Rank 2	1d3+1	2/1
Rank 3	1d4+1	2/1
Rank 4	1d4+2	2/1
Scroll	1d4+1	0/2 (in scroll case 2/4)
Ring	1d4+3	Armour equals Magnitude x2, Hit Points equal Magnitude x1
Rod	1d4+6	7/6
Staff	1d4+7	9/10
Wand	1d4+5	2/4
Miscellaneous Magic Item	1d4+8	Varies by material, typically equal to that of the material plus 1/2 Magnitude*
Artefact or Relic**	1d4+16	Varies by material, typically equal to that of the material plus Magnitude x1 or more*
Ammo	Magic bonus +1d4+6	
Armour or Shield	Magic bonus +1d4+9	Armour equals Mag/2, Hit Points equal Magnitude x1
Sword	Magic bonus +1d4+11	Armour equals Mag/2, Hit Points equal Magnitude x1
Sword, Holy	Magic bonus +1d4+13	Armour equals Mag/2, Hit Points equal Magnitude x1
Miscellaneous Weapon	Magic bonus +1d4+10	Armour equals Mag/2, Hit Points equal Magnitude x1

* See *Inanimate Objects* in Chapter 6 for additional information.

** *Artefacts and Relics* will be added in later products

*** Several small items such as magic arrows or bolts together in a single container will all be dispelled simultaneously.

the item in question; however, any ongoing effects may be temporarily disrupted if the Intensity of the spell equals or exceeds the Magnitude of the item. A magic item that has been dispelled remains so for 10 minutes for each point by which the Intensity of the spell exceeds the item's Magnitude. At the Games Master's discretion, several small items such as magic arrows or bolts together in a single container can all be dispelled simultaneously.

Dispel Magic versus Cursed Magic Items

Cursed magic items are a special case with regards to Dispel Magic as it is only possible to dampen the side effects of the curse and not nullify it outright. In the case of cursed items that penalise the user but can be easily discarded, Dispel Magic functions as normal. However, in the case of more powerful curses, where the user cannot discard the item, the casting of Dispel Magic will at most dispel the side

effects. The user is still stuck with the item until a more permanent solution can be had, typically, the casting of Remove Curse or Wish.

Magic Items and Classes

Unless otherwise noted, any character class may use any magic item. Obviously some classes will benefit to a greater degree than others dependent upon the item. Others such as magic weapons and armour will still follow the normal restrictions and/or penalties with regards to class. Scrolls, with the exception of Scrolls of Protection, are restricted to class, as appropriate, as are most wands, staves, and rods. If an item is class restricted, this will be noted in the item's description.

Command Words

Many of the magic items detailed in the pages that follow require a command word or phrase before they may be activated. This command may be inscribed on the item in magic script, requiring the casting of Read Magic to use it. Otherwise, it may require innovative uses of other higher rank spells to discern. As a last and expensive resort, the character could hire the services of a sage or high rank magic-user to try to discover the command. Unfortunately, a casting of Identify is not typically capable of revealing a command word, as it is not a function of the item any more than knowing that a lock needs a key will reveal the key's location. Identify may possibly reveal a clue as to where additional information could be found, however, at the Games Master's option.

Buying and Selling Magic Items

Unlike the equipment listed in Chapter 5, most of the following items possess values noted in gold pieces (GP), not silver. This represents the rarity of these items and is not meant to imply that there is an active market for powerful magic items. With the exception of potions, scrolls, and magic items of Rank 1 and 2, magic items are simply not typically available for sale. Instead, the values listed in this chapter are used to compare the assumed worth of each item for trade purposes. With that said, there are some organisations found in the World of Greymoor that do actively purchase and sell magic items, with these organisations purchasing magic items at 25% of the noted value. Rank 3 and greater items are not typically purchased with the intent of resale, but instead to study, protect, destroy, or disenchant, as appropriate. Cursed items typically have no value but are often given to a relevant organisation to safeguard or destroy.

Unless the exact weapon is specified when it is randomly rolled, they will typically note the value of the enchantment, and not include the mundane value of the weapon. Include the normal silver piece purchase price of the weapon into the magic item's total value to determine its trade value for purchase or resale. With regards to armour, the value assumes a full suit. In cases where only partial armour is available, the value should be recalculated as detailed in *Chapter 5: Economics and Equipment*.

Exotic Magic Shops

Unlike most other magic items, potions, oils, and elixirs, as well as Arcane and Divine scrolls may be purchased at exotic shops.

Every city, as well as most large towns, will have at least one shop dedicated to the sale of magic items; and roadside vendors may be found set up in even the smallest of hamlets. If a desired item is unavailable, it may be checked for again in 1 week. These shops will purchase previously identified magic items at 25% of their retail

value. The chance of finding a specific magic item for sale is a factor of the size of the local population, and the desired item. For example, a village of 700 residents would have a 75% chance of an exotic magic shop being available. Looking at the Availability of Magic Items by Establishment Table below, that same shop would have an 80% chance of 1d6+3 Type 1 Healing Balms being available for purchase, while a Type 2 Potion of Healing would have only a 50% chance of 1d3+2 being available. There is no need for the Games Master to determine beforehand a shops inventory. Instead, may simply roll as the players inquire about individual samples.

AVAILABILITY BY SPECIFIC ORDER, GUILD, OR EXOTIC MAGIC SHOP

Community	Population	Alchemy Guild	Mages Guild	Religious Order*	Exotic Magic Shop
Hamlet	Up to 50	-	-	-	50% chance of 1
Village	51 – 1,000	-	-	-	75% chance of 1
Small Town	1,001 - 5,000	25% chance of 1	20% chance of 1	50% chance of 1	100% chance of 1d2
Large Town	5,001 – 15,000	75% chance of 1	60% chance of 1	100% chance of 1d2	100% chance of 1d2+1
City	15,001 +	100% chance of 1	100% chance of 1	100% chance of 1d2+1	100% chance of 1d3+1

* While even the lowliest hamlet will possess at least one or more small churches or shrines, only moderately sized establishments would be expected to sell Divine scrolls.

AVAILABILITY OF MAGIC ITEMS OR SERVICES BY ESTABLISHMENT

Community	Item or Service	Specific Items				
Alchemy Guild	Alchemical Silvering	30% chance of an alchemist able to perform the service that week	-	-	50% chance of 1	-
	Potions	100% chance of 1d8+8 Type 1 potions	75% chance of 1d6+3 Type 2 potions	50% chance of 1d4 Type 3 potions	10% chance of 1 Type 4 potion	-
Mages Guild	Spell Cast	100% chance of Rank 1; 100 SP	80% chance of Rank 2; 500 SP	60% chance of Rank 3; 1,000 SP	40% chance of Rank 4; 5,000 SP	20% chance of Rank 5; 10,000 SP
	Potions	80% chance of 1d6+6 Type 1 potions	50% chance of 1d4+2 Type 2 potions	30% chance of 1d3 Type 3 potions	5% chance of 1 Type 4 potions	-
	Arcane Scrolls	100% chance of 1d6+6 Rank 1 scrolls	80% chance of 1d4+2 Rank 2 scrolls	60% chance of 1d3 Rank 3 scrolls	40% chance of 1 Rank 4 scroll	20% chance of 1 Rank 5 scroll
	Protection Scrolls	100% chance of 1d6+6 protection scrolls*	-	-	-	-
Religious Order	Magic Items	20% chance of 1d3 Rank 1 magic items	10% chance of 1 Rank 2 magic item	-	-	-
	Spell Cast	100% chance of Rank 1; 100 SP	80% chance of Rank 2; 500 SP	60% chance of Rank 3; 1,000 SP	40% chance of Rank 4; 5,000 SP	20% chance of Rank 5; 10,000 SP
	Potions*	100% chance of 1d8+8 Type 1 potions**	80% chance of 1d6+3 Type 2 potions*	30% chance of 1d4 Type 3 potions*	-	-
	Divine Scrolls	100% chance of 1d6+6 Rank 1 scrolls	80% chance of 1d4+2 Rank 2 scrolls	60% chance of 1d3 Rank 3 scrolls	40% chance of 1 Rank 4 scroll	20% chance of 1 Rank 5 scroll
	Protection Scrolls	100% chance of 1d6+6 protection scrolls***	-	-	-	-
Exotic Magic Shop	Magic Items****	20% chance of 1d3 Rank 1 magic items	10% chance of 1 Rank 2 magic item	-	-	-
	Potions	80% chance of 1d6+3 Type 1 potions	50% chance of 1d3+2 Type 2 potions	15% chance of 1d2 Type 1 potions	-	-
	Arcane Scrolls	40% chance of 1d2 Rank 1 scrolls	10% chance of 1 Rank 2 scroll	-	-	-
	Divine Scrolls	50% chance of 1d2 Rank 1 scrolls	20% chance of 1 Rank 2 scroll	-	-	-
	Protection Scrolls	70% chance of 1d3 protection scrolls (any)	-	-	-	-
	Items	5% chance of 1 Rank 1 magic item	-	-	-	-

* These scrolls are limited to protection from Demons, Elementals, Lycanthropes, Magic, and Petrification only.

** These are limited to holy water, dispel magic, healing balm, healing, extra healing, and vigour only.

*** These scrolls are limited to protection from Demons, Devils, Possession, and Undead only.

**** These magic items are typically limited to equipment usable by the order, for clerical orders, this would include armour, blunt weapons, defensive items, etc.

Example: Rengarth wishes to purchase a couple Potions of Invisibility (Type 2). In the town of Dunfel, he decides to wander around in search of an alchemy shop. The Games Master finds that Dunfel, being a small town has a 25% chance of having one. After a successful roll, Ren finds himself wandering into the Dunfel Shop of Exotic Concoctions and asking the proprietor if a couple Potions of Invisibility may be on hand. The Games Master checks the Availability of Magic Items Table and determines there is an 75% chance of an alchemy guild having a specific Type 2 potion. A successful roll determines there are 1d6+3 potions available and looking at the Type 2 Potion Table Below, sees that they are 500 silver pieces each. The Games Master rolls and lets Ren's player know there are a total of five potions available. Taking advantage of their availability, Ren returns to the Dunfel Inn to meet up with the rest of the party with all five Potions of Invisibility, however, he's 2,500 silver pieces lighter.

Recharging Magic Items

Many items can be recharged by the owner, another spell caster, or a mage's guild or religious order, unless specified otherwise. The process differs based on whether the item uses charges or Magic Points as noted below:

⇒ **Charges:** Either an Arcane or Divine caster, as appropriate to the item in question, must spend 1 hour attuning to the object. This is a tiring process and the caster will be required to make an Endurance roll every 30 minutes to avoid accruing a level of Fatigue loss. Finally, either an Arcane Casting or Channel roll is required to complete the link. With the link established, the character must expend an Experience Roll and 3 Magic Points for each 30 charges reinstated, or fraction thereof. These charges must be replenished within an hour or the process must be re-attempted. As an alternative, characters may have magic items recharged at a mage's guild, or a temple or church, as appropriate, at a cost of 100 GP per 30 charges. Magic items that use charges cannot have been completely drained, as they are rendered magically inert by doing so.

⇒ **Magic Points:** An item that stores Magic Points, also called a Magic Point Storage Matrix, may be recharged even when completely drained. Either an Arcane or Divine caster, as appropriate to the item (or items) in question, must spend 1 hour attuning to the items to be recharged. The number of items that may be attuned simultaneously is equal to 1/10th the caster's Arcane Casting or Channel skill. While less tiring than replenishing charges as detailed above, the caster is still required to make an Endurance roll at the end of the hour to avoid accruing a level of Fatigue loss. Finally, the character must roll against the relevant casting skill to complete the link. With the link established, the caster simply concentrates on each item to be recharged, one at a time, and transfers 1 Magic Point to the item every 10 minutes. Characters may have Magic Point storage items recharged at a mage's guild, or a temple or church, as appropriate, at a cost of 1 GP per Magic Point.

It can generally be assumed that items that provide Magic Points will be freely recharged between adventures at no cost to the item's owner. This assumes they possess the capability to recharge them personally. However, items that possess charges will require the expenditure of Experience Rolls or gold dependent on the method used either before or during play.

Do Worn Magic Items Fit?

The table provided overleaf may be used to determine what SIZ a set of armour, magic boots, or even a magic ring will fit, based on the race it was designed for. This first requires a roll to determine what race the armour was designed for, and a second roll based on the racial SIZ to determine the specific SIZ of the item. This will result in most items being of the racial average when found, and of course, if the character is of a much larger or smaller SIZ than the racial average, it can be more difficult to find armour that will fit as it should. Regardless of what race a suit of armour was made for, as long as the SIZ and build is appropriate for the character in question, the armour will fit.

Humans are the dominant race in the World of Greymoor, and the ratio of equipment found that was designed for them reflects this. However, if the race the item was designed for is known, the roll to determine the race may be ignored. Likewise, racially specific items like elven chain are seldom made for other races; however, it is not



FITS SIZ TABLE

1d100	Race	Fits SIZ...	Lithe Frame	Medium Frame	Heavy Frame
01-60	Human	2d6+6	01-25	26-75	76-00
61-75	Elf	1d6+6	01-45	46-90	91-00
76-80	Half-Elf	2d6+5	01-25	26-75	76-00
81-90	Dwarf	1d3+9	01-45	46-90	91-00
91-95	Halfling or Gnome	1d3+6	01-45	46-90	91-00
96-00	Half-Orc	2d6+7	01-25	26-75	76-00

impossible, figure a 10% chance, and if successful, determine race randomly, re-rolling if the race creating the item comes up again. Obviously, do not roll in the case of worn equipment looted from a fallen foe; instead, the item will possess the SIZ of the current wearer, plus or minus 1 to 2 points, if appropriate.

- ⇒ **Armour:** Light armour will generally fit one point of SIZ more or less than the SIZ it was designed for. Heavy armour is crafted to fit a wearer of specific proportions, so it will only fit the same SIZ and frame for which it has been designed.
- ⇒ **Boots:** Boots are crafted to fit the same SIZ and frame for which they have been designed. However, they may fit an individual up to 2 SIZ smaller, but will slow the character's Movement Rate by 1.5 metres (5 feet) due to the bad fit. They will also increase the difficulty by 1 grade when attempting to resist gaining Fatigue whenever Fatigue needs to be accrued due to movement. This will typically include combat.
- ⇒ **Bracers:** Bracers will generally fit one point of SIZ more or less than the SIZ they were designed for. However, they may fit an individual up to 2 SIZ smaller, but will fall off on any Fumbled roll to defend with them in addition to any other Special Effects.
- ⇒ **Cloak:** Cloaks will generally fit two points of SIZ more or less than the SIZ it was designed for. However, they may fit an individual up to 4 SIZ smaller, but will trip up the wearer and cause them to fall on a Fumbled Athletics or Evade roll in addition to any other Special Effects.
- ⇒ **Necklace:** A necklace will generally fit three points of SIZ more or less than the SIZ it was designed for.
- ⇒ **Ring:** A ring is crafted to fit the same SIZ and frame for which it has been designed.
- ⇒ **Robe:** Robes will typically fit the SIZ rolled, plus or minus 3 points

As a guide, 10% of magic items may be enchanted to alter their proportions to fit any SIZ. In addition, 20% of magic armour is lighter than its mundane counterparts. If so, the armour will be 1d10x10% lighter than normal, with its Initiative penalty based on its new modified ENC. The Sale Value of lighter armour is increased by the percentage by which it is lighter.

Random Magic Item Determination

Many of the results found on the Treasure Table detailed on page 264 note the possibility of one or more magic items. When found the particular items are typically randomly generated. For game balance reasons, most magic items found should be equal to the average rank of the party. Example: If a magic item is discovered, and the party consists of two Rank 4 and four of Rank 3 members (average of 3.33), the Games Master should roll on the Rank 3 Magic Item Table. This is an exception to always rounding up. In all instances, the GM should use common sense when figuring for items carried by creatures. For example, if the die roll results in a magic weapon as part of a lair, one of its members should more than likely be armed with it, assuming its function is understood.

When a magic item is discovered as part of a hoard, or in the lair of some carnivorous monster, no real thought needs to be given to the type of item. The Games Master can just roll an item of appropriate rank. However, when these items are taken off the corpses of other creatures that use them as adventuring equipment, such as fellow adventurers, orc champions, hobgoblin shamans, etc., they will typically be outfitted with magic items appropriate to their class or profession, most commonly weapons, armour, wands, staves, potions, scrolls, and the like. In these cases the Games Master may freely choose an appropriate item if desired.

Magic Item Sub-Tables

The following magic items are separated according to value and power, and are far from all-inclusive. Games Masters may at any time swap out a rolled item with an equivalently valued item of their own creation, or one converted from another system if they already have something specific in mind. Anytime a piece of equipment is noted in parenthesis, or a sub-table exists beneath the rolled item, an additional roll is required to determine specific information. In the case of an item in parenthesis, the table may be located in the item's description. *For example, a roll that results in (Shield) +1 would require a second roll on the Shield Table located in the shields' descriptions to discern the specific type.*

Also included in the write-ups are various cursed items that can appear to be an otherwise beneficial magic item. While these can be specifically chosen by the Games Master, a random roll allows the

Games Master to watch the happy players write the cursed item on their character sheet with a clean conscience.

Magic Item Tables

The following magic item tables are sorted by rank and trade value. They are all inclusive, and include weapons, armour, miscellaneous magic items, potions, scrolls, etc. Some magic items are usable only by spell casters; these will note the class of magic in parenthesis, for example, (Arcane) or (Divine). Items that do not denote a class of magic may typically be used by anyone unless specified otherwise.

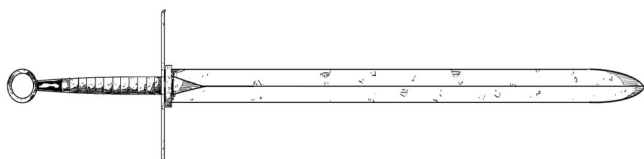
RANDOM MAGIC ITEM CATEGORY TABLE

1d100	Category
01-30	Offensive Item: Weapons, ammo, etc.
31-60	Defensive Item: Armour, shield, etc.
61-95	Miscellaneous Magic Item: Potions, scrolls, staves, wands, etc.
96-00	Cursed Item: Roll again to determine category, re-rolling another 96-00 result.

RANK 1 OFFENSIVE ITEMS

1d100	Offensive Magic Item	Trade Value*
01-20	Ammo	
01-60: (Ammo) +1, Quantity: 2d6		40 GP ca.
61-80: (Ammo) +2, Quantity: 1d6		80 GP ca.
81-00: (Ammo) +3, Quantity: 1d3		140 GP ca.
21-25	Dagger of Venom	353 GP
26-90	(Weapon) +1	
01-20: (Misc.) 1-Handed		400 GP
21-30: (Misc.) 2-Handed		400 GP
31-50: (Ranged)		500 GP
51-00: (Sword)		400 GP
(Weapon) +2 Weapon, +3 vs. Large		
91-95	Creatures	
01-40: Dagger		300 GP
41-70: Hatchet		300 GP
71-00: Knife		300 GP
96-00	Roll twice more on this table disregarding another roll of 96-00, or once on the Rank 2 Offensive Items Table	

* Where the specific type of weapon must be determined, add its normal silver piece price from Chapter 5 to determine its true Trade Value.



RANK 1 OFFENSIVE ITEMS (CURSED)

1d100	Offensive Magic Item	Trade Value*
01-50	(Weapon) -1; Cursed	
01-20: (Misc.) 1-Handed		-
21-30: (Misc.) 2-Handed		-
31-50: (Ranged)		-
51-00: (Sword)		-
51-80	(Weapon) +1; Cursed	
01-20: (Misc.) 1-Handed		-
21-30: (Misc.) 2-Handed		-
31-50: (Ranged)		-
51-00: (Sword)		-
81-00	(Weapon) +1; Cursed Backstabber	
01-30: (Misc.) 1-Handed		-
31-50: (Misc.) 2-Handed		-
51-00: (Sword)		-

RANK 1 DEFENSIVE ITEMS

1d100	Offensive Magic Item	Trade Value*
01-50	Armour	
01-16: Brigandine, Scale, or Laminated +1		680 GP
17-28: Chain Mail +1		740 GP
29-31: Full Plate +1		1,460 GP
32-39: Furs or Hides +1		512 GP
40-65: Leather, Padded, or Quilted +1		530 GP
66-71: Plate Mail +1		980 GP
72-80: Splint or Banded Mail +1		860 GP
81-00: Studded Leather or Ring Mail +1		560 GP
51-60	Bracers of Defence 1	500 GP
61-95	Shield	
01-60: (Shield) +1		250 GP
61-90: (Shield) +1, +4 vs. Missiles		400 GP
91-00: (Shield) +2		500 GP
96-00	Roll twice more on this table disregarding another roll of 96-00, or once on the Rank 2 Defensive Items Table	

RANK 1 DEFENSIVE ITEMS (CURSED)

1d100	Offensive Magic Item	Trade Value
01-40	Armour	
01-25: Full Plate of Defencelessness*		-
26-00: Plate Mail of Defencelessness*		-
41-50	Bracers of Defencelessness 1 (apparent)	-
51-00	(Shield) Cursed	-

* Always found as a full suit covering all Hit Locations.

RANK 1 MISCELLANEOUS ITEMS

1d100	Miscellaneous Magic Item	Trade Value*
01-10	Amulet of Magica +1	250 GP
11-15	Amulet of Magica +2	500 GP
16-20	Bag of Holding; Type 1	500 GP
21-25	Pearl of Power	500 GP
26-30	Pearl of Wisdom	500 GP
31-55	Potion(s)	
	01-60: 1d4 Type 1*	Varies
	61-85: 1d2 Type 2*	Varies
	86-95: 1 Type 3	Varies
	96-00: Roll twice	Varies
56-70	Ring	
	01-60: Ring of Magica +1	250 GP
	61-80: Ring of Magica +2	500 GP
	81-00: Ring of Protection +1, +5% to Resistance Rolls	500 GP
71-95	Scroll(s)	
	01-50: 1d4 Rank 1 Spell Scrolls	40 GP ea.
	51-70: 1d2 Rank 2 Spell Scrolls	80 GP ea.
	71-75: Map	Varies
	76-95: Protection Scroll	See Scrolls
	96-00: Roll twice	Varies
96-00	Roll twice more on this table disregarding another roll of 96-00, or once on the Rank 2 Miscellaneous Items Table	

* There is a 5% chance of any one of the potions being a Flagon of Curses. Does not apply if only 1 potion is rolled.

RANK 1 MISCELLANEOUS ITEMS (CURSED)

1d100	Miscellaneous Magic Item	Trade Value
01-20	Bag of Transformation	-
21-40	Flagon of Curses	-
41-50	Pearl of Power; Cursed, See Pearl of Power	-
51-60	Pearl of Wisdom; Cursed, See Pearl of Wisdom	-
61-65	Ring of Weakness	-
66-00	Scroll, Cursed	-

RANK 2 OFFENSIVE ITEMS

1d100	Offensive Magic Item	Trade Value*
01-10	Roll twice on the Rank 1 Offensive Items Table	
11-34	Ammo	
	01-50: (Ammo) +1, Quantity: 2d6+12	40 GP ea.
	51-80: (Ammo) +2, Quantity: 1d6+6	80 GP ea.
	81-90: (Ammo) +3, Quantity: 1d4+3	140 GP ea.
	91-00: (Ammo) +3 of Slaying, Quantity: 1	600 GP
35-39	Net	
	01-60: Net of Entrapment	1,000 GP
	61-00: Net of Snaring	1,000 GP
40-78	(Weapon, Any) +2	
	01-20: (Misc.) 1-Handed	800 GP
	21-30: (Misc.) 2-Handed	800 GP
	31-50: (Ranged)	1,000 GP
	51-00: (Sword)	800 GP
79-83	(Weapon) of Quickness; Roll for weapon type	
	01-40: Dagger	1,000 GP
	41-60: Rapier	1,010 GP
	61-00: Shortsword	1,010 GP
84-98	(Weapon); Roll for both class and enchantment	
	Weapon Class	
	01-30: (Misc.) 1-Handed	
	31-50: (Misc.) 2-Handed	
	51-00: (Sword)	
	Weapon Enchantment	
	01-08: ...of Flame	900 GP
	09-10: ...of Luck	1,000 GP
	11-18: ...of Slaying Dragons	900 GP
	19-25: ...of Slaying Giants	900 GP
	26-45: ...of Slaying Lycans and Shape Changers	700 GP
	46-70: ...of Slaying Magic/Magic-Using Creatures	600 GP
	71-85: ...of Slaying Regenerating Creatures	800 GP
	86-00: ...of Slaying Reptiles	800 GP
99-00	Roll twice more on this table disregarding another roll of 99-00, or once on the Rank 3 Offensive Items Table	

* Where the specific type of weapon must be determined, add its normal silver piece price from Chapter 5 to determine its true Trade Value.

RANK 2 OFFENSIVE ITEMS (CURSED)

1d100	Offensive Magic Item	Trade Value*
01-60	(Weapon) -2 Cursed	
01-20: (Misc.) 1-Handed		-
21-30: (Misc.) 2-Handed		-
31-50: (Ranged)		-
51-00: (Sword)		-
61-90	(Weapon) +2; Cursed Backstabber	
01-30: (Misc.) 1-Handed		-
31-50: (Misc.) 2-Handed		-
51-00: (Sword)		-
91-00	(Weapon, Melee) +2; Cursed Berserking	
01-30: (Misc.) 1-Handed		-
31-00: (Misc.) 2-Handed		-
31-50: (Misc.) 2-Handed		-
51-00: (Sword)		-

RANK 2 DEFENSIVE ITEMS

1d100	Offensive Magic Item	Trade Value*
01-10	Roll twice on the Rank 1 Defensive Items Table	
11-50	Armour	
01-12: Brigandine, Scale, or Laminated +2		1,180 GP
13-22: Chain Mail +2		1,240 GP
23-32: Chain, Elven; Chest, Arms, and Abdomen		1,240 GP
33-34: Full Plate +2		1,960 GP
35-47: Furs or Hides +2		1,012 GP
48-71: Leather, Padded, or Quilted +2		1,030 GP
72-75: Plate Mail +2		1,480 GP
76-81: Splint or Banded Mail +2		1,360 GP
91-00: Studded Leather or Ring Mail +2		1,060 GP
51-60	Bracers of Defence 2	1,000 GP
61-98	(Shield) +3	800 GP
91-00: (Shield) +2		500 GP
99-00	Roll twice more on this table disregarding another roll of 99-00, or once on the Rank 3 Defensive Items Table	

RANK 2 DEFENSIVE ITEMS (CURSED)

1d100	Offensive Magic Item	Trade Value
01-50	Armour	
01-25: Full Plate of Defencelessness*		-
26-00: Plate Mail of Defencelessness*		-
51-60	Bracers of Defencelessness 2 (apparent)	-
61-00	(Shield) Missile Magnet	-

* Always found as a full suit covering all Hit Locations.

RANK 2 MISCELLANEOUS ITEMS

1d100	Miscellaneous Magic Item	Trade Value*
01-10	Roll twice on the Rank 1 Miscellaneous Items Table	
11-16	Amulet	
01-60: Amulet of Magica +3		750 GP
61-80: Amulet of Magica +4		1,000 GP
81-00: Amulet of (Spell); Rank 1		1,000 GP
17-21	Bag of Holding; Type 2	1,000 GP
22-26	Boots, Elven	1,000 GP
27-31	Cloak, Elven	1,000 GP
32-36	Cloak of Resistance +5%	1,000 GP
37-41	Crystal Ball (Arcane)	1,000 GP
42-46	Gauntlets of Dexterity	1,000 GP
47-49	Gauntlets of Ogre Might	1,500 GP
50-53	Girdle of Hill Giant Strength	1,000 GP
54-58	Horn of Blasting	1,000 GA
59-63	Necklace of Adaption	1,000 GP
64-65	Periapt of Health	1,000 GP
66-67	Periapt of Wound Closure	1,000 GP
68-77	Potion(s)	
01-60: 1d4+1 Type 1*		Varies
61-85: 1d2+1 Type 2*		Varies
86-95: 1d2 Type 3*		Varies
96-00: Roll twice		Varies
78-82	Ring	
01-40: Ring of Magica +3		750 GP
41-60: Ring of Magica +4		1,000 GP
61-80: Ring of Protection +2, +10% to Res. Rolls		1,000 GP
81-00: Ring of (Spell); Rank 1		1,000 GP
83-84	Scarab of Provoking Enemies	1,000 GP
85-92	Scroll(s)	
01-50: 1d4 Rank 3 Spell Scrolls		40 GP ea.
51-70: 1d2 Rank 4 Spell Scrolls		80 GP ea.
71-75: Map		Varies
76-95: 1d2 Protection Scrolls		See Scrolls
96-00: Roll twice		Varies
93-98	Wand of (Spell); Rank 1; May be used by anyone regardless of class	1,000 GP**
99-00	Roll twice more on this table disregarding another roll of 99-00, or once on the Rank 3 Miscellaneous Items Table	

* There is a 5% chance of any one of the potions being a Flagon of Curses. Does not apply if only 1 potion is rolled.

** Assumes full charges.

RANK 2 MISCELLANEOUS ITEMS (CURSED)

1d100	Miscellaneous Magic Item	Trade Value
01-10	Amulet of Prominence	-
11-15	Bag of Transformation	-
16-20	Boots of Dancing	-
21-22	Cloak of Poison	-
23-25	Crystal Ball of Mental Domination	-
26-35	Flagon of Curses	-
36-50	Gauntlets of Fumbling	-
51-55	Girdle of Sex Change	-
56-60	Horn of Bubbles	-
61-65	Necklace of Strangulation	-
66-75	Periap of Foul Rotting	-
76-90	Ring of Delusion	-
91-95	Ring of Weakness	-
96-00	Scarab of Death	-



RANK 3 OFFENSIVE ITEMS

1d100	Offensive Magic Item	Trade Value*
Roll twice on the Rank 2 Offensive Items Table		
01-20	Table	
21-35	Ammo	
01-50: (Ammo) +1: Quantity: 2d6+12		40 GP ea.
51-80: (Ammo) +2: Quantity: 1d6+6		80 GP ea.
81-90: (Ammo) +3: Quantity: 1d4+3		140 GP ea.
91-00: (Ammo) +3 of Slaying, Quantity: 1d3		600 GP ea.
36-63	(Weapon) +3	
01-20: (Misc.) 1-Handed		1,400 GP
21-30: (Misc.) 2-Handed		1,400 GP
31-50: (Ranged)		1,800 GP
51-00: (Sword)		1,400 GP
64-68	(Weapon) of Disruption	
01-10: Ball and Chain		2,025 GP
11-30: Horseman's Flail		2,003 GP
31-80: Horseman's Mace		2,010 GP
81-90: Morning Star		2,015 GP
91-00: Warhammer		2,015 GP
69-84	(Weapon) +4	
01-30: (Misc.) 1-Handed		2,000 GP
31-50: (Misc.) 2-Handed		2,000 GP
51-00: (Sword)		2,000 GP
85-89	(Weapon); Roll for both class and enchantment	
Weapon Class		
01-30: (Misc.) 1-Handed		
31-50: (Misc.) 2-Handed		
51-00: (Sword)		
Weapon Enchantment		
01-25: ...of Frost		1,600 GP
26-55: ...of Submission		1,500 GP
56-80: ...of Soul Stealing		1,600 GP
81-00: ...of the Planes		2,000 GP
90-94	(Weapon, Ranged); Roll for enchantment	
01-10: ...of Accuracy		2,000 GP
11-30: ...of Distance		1,500 GP
31-50: ...of Speed		1,500 GP
51-00: ...of Seeking		1,250 GP
95-99	(Weapon)...of Throwing +3; Roll for weapon type	
01-25: Battleaxe		2,010 GP
26-00: Warhammer		2,015 GP
00	Roll twice more on this table disregarding another roll of 00, or once on the Rank 4 Offensive Items Table in the CLASSIC FANTASY <i>Unearthed Companion</i>	

* Where the specific type of weapon must be determined, add its normal silver piece price from Chapter 5 to determine its true Trade Value.

RANK 3 OFFENSIVE ITEMS (CURSED)

1d100	Offensive Magic Item	Trade Value*
01-60	(Weapon) -3 Cursed	
	01-20: (Misc.) 1-Handed	-
	21-30: (Misc.) 2-Handed	-
	31-50: (Ranged)	-
	51-00: (Sword)	-
61-90	(Weapon) +3; Cursed Backstabber	
	01-30: (Misc.) 1-Handed	-
	31-50: (Misc.) 2-Handed	-
	51-00: (Sword)	-
91-00	(Weapon, Melee) +3; Cursed Berserking	
	01-30: (Misc.) 1-Handed	-
	31-00: (Misc.) 2-Handed	-
	31-50: (Misc.) 2-Handed	-
	51-00: (Sword)	-

RANK 3 DEFENSIVE ITEMS

1d100	Offensive Magic Item	Trade Value*
01-20	Roll twice on the Rank 2 Defensive Items Table	
21-65	Armour	
	01-12: Brigandine, Scale, or Laminated +3	1,680 GP
	13-17: Brigandine, Scale, or Laminated +4	2,180 GP
	18-27: Chain Mail +3	1,740 GP
	28-31: Chain Mail +4	2,240 GP
	32-35: Chain, Elven; Full Suit	2,240 GP
	36-37: Full Plate +3	2,460 GP
	38-53: Leather, Padded, or Quilted +3	1,530 GP
	54-60: Leather, Padded, or Quilted +4	2,030 GP
	61-68: Plate Mail +3	1,980 GP
	69: Plate Mail +4	2,480 GP
	70-78: Splint or Banded Mail +3	1,860 GP
	79-81: Splint or Banded Mail +4	2,360 GP
	82-94: Studded Leather or Ring Mail +3	1,560 GP
	95-00: Studded Leather or Ring Mail +4	2,060 GP
66-75	Bracers	
	01-60: Bracers of Defence 3	1,500 GP
	61-90: Bracers of Defence 4	2,000 GP
	91-00: Bracers of Defence 5	2,500 GP
76-90	(Shield) +4	1,200 GP
91-99	(Shield) +5	1,750 GP
00	Roll twice more on this table disregarding another roll of 00, or once on the Rank 4 Defensive Items Table in the CLASSIC FANTASY <i>Unearthed Companion</i>	

RANK 3 DEFENSIVE ITEMS (CURSED)

1d100	Offensive Magic Item	Trade Value
01-40	Armour	
	01-25: Full Plate of Defencelessness*	-
	26-00: Plate Mail of Defencelessness*	-
41-70	Bracers of Defencelessness	
	01-60: Bracers of Defencelessness 3 (apparent)	-
	61-90: Bracers of Defencelessness 4 (apparent)	-
	91-00: Bracers of Defencelessness 5 (apparent)	-
71-00	(Shield) Missile Magnet	-

*Always found as a full suit covering all Hit Locations.

RANK 2 MISCELLANEOUS ITEMS

1d100	Miscellaneous Magic Item	Trade Value*
01-20	Roll twice on the Rank 2 Miscellaneous Items Table	
21-25	Amulet	
	01-60: Amulet of Magica +5	
	61-80: Amulet of Magica +6	
	81-00: Amulet of (Spell); Rank 2	1,500 GP
26-30	Bag of Holding; Type 3	2,000 GP
31-35	Boots	2,000 GP
	01-20: Boots of Agility	2,000 GP
	21-80: Boots of Levitation	
	81-00: Boots of Speed	2,500 GP
36-40	Broom of Flying	2,000 GP
41-45	Cloak of Resistance +10%	2,500 GP
46-50	Girdle of Giant Strength	2,000 GP
	01-60: Girdle of Stone Giant Strength	2,000 GP
	61-90: Girdle of Frost Giant Strength	
	91-00: Girdle of Fire Giant Strength	1,500 GP
51-55	Mirror of Life Trapping (Arcane)	2,000 GP
56-60	Periapt of Proof Against Poison	2,500 GP
61-74	Potion(s)	2,500 GP
	01-50: 1d4+2 Type 1*	1,500 GP
	51-70: 1d2+2 Type 2*	
	71-85: 1d2+1 Type 3*	Varies
	86-95: 1d2 Type 4*	Varies
	96-00: Roll twice	Varies
75-84	Ring	Varies
	01-20: Ring of Magica +5	Varies
	21-35: Ring of Magica +6	1,500 GP
	36-55: Ring of Protection +2, +10% to Resistance Rolls (1.5 metre/5-foot radius)	2,000 GP
	56-75: Ring of Protection +3, +15% to Resistance Rolls	1,500 GP
	76-00: Ring of (Spell); Rank 2	1,500 GP

RANK 3 MISCELLANEOUS ITEMS

1d100	Miscellaneous Magic Item	Trade Value*
85-89	Rods and Wands	2,000 GP
	01-30: Rod of Flailing	2,000 GP**
	31-40: Rod of Majesty	2,500 GP**
	41-70: Wand of (Spell); Rank 2 (Arcane or Divine)	2,000 GP**
	71-00: Wand of (Spells); Two Rank 1 (Arcane or Divine)	2,000 GP**
90-99	Scroll(s)	
	01-50: 1d4 Rank 4 Spell Scrolls	40 GP ea.
	51-70: 1d2 Rank 5 Spell Scrolls	80 GP ea.
	71-75: Map	Varies
	76-95: 1d4 Protection Scrolls	See Scrolls
	96-00: Roll twice	Varies
00	Roll twice more on this table disregarding another roll of 00, or once on the Rank 4 Miscellaneous Items Table in the CLASSIC FANTASY <i>Unearthed Companion</i>	

RANK 3 MISCELLANEOUS ITEMS (CURSED)

1d100	Miscellaneous Magic Item	Trade Value
01-15	Bag of Transformation	-
16-30	Broom of Hostility	-
31-45	Flagon of Curses	-
46-55	Girdle of Sex Change	-
56-70	Mirror of Opposition	-
71-85	Ring of Delusion	-
86-00	Ring of Weakness	-

Magic Items

Many of the magic items that follow are very old holdovers from a time in the distant past, when the mana level of the world was at its peak, and the cost in power to create items with a permanent enchantment was considerably less. However, for the last 1,000 years, the mana levels have been dwindling, and only small pockets of world mana remain in secluded areas, like puddles evaporating after a storm. Enchanters must rely on their own stores of personal mana, and those of other magic items to create the weakest of magical devices and to recharge other older items. Meanwhile, adventuring parties brave ancient ruins and dark dungeons in the hopes of rediscovering lost artefacts and relics. The following items represent some of those highly sought after spoils of adventure.

Amulets

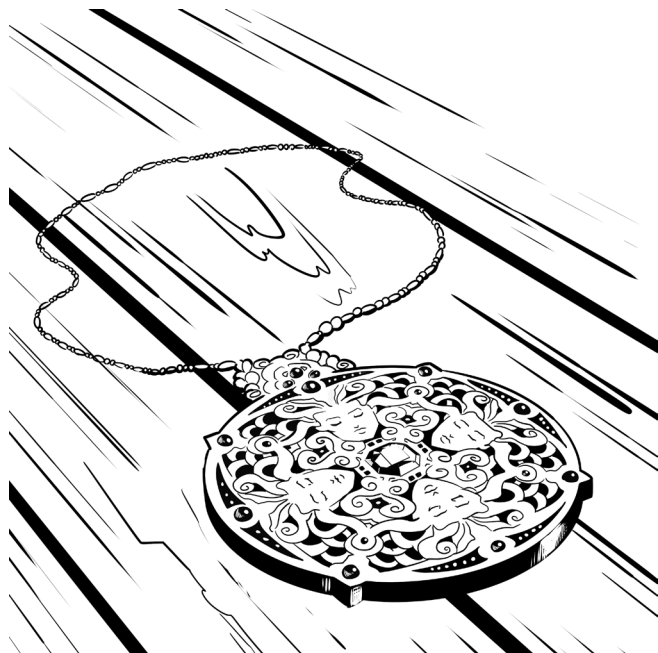
Amulets typically take the form of talismans or medallions and come in several varieties, those that provide Magic Points, those that allow the casting of a spell, and those that offer magical protection.

⇒ **Amulet of Magica, +1 to +6:** This amulet provides the wearer with additional Magic Points, which may be drawn from to cast spells. A character may only draw from a single item that provides Magic Points at one time. However, these points may not be combined with those derived from the caster's own personal store. Therefore, owners of the amulet must choose to use their own Magic Points or those provided by the amulet when a spell is cast. Magic Point reduction according to rank does apply to Magic Points derived from items. Spent points do not regenerate naturally and must be provided by a spell caster, not necessarily the amulet's owner. Amulets providing greater Magic Points are detailed in the CLASSIC FANTASY *Unearthed Companion*. See Recharging Magic Items on page 267.

⇒ **Amulet of Prominence:** This cursed item is generally worn around the neck on a chain, or as a brooch or pin. It appears to all tests (magical or otherwise) to be an Amulet of Obscurity; however, in actuality, it makes the wearer easier and more likely to be detected by magical scrying devices such as crystal balls and spells such as Clairaudience and Clairvoyance, with the wearer also becoming easier to influence through Read Thoughts or telepathy. The effects of this device double the noted range of all detection effects, and the chance of resisting influence with regards to the wearer increases the difficulty of Resistance rolls by 2 grades.

⇒ **Amulet of (Spell), Rank 1 and 2:** This amulet or medallion allows the casting of a particular spell of from Rank 1 to 2. It is only usable by a class with the ability to cast the relevant type of magic; however, the spell does not have to be currently memorised, or even known to the wearer. There is a 50% chance that an amulet will contain an Arcane spell and 50% Divine. Randomly determine the specific spell on the appropriate Master Spell Table as found on pages 324-326. See the relevant spell for additional information. Amulets capable of casting higher rank spells are detailed in the CLASSIC FANTASY *Unearthed Companion*.

The amulet must be touched while a command word is spoken. This requires the expenditure of 1 Action Point regardless of spell. The spell then takes effect with one or more charges expended equal to the spell's base cost. For example, a spell with a cost of 1/Intensity will expend a single charge when cast, while a casting cost of 3/Intensity will expend 3 charges. The spell then functions as detailed in its description at Intensity 3 and Magnitude 9 regardless of the charges expended.



Like most items with charges, the amulet may be recharged. It may possess a maximum of 30 charges when full. When found, there is a 20% chance of the amulet being fully charged, otherwise roll 1d10 and multiply by 10 to determine the percentage of its total charges remaining.

Table Notes (see Magic Item tables on pages [269 to 274](#)):

- ⇒ **Amulet of...**: The common name of the amulet. A name given after in parenthesis notes the true name of the spell the amulet is based on.
- ⇒ **Type**: Denotes whether the spell's description is found in the Arcane (A) or Divine (D) chapter.
- ⇒ **Area**: Denotes if the ring affects the wearer or others. If '1 Target' is noted, the ring may affect either the wearer or one other target at the range given in the notes section. In cases where only a range is given, the ring will only affect another creature and not the wearer.
- ⇒ **Resist**: Denotes whether the ring's effects may be resisted or not and if so which skill is used in doing so, typically Willpower (Will). NA implies that the effects are not resisted (Non-Applicable).
- ⇒ **Notes**: Typically summarises the effects granted by the ring at an Intensity of 3.

See *Building an Amulet of Cure Minor Wounds* in the boxed text opposite for an example of a finished Amulet of (Spell). Also see *Building a Ring of Levitation* on page [291](#) for an example of a magic item containing a spell.

Amulet Example

Building an Amulet of Cure Minor Wounds: This Rank 1 amulet is usable by clerics or druids (class roll determines Divine user, follow-up roll determines the spell Cure Minor Wounds). Upon uttering the command word while laying hands upon an injured individual, they are completely healed of a single Minor Wound. The amulet offers no effect if used on someone suffering an injury of greater severity (as defined by the spell's description in Chapter 10). The Games Master checks to see if it possesses a full charge, which it doesn't (20% chance, roll of 82), and rolls a d10 multiplying by 10 to determine the percentage of its maximum of 30 charges that remain when found. Rolling a 4, he determines that the wand possesses 12 charges (40% of 30). As the amulet expends 3 charges with each Cure spell used, this gives it a total of 4 more uses until it is depleted (based on the spell's Casting Cost of 3).

Armour

There are many different styles and forms of magic armour and the most common are detailed here.

- ⇒ **+1 to +4:** This armour has been enchanted to offer greater protection, with each +1 bonus adding an additional +1 to the total Armour Points of the armour. In addition, each point adds +5% to the following Resistance Rolls; Endurance, Willpower, and Evade. Finally, magic armour has its final Initiative Penalty reduced by the armour's magic bonus. In the case of a character wearing piecemeal armour with differing bonuses, only the lowest applies. For example, a character wearing a suit of +2 plate mail and a +4 helm (normal Initiative Penalty of 9) will have their Initiative Penalty reduced by 2, the bonus of the plate mail, giving the wearer a Initiative Penalty of 7. +5 armour is detailed in the CLASSIC FANTASY *Unearthed Companion*.
- ⇒ **Elven Chain:** This light weight yet rugged chain armour is so fine as to be able to be worn beneath normal clothing and still be both comfortable and unnoticeable. It provides 3 Armour Points to each location covered; however, has zero ENC and imparts no Initiative Penalty. Because of this, character classes with traits restricted by armour, will find no penalty when outfitted in elven chain. Due to its almost silky construction, elven chain may be worn beneath other types of armour, combining the Armour Points of both. It is not magical and will therefore not detect as such.

Bag of Holding

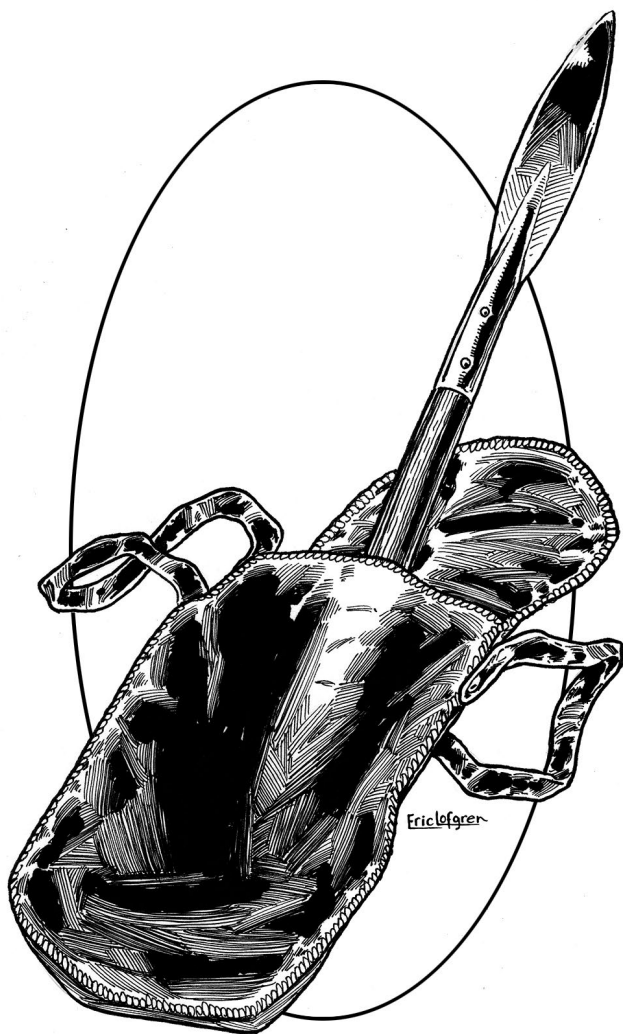
This large cloth sack just over half a metre (approx. 2 feet) in width and a little longer than 1 metre (approx. 4 feet) in length opens into a pocket dimension, being much bigger on the inside than the outside, and can be used to store much more than could fit normally into a bag of its shape and size. The bag possesses a fixed ENC regardless of its actual contents. Four different types of bags are known to exist with regards to 'internal' storage space. The fourth is actually a

Rank 4 treasure but detailed here for completeness. These bags are detailed below:

BAG OF HOLDING TABLE

Type	ENC	ENC Limit
1	6	100
2	6	150
3	9	200
4	15	350

Cutting or piercing the bag from either inside or out will destroy the enchantment, as will forcibly overloading it. If this transpires, all contents are forever lost in the spaces between the planes. Dispel Magic will make the pocket dimension inaccessible for the duration of the dispel effects, effectively turning it into a large sack as found in Chapter 5. Items stored in the bag when the pocket dimension is currently inaccessible will become accessible once again when the Dispel Magic wears off.



Bag of Transformation

For all intents and purposes, this item appears to be a Bag of Holding of one of the four noted sizes, and will function as such the first 1d4+1 days that it is used. From that point the magic falters, causing all contents to lose their magical properties if any, and all precious metals and gems become common metals and worthless glass.

Boots, Elven

These soft leather boots modify the wearer's ability to move silently regardless of terrain, even walking across dry leaves or creaky boards producing nothing more noticeable than a soft foot step. The wearer is granted a 95% Sneak skill, unmodified by terrain. The boots grant no further bonus with regards to those with a skill in excess of 95%, other than allowing them to use their normal skill level without worrying about terrain penalties.

Boots of Agility

These soft leather boots grant the wearer a minimum Movement Rate of 6 metres (20 feet) regardless of the natural speed. This movement is not hindered by ENC and will accrue no Fatigue in and of itself. The provided benefits last continuously over a period of 12 hours; however, they then must be removed so they can recharge for another 12 hours. All rolls to Evade are 1 grade easier, including those to disengage from melee using Outmanoeuvre; however, on a failed roll, the wearer stumbles and falls, and must choose Regain Footing or suffer the penalties of fighting while prone. If worn by a character with the Artful Dodger or Agile Defender Traits, the wearer does not end up prone on a failed roll.

Boots of Dancing

These normal-looking magical boots appear to be any other type of boot found in this chapter, even functioning like said boots when worn. However, once the wearer is engaged in melee combat, their true nature manifests, as the wearer begins to dance uncontrollably. This will continue while melee combat persists, even if the wearer is fleeing it at the time. While dancing, the wearer may still Attack and Parry or Evade, but finds attempts to do so 1 grade harder. All movement rates are reduced to half as the wearer loses ground due to the fancy footwork. When not in combat, the character may move about normally. These boots do not actually modify the wearer's Dance skill in any way. The only way to remove the boots after the curse has manifest is through the casting of Remove Curse or Wish.

Boots of Levitation

These soft leather boots allow the wearer to gently float either straight up or down at a rate 1.5 metres (5 feet) per Round. They will lift a total of 50 ENC and may allow the wearer to carry one other person if both are lightly equipped. As a basic rule of thumb, 1 SIZ is equal to 3 ENC. While the character may not move horizontally through the magic of the boots, the character may be able

to pull along a wall or cliff at a base Movement rate of 1.5 metres (5 feet) per Round.

Boots of Speed

These soft leather boots allow the wearer to double the Movement Rate. Every hour that the wearer exceeds the natural Movement Rate in continuous movement requires a successful Endurance roll to avoid a loss of Fatigue in addition to any other Fatigue normally accrued. They also grant the wearer a +10% bonus to Evade, and do not result in the wearer ending prone on a successful roll. If worn by a character with the Artful Dodger or Agile Defender Traits, the wearer does not end up prone on a failed roll.

Bracers of Defence 1 to 8

These enchanted arm guards typically offer one or more points of armour to all locations with the most powerful bracers granting 8 AP. The effects do not stack with any other form of worn armour, natural or otherwise, with only the better level of armour prevailing. They do work fine with other forms of magic defence, however, such as a Ring of Protection. Bracers also allow the wearer to Parry at the skill level of the wearer's Combat Style; in this case, Bracers of Defence 2 through 4 count as Large, 5 and 6 count as Huge, and 7 and 8 count as Enormous with regards to parrying damage. Bracers of Defence 6-8 are found among the Treasure Tables of the CLASSIC FANTASY *Unearthed Companion*, but the rules for their use is included here to better facilitate play.

Bracers of Defencelessness

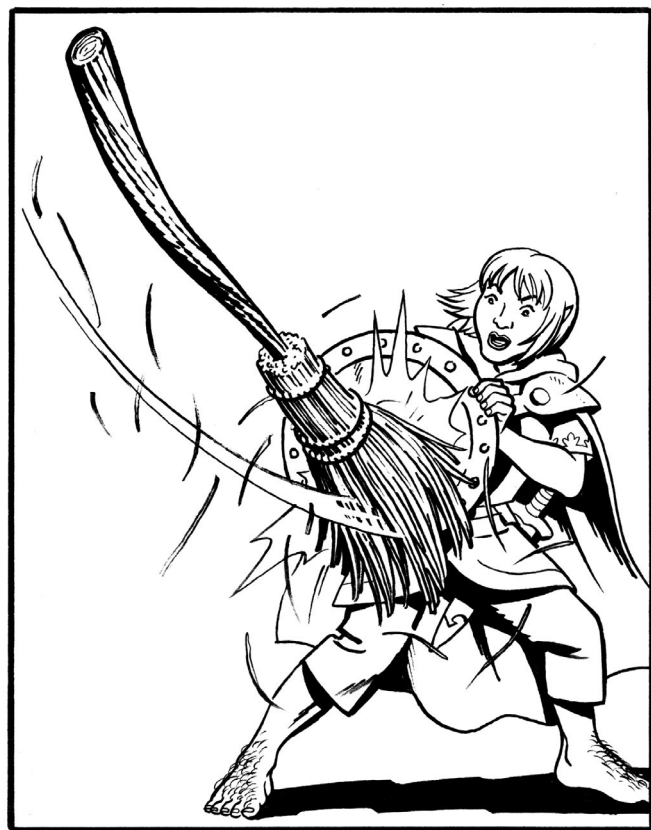
These cursed arm guards appear in all ways as the above Bracers of Defence and serve as said items. Only when the wearer is attacked do they change to their true enchantment, with the bracers offering no additional Armour Points. Other forms of worn armour offer their normal protection, however. In addition, any attempt to parry while wearing the bracers is 1 grade more difficult whether using the bracers, a weapon, or a shield. After the bracers have revealed their true nature, they may only be removed by the casting of Remove Curse or a Wish. Bracers of Defencelessness possess a Magnitude equivalent to their 'apparent' protection.

Broom of Flying

This broom appears to be nothing more than a normal, unremarkable household tool. However, it does radiate magic if checked and is capable of carrying a rider into the air if the proper command word or phrase is given. The Broom of Flying has a Movement Rate of 14 metres (45 feet), a Fly skill of 60%, and can climb or dive at a 30° angle while in flight. The rider may substitute a Ride skill for the broom's innate Fly skill if higher. If attacked, the broom possesses the Hit Points noted under Broom of Hostility below. It will not defend itself, however. The broom can travel to any previously visited location unaccompanied, and may be called from as far away as 300 metres (1,000 feet) when the command word is issued.

Broom of Hostility

Short of casting Detect Magic, this broom appears to be nothing more than a normal, unremarkable household tool, while its magical nature points to it being a Broom of Flying. However, when the command word is issued while being straddled by its hopeful owner, the broom loops into the air and attempts to dump the individual on her skull. A Formidable Brawn roll allows the victim to hold on until closer to the ground where they may let go with no chance of injury; otherwise, they suffer a fall from 1d3+1 metres (1d8+5 feet), causing 1d6 points of damage to one random hit location. The broom then moves into attack mode, striking the former rider, and continuing to fight until destroyed. Only destroying the handle will destroy the broom. It is otherwise treated as an inanimate object with regards to damage. Both the handle and straw head are considered destroyed at 0 Hit Points. The broom will defend itself by either Parrying or using Fly to Evade.



Being struck by the straw head causes no physical damage. However, if the success level is high enough, the broom will select the Choose Location Special Effect and strike the victim in the face. This will cause temporary blindness for 1d3+1 Rounds. The characteristics for this hostile piece of household sanitation can be found overleaf.

Broom of Hostility Attributes

Action Points: 4

Damage Modifier: -1d2

Magic Points: 16

Movement: 14 m (45 ft) flying

Initiative: 16

Armour: Wooden Handle

Average Lair: NA

Treasure Type: None

Abilities: Flying

1d20	Location	AP/HP
01-13	Handle	6/12
14-20	Straw Head	0/8

Skills

Fly 60%, Willpower 45%

Combat Style & Weapons

Sweeping Bashes (Straw Smack, Bash) 70%

Weapon	Size/Force	Reach	Damage	AP/HP
Straw Smack	M	M	Blinding	As for Straw Head
Bash	M	T	1d6-1d2	As for Handle

Cloak, Elven

This otherwise normal-looking grey or green cloak detects as magic if tested. However, when worn with the hood pulled over the head, the wearer becomes nearly invisible. This is not the invisibility granted by the spell of the same name; instead the wearer gains powers similar to the Camouflaged trait possessed by some creatures. When in woodland and urban environments (including indoors) and underground in dungeons and caves, a creature attempting to spot the wearer of the cloak suffers a penalty to Perception of two difficulty grades. However, in all cases other than while in wilderness, natural light or that given off by the Light spell reduces this penalty by one difficulty grade. If moving at a rate faster than a walk, all chances to perceive the wearer is improved 1 grade. Therefore, the cloak would offer no bonus while the wearer occupies an urban environment or while underground if they move faster than a walk, if they are also in natural light or that produced by the Light spell.

Cloak of Poison

This apparently normal cloak will radiate magic if tested. Picking it up and otherwise handling it causes no outward problems; however, as soon as it is put on the victim becomes infused with deadly poison. Attempts to remove the cloak fail and the virulent venom begins to kill the wearer. This poison is equivalent to cobra venom as detailed in MYTHRAS. Only the casting of Remove Curse will allow the

removal of the cloak. Dispel Magic will nullify the cloaks magical properties, but at this point the poison will have typically taken hold. Dispel Magic will not allow the removal of the cloak. Only after the cloak has been removed, may the victim have Slow or Neutralise Poison cast with any chance of success. Raise Dead or Resurrection may be used to restore life to a victim of a Cloak of Poison; however, even after the poison has been neutralised the chance to successfully bring the victim back is 1 grade more difficult.

Cloak of Resistance +5% to +25%

A Cloak of Resistance provides a +5% to +25% bonus to Resistance Rolls (Endurance, Willpower, and Evade). The magic protection provided by the cloak may be combined with other magic items. Cloaks of Resistance +15% to +25% are found among the Treasure Tables of the CLASSIC FANTASY *Unearthed Companion*, but the rules for their use is included here to better facilitate play.

Crystal Ball

A Crystal Ball is a clear globe about 15 cm (6 in) in diameter used by magic-users and witches to see virtually any distance, even into other planes of existence. The process, known as scrying, requires the user to know the individual to be viewed. In this case, knowledge rather than distance is the determining factor on the ease of locating the individual. This knowledge can take the form of personal acquaintance, possession of belongings, a painting or picture



of the individual, or simple accumulated knowledge. The chance to locate the individual is determined as follows; use the average of all modifiers:

Subject is...	Arcane Knowledge Modifier*
Well known by the viewer	2 grades easier
An acquaintance	1 grade easier
A detailed picture or piece of the subject is present (hair, toenail, etc.)	Unmodified
A very detailed description is available, or an article of clothing worn by the individual is present	1 grade harder
A vague description is available	2 grades harder
Subject is on another plane of existence entirely	3 grades harder

*Unless the subject's location is being masked by magic

The length of time the magic-user may scry is dependent upon the Arcane Knowledge skill as follows:

Modified Arcane Knowledge Skill	Viewing Duration*
01-25%	10 minutes
26-50%	15 minutes
51-75%	30 minutes
76-90%	60 minutes
91-100%	90 minutes
101%+	3 hours

*The viewing duration may be broken up over the course of the day as the magic-user desires. The noted durations may be exceeded; however, each extra minute causes the loss of one level of Fatigue with a successful Willpower roll, two levels of Fatigue on a failure. A fumbled Willpower roll causes the loss of a point of LNT do to mental strain in addition to the loss of three Fatigue.

Some spells may be cast on or by the user to improve their chance of seeing and hearing what is being viewed. These would be Know Languages, Read Magic, Infravision, and Tongues. It is also possible to cast Detect Evil and Detect Magic directly through a Crystal Ball. Casting a spell through a Crystal Ball is 2 grades more difficult. Those with a POW of 12 or better are allowed a Difficult Perception roll to sense they are being viewed. The casting of Dispel Magic will dampen the abilities of a Crystal Ball for 24 hours. Magical protections against Crystal Balls will leave the item hazy and unusable.

Crystal Ball of Mental Domination

This cursed item will detect as a normal Crystal Ball of the noted Magnitude if tested. It does not detect as evil. A magic-user that uses it is hypnotised and subjected to a telepathic Suggestion. During the process, the viewer will believe that they have been watching the individual desired; however, they have actually fallen under the notice of a powerful magic-user, lich, or even an entity from another

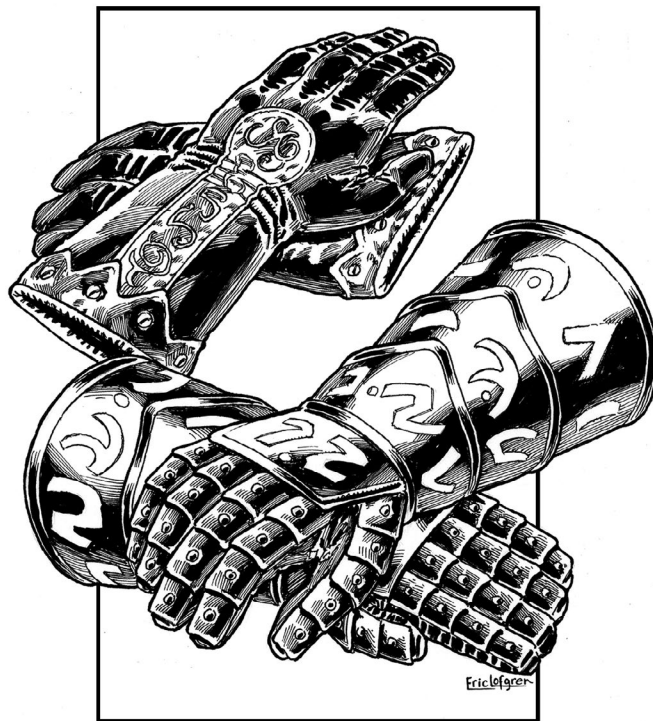
plane of existence. Further uses of the Crystal Ball serve to bring them even more under the control of the other being, possibly as a tool, servant, or spy. Each use should require a Willpower roll, made by the Games Master, for the character in question. Each additional viewing requires a further roll at one greater Difficulty Grade. When the character has failed a Willpower roll three times, the character is firmly under the control of the other being. Only the casting of Remove Curse or Wish will free the victim once detected.

Flagon of Curses

This appears to be a normal small container: bottle, beaker, flask, decanter, etc. It will detect as magical. It may contain liquid or emit smoke when opened; however, so doing releases a curse upon those within a 3 metre (10 foot) radius, after which it reverts to a normal container. The specifics of the curse are up to the Games Master but may include any of the curses common to cursed scrolls (see the Cursed Effects Table on page 298). There is also the possibility (10% chance) that one or more monsters of some type could form and attack the party. If so, roll on the appropriate Wandering Monster Table.

Gauntlets of Dexterity

These supple leather gloves augment the wearer's DEX by an amount dependent upon how high it currently is. If DEX is currently 6 or less the wearer's DEX gains a +4 bonus, DEX 7-13 gains a +2 bonus, and at DEX 14+ the bonus is +1. This may push the characteristic beyond the racial maximum. The character's new DEX modifies all related skills and abilities appropriately.



Gloves and Gauntlets

Gloves and gauntlets typically come in two forms: a lightweight supple leather material or an articulated plate mail gauntlet. Leather offers 1 point of armour against any damage that would injure the hand, while the plate gauntlet offers 7 points.

Gauntlets of Fumbling

These protective gloves are typically constructed of either supple leather or heavier material. They will identify as magic if tested, and every attempt to do so will assure the wearer they are one of the other types of magical gauntlets. However, only when used in a life or death situation does their true nature reveal itself, causing the wearer to become very clumsy. This instils a Fumble chance of 90-00%, regardless of actual skill on any rolls with DEX as a base characteristic. Once the gauntlets have revealed their true nature, they may only be removed by the casting of Remove Curse or a Wish.

Gauntlets of Ogre Might

These articulated plate mail gauntlets increase the wearer's strength and power. The wearer SIZ is not altered. This strength is not cumulative with other strength-enhancing magic. The wearer's actual STR characteristic is unmodified; instead, the wearer's Brawn is altered to 84% and Damage Modifier to +1d8. However, using these gauntlets is very draining, and as a result at the end of the current scene, the wearer requires a successful Endurance roll to avoid a loss of one level of Fatigue in addition to any other Fatigue normally accrued. The gauntlets may be worn without using the bonus to Brawn and the Damage Modifier if desired, and in so doing, will avoid the extra Fatigue loss.

Girdle of Sex Change

This broad leather belt appears as any other; however, when put on will immediately transform the sex of the wearer to the opposite one. Upon doing so, the girdle loses its power becoming nothing but a normal belt. This change is permanent, even a Wish has only a 50% chance to restore the individual's original sex. The only sure method would be to use another Girdle of Sex Change. A small number of these, 10%, instead remove all traces of sex, rendering the wearer entirely sexless.

Girdle of Giant Strength

This broad leather belt appears as any other; however, when put on the wearer is imbued with the strength and power of a giant. The wearer's SIZ is not altered. This strength is not cumulative with other strength-enhancing magic with the exception of the benefits granted the Hammer of Thunder when combined with Gauntlets of Ogre Might. The wearer's actual STR characteristic is unmodified; instead, the Brawn and Damage Modifier are altered dependent on the type of giant, as follows:

GIRDLE OF GIANT STRENGTH

Type	Brawn	Damage Modifier
Hill Giant	87%	+1d12
Stone Giant	96%	+2d6
Frost Giant	108%	+1d8+1d6
Fire Giant	111%	+2d8
Cloud Giant	124%	+1d10+1d8
Storm Giant	132%	+2d10

Girdles of Cloud and Storm Giant Strength are found among the Treasure Tables of the CLASSIC FANTASY *Unearthed Companion*, but the rules for their use is included here to better facilitate play.

Using this belt is very draining, and as a result at the end of the current scene, the wearer requires a successful Endurance roll to avoid a loss of one level of Fatigue in addition to any other Fatigue normally accrued. The belt may be worn without using the bonus to Brawn and the Damage Modifier if desired, and in so doing, will avoid the extra Fatigue loss.

Horn of Blasting

This horn appears to be mundane unless tested for magic. If sounded, it functions in all ways as a normal instrument of its type. However, if a command word is first uttered, the trumpet will produce the following two effects when immediately used:

- ⇒ A cone of magical sound waves blast from the horn to a range of 36 metres (120 feet), 10 metres (30 feet) wide at the far end. Those within the area of effect must succeed at an Evade Roll or take 1d6 points of damage to each body location, being stunned for 2 Rounds and deafened for 4. Armour only offers half normal protection from this damage. A successful Resistance Roll results in no damage; however, the victims are still stunned for 1 Round, and deafened for two.
- ⇒ An intense sound blast 30 cm (1 foot) wide and 30 metres (100 feet) long issues forward. This shock wave of magical energy sets up vibrations in metal, stone, and wood that may cause structural damage equal to that of a large catapult/Couillard (7d6 damage). This damage only applies to structures, vehicles, etc. It has no effect on living (or once living) creatures. However, it would have full effects against things such as living statues and constructs such as golems, assuming they are not of the flesh verity.

The horn possesses no charges, but there is a cumulative 2% chance each time the magical effects of the horn are used of it burning out and losing any magical properties. In addition, if used more than once per day, there is a cumulative 10% chance of it exploding and causing 1d6 points of damage to all body locations of the user.

Horn of Bubbles

This cursed instrument appears to be one of the other magical horns of equivalent rank, determined randomly, and when used in a non-combat situation it even performs as expected. However, the

first time it is used in the presence of opponents' intent on harming the user, the horn produces a cloud of bubbles that completely envelop the horn player. This suit of bubbles offers all of the protection a suit of bubbles would be expected to provide, i.e., none. In addition to looking foolish, the victim is now completely blinded for a period of 2d10 Rounds as the bubbles obscure the vision and burn the eyes.

Mirror of Life Trapping

This large wood and metal-framed assumingly normal mirror radiates magic if tested. Only magic-users may operate this mirror to trap the life force, along with the body, of another living creature, assuming the magic-user knows the required command word or phrase. This is accomplished by aiming the mirror so that a living creature sees its reflection. The magic-user may also use the mirror by affixing it to a surface to trap other living creatures that come within 10 metres (30 feet). The mirror's owner may not specify targets in this case; however, anyone that utters the command word before seeing their reflection is not affected. A total of 1d6+12 creatures may be held captive in separate non-spatial, extradimensional pockets within the mirror. There is only a 50% chance of the mirror casting a reflection if the victim is aware of the mirror's true nature. Those that see their reflection, regardless of size, must succeed at a Hard Willpower roll to resist being pulled into the mirror and subsequently trapped. However, larger creatures of SIZ 21-40 find the roll to resist 1 grade easier, while those of SIZ 41+ find the roll 2 grades easier. Automations such as golems and mindless undead like skeletons and zombies are unaffected by the mirror. However, sapient undead are affected as noted.

The mirror may be commanded by a magic-user to reveal the reflection of one of the trapped creatures to be engaged in conversation, which it is powerless to resist. A command may also be issued to free one of the trapped creatures from its 'cell'; however, in either of these cases the exact cell or the name of the creature must be known. For example, 'I, Rengarath of Black Tower command the prisoner being held in cell eight to step forth!' Finally, breaking the mirror will also free all of those trapped within the mirror, allowing them to attack the mirror's owner, thank the rescuer for their freedom, or simply flee as appropriate to the situation.



Mirror of Opposition

This assumingly normal mirror radiates magic if tested. Anyone not pre-programmed to be ignored by the mirror by its original creator that steps within 3 metres (10 feet) of it, has a reflection step out of the mirror and attack. This reflection is an exact duplicate, from the viewer's characteristics, to spells, to weapons and equipment. However, the reflection possesses Passions in opposition to those normally possessed by the original. These should be assigned by the Games Master, for example, someone with the Passion Good (Compunctions against killing innocent creatures) 64% could find themselves facing a reflection with the Passion Evil (Enjoys harming, oppressing, and killing others) 64%. The reflection will attempt to kill the original character using all tactics and abilities at its disposal. Once either the duplicate or the original have been killed, the duplicate vanishes. However, there is a 10% chance that if the reflection has

not been discovered by allies of the original, it will not disappear and will instead assume the original's identity. A duplicate does not cast a reflection and therefore cannot be duplicated in another Mirror of Opposition; however, its lack of a reflection could lead some to believe the character has somehow become a vampire.

Necklace of Adaption

This necklace grants the wearer the ability to breathe poisonous gases and even underwater without fear of death or injury. The character can even survive in a vacuum for up to 7 days. Spells such as Cloud Kill and breath attacks like that of a green dragon are ineffective.

Necklace of Strangulation

This necklace radiates magic if tested; however, its true purpose is impossible to discern until put on. At that point, the necklace tightens around the throat of the wearer and begins to strangle, causing asphyxiation. See the rules for Asphyxiation, Drowning, and Suffocation. Attempts to break free require a successful Opposed Roll pitting the character's Brawn vs. that of the necklace's Brawn of 80%. See the rules for Grappling in MYTHRAS. Dispel Magic has no effect on the necklace. As a last ditch effort, someone other than the victim may attempt to cut the necklace free. However, it is extremely strong, possessing 10

Armour Points and 30 Hit Points. This requires a cutting weapon and a roll of the user's Combat Style. There is no chance to 'fail' this roll; however, a Fumble means that the victim has instead taken the damage to the head (neck). Short of the abovementioned methods, only a Limited Wish or Wish will free the victim. The necklace remains around the neck until the victim has been reduced to skeletal remains and only then does it loosen and can be removed.

Pearl of Power

This appears as a normal pearl in both size and colouration; however, it is of great use to a magic-user. Once per day, a magic-user may concentrate upon the pearl and instantly call into memory any spell, as long as the spell has been memorised by the caster at some point in the past. The spell does not require room in the caster's memory as long as it is cast within 1 minute of being recalled; otherwise, it soon fades from memory once again. However, if the caster has room available to memorise an additional spell, the spell may be stored in memory as normal. For this reason, many magic-users in possession of a Pearl of Power will intentionally leave room for a last-minute spell to be memorised to account for unforeseen circumstances. The pearl possesses 30 charges, with 1 charge being consumed per rank of the spell being recalled, and is rechargeable following the rules outlined on page 267. A Cursed Pearl of Power has an opposite effect, with the caster forgetting 1 random spell per day. The Games Master should determine this spell secretly, as the caster should not know before trying to cast the spell that it is no longer in memory. This pearl is impossible to get rid of without the use of a Wish, as it will keep turning up in a pouch, pocket, pack, etc., even if discarded. Not even Remove Curse will have any effect.

Pearl of Wisdom

This appears as a normal pearl in both size and coloration; however, any cleric who retains possession of the pearl for 30 days experienced a 1-point increase in POW. This increase may allow the character to exceed a species maximum. To retain the increase, the character must remain in possession of the pearl. If lost, the point of POW diminishes after 1 week. A Cursed Pearl of Wisdom has the opposite effect, with the cleric losing 1 point of POW after 30 days. At that time, the pearl crumbles to dust.

Periapt of Foul Rotting

This necklace contains a magical gem of apparent value; however, any character who slips this item on contracts a horrible rotting disease. See Foul Rotting on page 86 for further information.

Periapt of Health

This necklace contains a magical gem offering immunity to all diseases, mundane, magical, and supernatural, the only exception being that induced by a Periapt of Foul Rotting.

Periapt of Proof against Poison

This necklace contains a magical gem offering increased resistance against venoms and poisons. While the necklace is worn, all Resistance Rolls against poisons and venoms are Very Easy.

Periapt of Wound Closure

This necklace contains a magical gem that instantly closes bleeding wounds making the wearer immune to the Bleed Special Effect. Additionally, the wearer may double the normal Healing Rate, while wounds that will not typically heal normally, instead heal at the wearer's normal unmodified Healing Rate.

Potions, Oils, and Elixirs

Throughout this section, the term 'potion' is used to describe any alchemical sample. However, not every alchemical sample is an actual potion. For example, oils, holy water, and healing balms are not really potions; however, the term is used interchangeably for simplicity.

Potions are classed according to type, with each type in ascending scale of rarity; Type 2 potions are rarer than Type 1, Type 3 are rarer than Type 2, etc. The rarest and most powerful potions are Type 4, which are detailed in the CLASSIC FANTASY *Unearthed Companion*. When found as treasure, potions generally appear as a batch of various unmarked bottles filled with magical concoctions. They cannot typically be identified by the colour of their contents as each individual alchemist tends to vary this according to personal taste. Furthermore, while many may have once possessed some type of identification label, the ink typically fades with time. If found on the corpse of a recently deceased creature, there is a better chance of the bottles being labelled; however, there always exists the possibility they have been purposely mislabelled to disadvantage those who would harm or steal from the original owner. The only way to truly identify their contents is to taste them. See Identifying a Potion below for these rules in detail. To determine the specific potions discovered, roll on the appropriate table found on pages 283-285 according to rank.

⇒ **Drinking a Potion:** *Assuming a potion is easily accessible, it requires only one Action to quaff its contents. Some potions consist of multiple doses; however, drinking a single dose of a potion still requires a single Action. The results of the potion take effect immediately. Unlike spells, a potion once in effect cannot have its duration willingly ended or be reduced in duration short of Dispel Magic.*

⇒ **Identifying a Potion:** *The easiest method of identifying an unknown potion is by sampling its contents and analysing the effects through the character's own senses. This requires either a Lore (Alchemy) skill roll at Standard Difficulty or a Hard Perception roll, and should be made in secret by the Games Master. Note that if the potion is poisonous, even a success means that the taster has a 10% chance of suffering the*



effects while a failure assumes a 25% chance. However, in either case, the poison is reduced to one quarter its normal Potency to account for a smaller amount being consumed.

⇒ A critical success will typically allow the taster to identify the contents by smell alone and suffer no risk if poisonous. A fumble means that the taster has a 50% chance of suffering the effects of any poison at one quarter the normal Potency. Otherwise, a fumbled roll means that the potion, poisonous or otherwise, is falsely identified by the character.

⇒ **Detect Magic and Alchemical Creations:** The creation and manufacture of all except Type 1 potions, oils, and elixirs require the

expenditure of magic in their creation. Type 1 potions, on the other hand, such as Healing Balms, Holy Water, etc., are mundane in nature and do not detect as magic.

Table Notes (see pages 283 - 285)

⇒ **Duration:** The length of time the potion's effects last. Potions with effects noted as Instant take place immediately and then end, while potions with a duration detailed as Permanent have a lasting effect. Finally, Special implies the potion has a complex duration detailed in its description.

⇒ **Magnitude:** The Magnitude of the potion with regards to resisting Dispel Magic.

⇒ **Resist (Evade/Endurance/Willpower):** Some potions are designed to have a negative effect on the imbiber or an individual targeted by the imbiber. These effects do not necessarily take effect automatically. Resisting targets may make an Opposed Endurance, Willpower, or even an Evade test in the case of a thrown sample such as holy water or acid, vs. the potion's Magnitude x10%. Note that Resist (Evade) requires the targets to have a Combat Action available in order to throw themselves clear.

⇒ **Cost:** Unlike most of the other items in this chapter, potions, oils, and elixirs may be purchased at alchemy shops. The cost listed is for a single sample.

The following tables are broken down by type and summarise the relevant information for the various potions, oils, and elixirs. They also include a percentile column for times when a random potion is required by the Games Master.

Note: All Alchemical Poisons have a Potency equal to the alchemist's Craft (Alchemy) skill. Unless otherwise noted, assume a skill of 55%. Poisons are covered in more detail under Disease and Poison in MYTHRAS.

POTIONS, OILS, AND ELIXIRS (TYPE 1: NON-MAGICAL) TABLE

D100 Roll	Potion	Duration	Magnitude	Resist	Cost
01-70	Healing Balm	Permanent	NA	None	50 SP
71-00	Holy Water; 20% chance of Unholy Water	Special	NA	Evade/Endurance	100 SP

POIIONS, OILS, AND ELIXIRS (TYPE 2)

D100 Roll	Potion	Duration	Magnitude	Resist	Cost
01-05	Animal Control				
	01-20: Amphibian/Reptile	1d4+4 x10 minutes	1d3+1	Willpower	300 SP
	21-30: Amphibian/Reptile/ Fish	1d4+4 x10 minutes	1d3+1	Willpower	400 SP
	31-50: Avian	1d4+4 x10 minutes	1d3+1	Willpower	300 SP
	51-60: Avian/Mammal/ Marsupial	1d4+4 x10 minutes	1d3+1	Willpower	400 SP
	61-75: Fish	1d4+4 x10 minutes	1d3+1	Willpower	300 SP
	76-95: Mammal/Marsupial	1d4+4 x10 minutes	1d3+1	Willpower	300 SP
	96-00: Animal Control (All)	1d4+4 x10 minutes	1d3+1	Willpower	500 SP
06-10	Clairaudience	20 minutes	1d3+1	None	400 SP
11-13	Clairvoyance	10 minutes	1d3+1	None	500 SP
14-16	Climbing	1d4+4 x10 minutes	1d3+1	None	500 SP
17-21	Delusion	Special	1d3+1	Willpower (Hard)	150 SP
22-26	Dispel Magic	Permanent	1d3+1	None	400 SP
27-31	Fire Resistance	10 Rounds	1d3+1	None	400 SP
32-36	Gaseous Form	1d4+4 x10 minutes	1d3+1	None	400 SP
37-41	Healing	Permanent	1d3+1	None	400 SP
42-44	Heroism	1d4+4 Rounds	1d3+1	None	500 SP
45-47	Invisibility	1d4+2 minutes per dose	1d3+1	None	500 SP
48-50	Invulnerability	1d4x5 Rounds	1d3+1	None	500 SP
51-55	Levitation	1d4+4 x10 minutes	1d3+1	None	400 SP
56-63	Philtre of Love	1d4+4 x10 minutes plus special	1d3+1	None	300 SP
64-71	Plant Control	5d4 minutes	1d3+1	Willpower plus special	300 SP
72-79	Polymorph Self	5d4 minutes	1d3+1	None	350 SP
80-84	Speed	5d4 minutes	1d3+1	None	450 SP
85-92	Sweet Water	Permanent	1d3+1	None	250 SP
83-00	Vigour	Permanent	1d3+1	None	200 SP

POIIONS, OILS, AND ELIXIRS (TYPE 3)

D100 Roll	Potion	Duration	Magnitude	Resist	Cost
-	Alchemical Silvering*	Permanent	-	None	100 SP/ENC+HP
01-10	ESP	4d10 minutes	1d4+1	None	850 SP
11-25	Extra Healing	Permanent	1d4+1	None	800 SP
26-35	Flying	1d4+4 x10 minutes	1d4+1	None	750 SP
36-40	Giant Control				
	01-70: Giant Control (Hill)	5d6 minutes	1d4+1	Willpower	500 SP
	71-00: Giant Control (Stone)	5d6 minutes	1d4+1	Willpower	1,000 SP
41-45	Giant Strength				
	01-70: Giant Strength (Hill)	1d4+4 Rounds	1d4+1	None	900 SP
	71-00: Giant Strength (Stone)	1d4+4 Rounds	1d4+1	None	1,000 SP
46-55	Longevity	Permanent	1d4+1	None	1,000 SP
56-65	Lycanthropic Cure	1d4 days	1d4+1	Endurance	800 SP
66-75	Philtre of Persuasiveness	1d4+4 x10 minutes	1d4+1	Willpower	850 SP

POIIONS, OILS, AND ELIXIRS (Type 3) - CONTINUED

D100 Roll	Potion	Duration	Magnitude	Resist	Cost
76-80	Species Control				
	01-15: Dwarf	5d6 minutes	1d4+1	Willpower	900 SP
	16-30: Elf/Half-Elf	5d6 minutes	1d4+1	Willpower	900 SP
	31-40: Gnome	5d6 minutes	1d4+1	Willpower	900 SP
	41-55: Halfling	5d6 minutes	1d4+1	Willpower	900 SP
	56-70: Half-Orc	5d6 minutes	1d4+1	Willpower	900 SP
	71-85: Human	5d6 minutes	1d4+1	Willpower	900 SP
	86-00: Humanoids**	5d6 minutes	1d4+1	Willpower	900 SP
81-90	Super Heroism	5d6 Rounds	1d4+1	None	750 SP
91-00	Water Breathing (2 or 1d2 doses)	60 + 1d10x6 minutes	1d4+1	None	900 SP
80-84	Speed	5d4 minutes	1d3+1	None	450 SP
85-92	Sweet Water	Permanent	1d3+1	None	250 SP
83-00	Vigour	Permanent	1d3+1	None	200 SP

*Alchemical silver is a process that can transmute a weapon's material into another form; it is not a potion to be discovered.

**Goblins, orcs, gnolls, lizardmen, etc. It has no effect on any of the other races noted on the table or on humanoids larger than SIŁ 20, such as ogres, trolls, giants, etc.

Healing Balm

Type 1, Duration Permanent, Cost 50 SP

This concoction is composed of natural healing herbs and ointments. Typically, a Healing Balm is applied to an injury involving cuts, punctures, or burns as part of the First Aid roll, making it 1 grade easier. Natural recovery is sped up as well, increasing the character's Healing Rate by 1 in each location it is applied. A single wound may not benefit from more than one application of the balm. Each sample provides enough for 3 separate wounds.

Holy Water

Type 1, Duration Special, Resist Evade/Endurance, Cost 100 SP

This sanctified water carries many of the same properties as acid when used against undead, demons, devils, and other entities of pure evil. This would include mundane creatures of Evil Morality 80% or higher. Where Holy Water is blessed and sanctified to a particular deity or pantheon of good inclination, its opposite, Unholy Water, is cursed, being sanctified to specific entities of pure evil. Unholy Water has the same effects as Holy Water when used against angels, archons, and other entities of pure goodness. This includes mundane creatures of Good Morality 80% or higher. Assume that Holy Water found with evil creatures is actually of the unholy variety; otherwise, only 20% of Holy Water discovered will actually be unholy.

The user may uncork the vial and throw the contents at a target within 1.5 metres (5 feet). This will strike 1d3 hit locations for 1d2 points of damage to creatures subject to the effects of Holy Water with an Easy Throw roll. Holy Water thrown in this way will burn

for 1d2 Rounds. A vial of Holy Water may be thrown with enough force to hopefully shatter the glass against the target. This uses the Throw skill and the vial possesses an ENC of 1 for the purposes of determining range. The vial itself causes 1d3-1 points of damage to the location hit, and at least 1 point of damage is required to shatter the vial and spill the contents. Therefore, on a roll of 1 the vial hits but does no damage. If the vial does shatter, the Holy Water causes 1d4 points of damage to exposed or lightly clothed skin of the body location struck for 1d2+1 Combat Rounds.

Against a creature's natural armour, Holy Water is treated just like acid, doing the damage to the Armour Points until they are reduced to zero, with the remaining damage being applied to the location's Hit Points. This damage only affects appropriate creatures as noted above.

While the physical damage caused by Holy Water may not be enough to kill the victim outright, the pain and psychological effect is excruciating, requiring the targets to succeed at a Willpower or Endurance roll (whichever is higher) or flee from combat for at least 1d6+4 minutes while they recover. This applies even if the Holy Water is only burning a creature's natural armour and has not yet done any damage. This does not apply to mindless automations such as skeletons and zombies, which do not feel pain.

Lycanthropic Cure

Type 3, Duration 1d4 days (Permanent), Cost 800 SP

This potion made from belladonna, silver filings, and other miscellaneous mystical ingredients can cure a creature suffering from the disease/curse of lycanthropy. This concoction can have lasting negative side effects and may be deadly, however.

Application: Consumed

Potency: 80

Resistance: Endurance

Onset time: 1d3 Rounds

Duration: 1d4 days

Conditions: This infusion will incapacitate the imbiber for the noted duration, after which they are automatically cured; however, a second non-opposed Endurance roll is required to avoid further negative side effects. Assuming this second roll is successful, the creature avoids further negative conditions. If this second roll results in a Failure, the imbiber is cured, but suffers a weakening of the respiratory system, suffering the loss of 1d3 points of CON. Finally, a Fumble results in death.

Antidote/Cure: NA.

Philtre of Love

Type 2, Duration 1d4+4 x10 minutes plus see below, Cost 300 SP

When this potion is consumed, the imbiber will become charmed by the next sentient creature seen and will fall in love with said individual. However, the individual must be of a similar race and sex that the victim is typically attracted to. There is no Resistance Roll to avoid the effects of this potion. They are effectively granted the Passion (Love...) at 30% plus the loved one's POW+CHA. Even when the duration ends, by whatever means, the victim will remain enamoured by the object of their desire, retaining the Passion. Only by means of Dispel Magic will they no longer be under the sway of this potion. However, if the player willingly increases the Passion by even a single percent, the love becomes real and Dispel Magic will no longer have any effect.

Philtre of Persuasiveness

Type 3, Duration 1d4+4 x10 minutes, Resist Willpower, Cost 850 SP

When quaffed, this potion grants the imbiber the ability to win over individuals with a charming personality, making the following skills 1 grade easier to perform when used to influence one or more witnesses: Acting, Commerce, Courtesy, Dance, Deceit, Disguise, Influence, Musicianship, Oratory, Seduction, and Sing. In addition, once every 10 minutes the imbiber may 'suggest' a course of action to any number of individuals within a 10 metre (30 foot) radius. Assuming the suggestion is reasonable, spoken in a language known to the listeners, and limited to no more than a couple of sentences, any who fail to resist will follow it to the letter. Any suggestion that places the listeners in obvious danger will automatically fail and turn the listeners hostile. The request could, however, be worded in such a way as to make a dangerous situation sound reasonable, for example, hinting that the lair of the red dragon is empty and contains gold for the

taking. The Games Master may make this roll 1 grade harder if the suggestion is very reasonable or easier if it seems a little unrealistic. Undead and constructs are immune to the suggestion aspect of a Potion of Persuasiveness, but would be subject to the effects of the imbiber's modified social skills, if applicable.

Potion of Animal Control

Type 2, Duration 1d4+4 x10 minutes, Resist Willpower, Cost Varies

When quaffed, this potion allows the imbiber to control the emotions of a specific animal, and there are as many types of this potion as there are animal species. This potion does not grant the ability to communicate with the animal under its control; therefore, it may not be used to issue commands unless the imbiber has some other method of doing so. It can, however, soothe a vicious animal or cause a normally calm animal to become vicious. For the purposes of these rules, an animal is defined as any creature of a non-mundane or magical nature with an INS characteristic. The maximum number of animals controlled is based on their SIZ characteristic: up to 20 of SIZ 1-7, up to 12 of SIZ 8-20, up to 4 of SIZ 21-30, and 1 of SIZ 31-35. Animals larger than SIZ 35 are not affected by this potion, and those with INS 12+ are allowed an Opposed Willpower roll to resist. Upon the end of the duration, normally vicious animals will quietly leave the area.

Potion of Clairaudience

Type 2, Duration 20 minutes, Cost 400 SP

This potion empowers the character with the ability to concentrate on a specific location and hear any noise within the selected area. The exact centre of effect may be shifted to any point within a 10 metre (30 foot) radius, but must be on the same plane of existence as the imbiber. The character may only hear sounds that would be normally audible to an unenhanced character; however, this effect may be moved beyond doors, into rooms, down hallways, and around corners, allowing conversations to be listened to with no fear of detection. The effects of this potion may be stopped by any form of metal sheeting and some forms of magical defences. This potion may be combined with a Potion of Clairvoyance allowing the imbiber to use both senses.

Potion of Clairvoyance

Type 2, Duration 10 minutes, Cost 500 SP

This potion empowers characters to move their point of vision to any area within a 10 metre (30 foot) radius. From this location, the imbiber may see out to the normal range of vision. The exact centre of effect may be shifted to any point within the radius, but must be on the same plane of existence as the imbiber. The character's sight is not further augmented, for example, this does not granted

Infravision, but does not prevent its use if it is normally possessed. Like Clairaudience, this effect may be moved beyond doors, into rooms, down hallways, and around corners, allowing the character to scout out unknown areas with no fear of detection. The effects of this potion may be stopped by any form of metal sheeting and some forms of magical defences. This potion may be combined with a Potion of Clairaudience allowing the imbiber to use both senses.

Potion of Climbing

Type 2, Duration 1d4+4 x10 minutes, Cost 500 SP

When this potion is quaffed, the imbiber's Climb skill is 1 grade easier to perform. In addition, the character will only Fumble on a natural roll of 100 regardless of the actual modified skill.

Potion of Delusion

Type 2, Duration as per the expected potion, Resist Will-power (Hard), Cost 150 SP

This potion attempts to trick the mind of imbibers into believing they have actually swallowed a completely different potion and are benefiting from its effects. Targets who fail to resist at a difficulty grade of Hard are 100% convinced. Because of the nature of this potion, the Games Master should make this roll in an attempt to maintain an element of mystery. A good example is a Potion of Delusional Healing, the effects of which would cause an adventurer suffering minor wounds to believe that the wounds have actually healed. The drinker will still suffer any injury's specific Special Effects such as Bleeding or Stun Location, but the character just doesn't realise it's still happening. For instance, a bleeding leg will continue to bleed, and a stunned location will continue to be stunned, the injured character will simply believe that using the limb is unsuccessful for some unknown reason, but it's getting better. The nature of this potion precludes a character from being fooled by a previously identified sample.

Potion of Dispel Magic

Type 2, Duration Permanent, Cost 400 SP

This potion will nullify one ongoing magical effect being endured by the imbiber, assuming the potion's Intensity of 1d4+1 overcomes the Magnitude of the spell or enchantment. This may also be used to cancel the duration of a previously drank potion. Unlike a casting of the spell of the same name, multiple potions of Dispel Magic may be consumed with the Intensity of each being combined towards overcoming an ongoing effect; however, each must be consumed within 1 minute of the preceding potion. If the adventurer is suffering from multiple magical effects, only the weakest is dispelled.

Potion of ESP

Type 3, Duration 4d10 minutes, Cost 850 SP

This potion allows the drinker to scan the surface thoughts of any creature in an 18 metre (60 foot) radius. The effects are nullified by more than 1 metre (3 feet) of rock, 5 centimetres (2 inches) or more of metal, or even a thin sheet of lead foil. Constructs and undead are completely immune to ESP. ESP requires a full minute to scan one creature; however, the imbiber may switch subjects as many times as needed throughout the duration. It is unnecessary to target a specific individual, and ESP may be used to scout out unseen locations, for example to determine if something lurks around a corner or behind a wall. ESP may not however identify an unseen creature's identity, but it would reveal if the subject were sapient or otherwise.

Potion of Extra Healing

Type 3, Duration Permanent, Cost 800 SP

This potion will restore all body locations suffering Minor Wounds to full functionality. In addition, up to 1d3 Serious Wounds are completely healed. It has no effect on Major Wounds save for stabilising the injury, preventing death. It otherwise functions as per the Potion of Healing.

Potion of Fire Resistance

Type 2, Duration 10 Rounds, Cost 400 SP

When consumed, this potion grants complete immunity to normal fire from as little intensity as a torch, to as much as burning oil or a bonfire (Intensity 1-3). Against stronger sources of flame such as boiling lava, a magical fireball, or the scorching breath of a red dragon (Intensity 4+), the potion grants partial resistance. Fire of this intensity is reduced by 2 points per die of damage, and any Evade roll to reduce the damage further is 2 grades easier. The imbiber may choose to swallow only half the potions contents, which still grants full immunity to normal fire, but a reduced protection from more extreme flames: -1 point of damage from each die and Evade rolls one degree easier. However, in this case, the duration is reduced to only 5 Rounds.

Potion of Flying

Type 3, Duration 1d4+4 x10 minutes, Cost 750 SP

When drunk, this potion enable the imbiber to fly at a base rate of 6 metres (20 feet) per Round. The character may increase this to a 'Running' or 'Sprinting' equivalent as desired. If ascending in altitude, these figures are halved, while descending allows the character to double the rate of movement. The Games Master should roll the potion's duration secretly as the results should be unknown to the imbiber.

Potion of Gaseous Form

Type 2, Duration 1d4+4 x10 minutes, Cost 400 SP

This potion allows the drinker's body, along with all worn and carried equipment, to become of a transparent and insubstantial gaseous form. A character under the effects of Gaseous Form possesses a Base Movement rate of 3 metres (10 feet) and cannot travel faster than this outside of being assisted by a strong air current. In this case, the character is able to travel at the speed of the wind, and in the case of a strong headwind, will be pushed backward if the wind speed completely cancels out any forward movement. While in this form, the subject may enter any space that is not designed to be airtight, for example, through a crack in a wall, under a door, and through a sewer grate. Those under the effects of Gaseous Form are difficult to spot due to their transparent nature, and any Perception roll to notice them is automatically 2 grades more difficult. In addition, they are immune to all damage except magical fire and lightning, which does normal damage, and that of a whirlwind, which will inflict double damage. A Gaseous Form potion must be consumed in its entirety to be effective and will last its full duration, and as the imbibers cannot interact with even their own inventory, this duration may not be ended early by consuming a Dispel Magic potion.

Potion of Giant Control

Type 3, Duration 5d6 minutes, Resist Willpower, Cost Varies

When drunk, the potion enables the imbiber to control one or two giants of the specific type designated by the potion who fail to resist. Attempting to control a single giant makes its Resistance Roll Hard, while attempting to control two giants makes it easier for each to resist, with the Resistance Roll being of Standard difficulty. See 'So I'm Controlled, Now What?' on page 290 for the effects of control.

Potion of Giant Strength

Type 3, Duration 1d4+4 Rounds, Cost Varies

When this potion is quaffed, the imbiber is granted the Strength of a giant of the specific species dictated by the potion. The STR and Brawn granted are detailed on the following table according to the type of giant:

POTION OF GIANT STRENGTH

Type	Brawn	Damage Modifier
Hill Giant	87%	+1d12
Stone Giant	96%	+2d6
Frost Giant	108%	+1d8+1d6
Fire Giant	111%	+2d8
Cloud Giant	124%	+1d10+1d8
Storm Giant	132%	+2d10

The effects of this potion are quite draining on the imbiber, with a failed Hard Endurance roll causing the loss of 1 level of Fatigue when the potion wears off, along with any other normal fatigue loss appropriate to the situation.

Potion of Healing

Type 2, Duration Permanent, Cost 400 SP

This potion will restore 1d3 locations suffering Minor Wounds to full functionality. Least injured locations are always healed first. It has no effect on Serious or Major Wounds. However, the spell will stabilise more severely injured locations, stopping all bleeding and preventing imminent death from inattention.

Potion of Heroism

Type 2, Duration 1d4+4 Rounds, Cost 500 SP

When drunk, this potion allows the imbiber to increase combat skills to a considerable level. It will not, however, offer any benefit to skills already in excess of 90%. The effects of a Potion of Heroism may be applied to Combat Style, Evade, and Acrobatics when used to avoid damage; however, the exact bonus is dependent on the character's current skill level as determined on the following table:

HEROISM EFFECTS

Skill Level	Skill Increase
01-30%	+40%
31-50%	+30%
51-70%	+20%
71-90%	+10%

Potion of Invisibility

Type 2, Duration 1d4+2 minutes per dose, Cost 500 SP

This potion when quaffed grants the imbiber invisibility for the duration of the enchantment. Like the spell of the same name, any attack made by the beneficiary of its contents instantly causes the subject to reappear. Other non-combat actions made on the part of the imbiber, for example, talking, eating, running, opening doors, etc., have no effect on the duration, which is equal to 1d4+2 minutes per dose consumed. A typical potion contains enough for eight doses.

Potion of Invulnerability

Type 2, Duration 1d4x5 Rounds, Cost 500 SP

When this potion is quaffed, the imbiber gains complete immunity to non-magical weapons. Attackers of SIZ 31+, naturally magical creatures of any SIZ, and attackers wielding magic weapons may all ignore this protection. However, against these attacks the potion grants a bonus of +2 Armour Points to all locations. In addition all

Resistance rolls become 1 grade easier regardless of the attack type. A Potion of Invulnerability must be consumed in its entirety to grant any benefit.

Potion of Levitation

Type 2, Duration 1d4+4 x10 minutes, Cost 400 SP

The imbiber of this potion is granted the ability to levitate vertically at a rate of 3 metres (10 feet) per Round while carrying up to 50 total ENC. This may allow the imbiber to carry one other person if both are lightly equipped. As a rule of thumb, 1 SIZ is equal to 3 ENC. While the character may not move horizontally under the power of this spell, the character may be able to pull along a wall or cliff at a base Movement rate of 3 metres (10 feet) per Round.

Potion of Longevity

Type 3, Duration Permanent, Cost 1,000 SP

When this potion is consumed, the imbiber's physical age is reduced by 1d12 years, restoring youth and vitality. However with each infusion, the character runs a 1% cumulative chance of negating all previous age reversal, reverting the character to the natural unmodified age. This potion is also useful for nullifying age based attacks and other forms of magical aging, such as that brought on by the Haste spell or a Potion of Speed. This potion must be consumed in its entirety to generate any results.

Potion of Plant Control

Type 2, Duration 5d4 minutes, Resist Willpower plus special, Cost 300 SP

When consumed, this potion allows the imbiber to control the behaviour of all plant matter within a 6x6 metre (20x20 foot) area up to 30 metres (100 feet) distant. This includes normal plant life, molds, fungus, and other living creatures derived from said material, such as shriekers and shambling mounds. The extent of control is limited to the extent of their normal abilities, but includes remaining silent, moving if able, tangling and entwining, and remaining still. Sapient plant or fungus creatures, typically those that possess the INT characteristic, are allowed a roll to resist. In the case of a plant given the command to entangle, those within the area of effect require a Brawn Resistance Roll to escape, with success indicating the victim is able to move at only half their normal rate for the duration, or until out of the radius. Those who fail to resist are so entangled as to be unable to move for the duration. The Games Master may wish to modify the difficulty grade of the Brawn roll based on the specific plant material doing the entangling. Short grasses and weeds would be Easy, tall grasses and weeds Standard, bushes and brush Hard, and finally, tree limbs and small trees Formidable.

Potion of Polymorph Self

Type 2, Duration 5d4 minutes, Cost 350 SP

This potion allows the imbiber to take the shape of any non-sapient creature from SIZ 1 to 50 (or up to about 2000 kg/4500 lbs) along with its form of locomotion and non-magical abilities. The change requires a number of Combat Rounds equal to the difference in SIZ between the imbiber and the chosen form, divided by 10. Therefore, a SIZ 14 character transforming into a SIZ 45 dragon (a difference of 31) would require 4 Rounds to complete the transformation.

None of the creature's unusual senses or magical abilities, if any, will be mimicked, nor abilities that are considered instinct. For example, a character which polymorphs into a shark would be able to swim and breathe underwater, but would not possess blood sense or frenzy. If polymorphed into a red dragon, the character would not be able to breathe fire or possess dark sight, but would still be able to fly, would be cold blooded, be able to use diving strikes and engulfing, have formidable natural weapons, could trample, and would still be terrifying. The immunity to fire should probably still apply as it is more a part of the fire-resistant scales than any magical ability. The Games Master is the final arbiter as to which abilities are allowed and which are not.

The imbiber gains all of the physical characteristics of the new form: STR, CON, SIZ, and DEX, but retains their own INT, POW and CHA. Any new Combat Styles possessed by the chosen form are at the character's Unarmed skill level, and if the character is a spell caster and occupies a form that does not preclude the requirements set forth to cast spells, the character may continue to do so. The imbiber may change form as often as desired throughout the magic's duration, limited only by the time required to transform. Finally, any damage sustained while in the new form transfers to each form assumed, as well as the character's normal form when the duration expires. However, upon changing back to normal, 1d6 points of damage is regenerated in each injured location.

Potion of Species Control

Type 3, Duration 5d6 minutes, Resist Willpower, Cost Varies

When drunk, the potion enables the imbiber to control up to 20 members of the specific species designated by the potion who fail to resist. The greater the number of creatures to be controlled, the easier their chance to resist, as summarised on the following table (See 'So I'm Controlled, Now What?' overleaf for the effects of control):

SPECIES CONTROL RESISTENCE

Number	Difficulty
1-4	Herculean
5-8	Formidable
9-12	Hard
13-16	Standard
17-20	Easy

So I'm Controlled... Now What?

Many of the potions in this chapter allow the 'controlling' of one or more individuals. Those under the effects of control cease all hostilities, if any, against the imbiber and any allies and go out of their way to offer help and protection. They will never obey suicidal or obviously harmful actions, but might be convinced that something very dangerous is worth doing. Any hostile act against the victims by the imbiber or any allies breaks the enchantment. The character must be able to speak with the subjects to give any sort of complex 'request'; therefore, possessing the language of the controlled individuals is important, but not required for the basic enchantment.

Potion of Speed

Type 2, Duration 5d4 Rounds, Cost 450 SP

When quaffed, this potion grants the imbiber +1 Action Point for the rolled duration. This does not alter any limits placed on actions that may only take place once per Round, for example, spell casters are still limited to a single spell. In addition, the character may double the Base Movement Rate and current Initiative. Due to the extreme strain on the character's body, at the end of the duration, the character automatically gains a level of Fatigue, in addition to any other Fatigue normally accrued. However, the biggest drawback comes from the fact that each use of a Potion of Speed ages the imbiber 1% of the normal life expectancy. For humans, that would be about 1 year. See Aging in Chapter 6 for the average life expectancies of the demi-human races.

Potion of Super Heroism

Type 3, Duration 5d6 Rounds, Cost 750 SP

Like the Potion of Heroism, a Potion of Super Heroism allows the imbiber to increase combat skills, but to even greater levels. It will not, however, offer any benefit to skills already in excess of 130%. The effects of a Potion of Super Heroism may be applied to all Combat Styles, Evade, and Acrobatics when used to avoid damage; however, the exact bonus is dependent on the character's current skill level as determined on the following table:

SUPERHEROISM EFFECTS TABLE

Skill Level	Skill Increase
01-30%	+50%
31-60%	+40%
61-90%	+30%
91-120%	+20%

Potion of Sweet Water

Type 2, Duration Permanent, Cost 250 SP

When this sweet liquid is added to any other foul tasting, contaminated, or poisoned liquid, the sample is made pure and drinkable. If applied to another potion, the contents will be rendered inert. One vial of Sweet Water will transform up to 380 litres (100 gallons) of acid into pure water, and 3,800 litres (1,000 gallons) of salt or alkaline water into fresh water, totally removing any pollutants. While the effects of Sweet Water are permanent, the sample may be later contaminated by other natural or unnatural causes, but will remain pure for a minimum of 5d4 minutes.

Potion of Vigour

Type 2, Duration Permanent, Cost 200 SP

When this potion is consumed the imbiber is immediately restored of 1d4+2 levels of accumulated Fatigue. This potion has no effect on Fatigue gained through blood loss.

Potion of Water Breathing

Type 3, Duration 60 +1d10x6 minutes, Cost Varies

A Potion of Water Breathing grants the imbiber the ability to breathe water or other oxygenated liquids. When found for sale, a Potion of Water Breathing always contains 2 doses. If found as treasure, roll 1d2 to determine contents.

Rings

There are numerous magical rings, with a small sample detailed in this section. One may only ever be under the effects of two rings, one per hand. Attempting to wear two rings on the same hand will cancel them both out. It requires 1 Ready action if a ring must first be retrieved from a pouch or pocket. Holding the ring in one hand and slipping it on a finger on the other when needed may be done so as a Free Action. Where an opponent is allowed a Resistance Roll, the roll is typically Opposed by ten times the ring's Magnitude of 1d4+3. However, any magical effects are generated at an equivalent of Intensity 3 regardless of actual Magnitude. Magic rings may be worn by anyone regardless of class unless specified otherwise.

Ring of Delusion

This ring will typically appear to be of a type desired by the character who acquires it. If the Games Master knows of a magic ring of interest to the character, it will appear to be that ring. In situations where the Games Master does not know of a specific ring desired by the character, the ring will appear to be of a type useful to that class. Finally, if there is no magic ring of use or the character is already wearing the maximum number of rings and wouldn't want to part with either, then the ring will appear to be of a type desired by another character within sight that could use it. When tested,

the ring will appear to the wearer and those nearby to be of the desired enchantment. For example, a Ring of Invisibility will appear to turn the wearer invisible, a Ring of Comprehend Languages will appear to allow the wearer to understand languages spoken by other members of the party that under normal circumstances they don't understand, when in actuality, they are speaking and hearing a common language. The Ring of Delusion will function as expected at an Intensity of 3 until actually needed, at which point it will do absolutely nothing. This could be deadly or merely inconvenient, depending on the ring's expected function. The ring may be removed at any time and is not cursed.

Ring of Magica, +1 to +6

This ring functions in all ways as an Amulet of Magica +1 to +6, as detailed on page 274.

Ring of Protection, +1 to +6

A Ring of Protection provides from +1 to +6 points of armour to each hit location while worn. In addition, all add a bonus to Resistance Rolls as noted on the Magic Item Tables. If worn with magical armour, only the bonus provided by the armour applies. The bonus provided to Resistance Rolls is not adversely affected, however. A Ring of Protection may be worn with non-magical armour without penalty. Multiple Rings of Protection do not stack, with only the greatest bonus prevailing. Some rings offer protection in a 1.5 metre (5 foot) radius, this bonus applies only to the Resistance Rolls of any allies within the area of effect. They receive no bonus Armour Points. The +4 to +6 Rings of Protection are found among the Treasure Tables of the CLASSIC FANTASY *Unearthed Companion*, but the rules for their use is included here to better facilitate play.

Ring of (Spell), Rank 1 to 4

This ring allows the casting of a particular spell of Rank 1 to 4 and all possess an ongoing duration, with the spell being cast automatically when the ring is put on, and lasting until removed. They are limited in the type of spell, which may be enchanted into them, with the most common shown below. Rings possessing spells of Rank 3 and up are detailed in the CLASSIC FANTASY *Unearthed Companion*. See the relevant spell for additional information.

Ring of Weakness

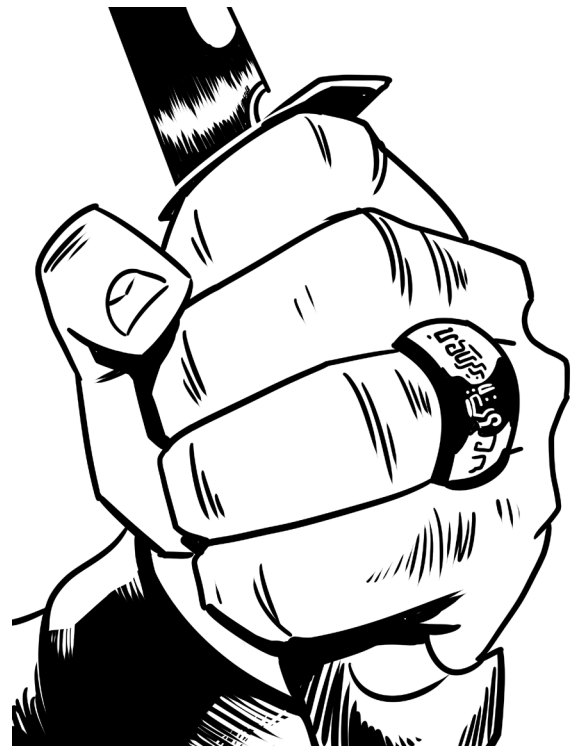
This ring detects as magic if tested, and appears to be a Ring of (Spell). The spell may be activated with a command word and otherwise functions as per the spell rolled. However, it contains no charges and instead powers its spell another way. The Ring of Weakness contains a powerful curse and simply donning this ring causes the wearer to lose 5% from Brawn and Endurance every 24 hours to a minimum of 10% in each. In addition the wearer's Damage Modifier is reduced 1 grade every 48 hours to a minimum of -1d8.

This loss is unnoticeable by the wearer until the wearer fails to perform the relevant skill when the wearer should have otherwise succeeded. In addition, casting the spell contained in the ring causes the immediate loss of 10% from both skills and a loss of 1 grade from Strength Modifier. Dispel Magic followed by the casting of Remove Curse will allow the ring to be removed; otherwise, it remains stuck on the user's finger. However, Dispel Magic by itself will negate any characteristic loss throughout its duration, allowing the magic of the ring to be used without penalty, but will not itself allow the ring to be removed. Once the ring has been successfully removed, the lost skill points will return at a rate of 5% each per 24 hours of rest, and the lost Damage Modifier at a rate of 1 grade per 48 hours.

Building Rings

A Ring of Levitation is provided as an example of a finished Ring of (Spell). Also see Building an Amulet of Cure Minor Wounds on page 275.

Building a Ring of Levitation: This Rank 1 ring is usable by anyone regardless of class and contains the Arcane spell Levitate (class roll determines Arcane spell, follow-up roll determines the spell Levitate). Upon placing the ring on the finger a wearer of up to SIŁ 18 may levitate, either lifting or lowering at a rate of 3 metres (10 feet) per combat Round. As an alternative, the wearer may designate one target of up to 18 SIŁ within 54 m (180 ft) and levitate the target up or down at a rate of 1.5 metres (5 feet) per Round. If the target is unwilling, the victim is allowed a Willpower roll opposed by the ring's Magnitude x10% to resist (as defined by the spell's description in Chapter 9).



RING OF (SPELL) RANK 1

D100 Roll	Ring of...	Target/Radius	Resist	Notes
01-04	...Barkskin	Wearer	NA	When donned adds 3 Armour Points. See Barkskin (D) for additional information.
05-08	...the Blessed	Wearer	NA	This blessed holy ring grants a +5% bonus to all skill rolls. See Bless (D) for additional information.
09-12	...Detecting Charm	30m (100')	NA	After concentrating for 1 minute, the wearer may detect if one creature is under the effects of Charm. See Charm (D) for additional information.
13-16	...Detecting Magic	18m (60')	NA	After concentrating for 1 minute, the wearer may detect any magic within range. See Detect Magic (A) for additional information.
17-20	...Detecting Snares and Pits	12m (40')	NA	After concentrating for 1 minute, the wearer may detect any snares, pits, or deadfalls in range. See Detect Snares and Pits (D) for additional information.
21-24	...Enduring Heat or Cold	Wearer	NA	Protects wearer from normal extremes of either heat or cold; 50% chance of either. Determine when found. Offers NO protection from magical heat or cold. See Endure Heat/Cold (D) for additional information.
25-28	...Faerie Fire	12m (40')	NA	Maximum SIZ of 18 effected. See Faerie Fire (D) for additional information.
29-32	...Feather Fall	Wearer	NA	The wearer will float down gently when falling more than 1.5 m (5 ft). See Feather Fall (A) for additional information.
33-36	...Finding Traps	30m (100')	NA	After concentrating for 1 minute, the wearer may detect any traps within range. See Find Traps (D) for additional information.
37-40	...Disk of Burden	18m (60')	NA	When this ring is put on a disk of force 1 m (3 ft) in diameter manifests next to the wearer who may mentally move it at a speed of 4.5 m (15 ft). The disk may carry up to 60 ENC of items and must stay within the area of effect or vanish. See Disk of Burden (A) for additional information.
41-44	...Friendship	18m (60')	Will	Those in area of effect will react positively to wearer. See Friendship (A) for additional information.
45-48	...Reflecting Gaze	Wearer	NA	Creates a shimmering field that reflects gaze attacks. See Reflect Gaze (A) for additional information.
49-52	...Invisibility	Wearer	NA	Attacking causes the wearer to become visible for 1d3+1 Rounds. See Invisibility (A) for additional information.
53-56	...Invisibility to Animals	Wearer	NA	Also masks noise and scent. Attacking causes the wearer to become visible for 1d3+1 Rounds. See Invisibility to Animals (D) for additional information.
57-60	...Levitation	1 Target	NA/Will	Telekinetically lift self or one target within 54 m (180 ft). See Levitation (A) for additional information.
61-62	...Locating Animals	275m (900')	NA	After concentrating for 1 minute, the wearer may detect any desired animal as long as it is within range. See Locate Animals or Plants (D) for additional information.
63-64	...Locating Plants	275m (900')	NA	After concentrating for 1 minute, the wearer may detect any desired plant as long as it is within range. See Locate Animals or Plants (D) for additional information.
65-68	...Passing Without Trace	Wearer	NA	The wearer leaves no discernible trail, scent, or evidence of their passing. See Pass Without Trace (D) for additional information.
69-72	...Protection from Evil	Wearer	NA	Evil creatures find it difficult to attack the wearer. See Protection from Evil (A) for additional information.
73-74	...Protection from Good	Wearer	NA	Good creatures find it difficult to attack the wearer. See Protection from Good (A) for additional information.
75-77	...Protection from Fear	Wearer	NA	The wearer is immune to the effects of fear. See Remove Fear (D) for additional information.
78-80	...Purifying Food and Drink	Wearer	NA	Any poisoned, rotten, or contaminated food or drink touched by the wearer of this ring is made pure. See Purify Food and Drink (D) for additional information.
81-84	...Shocking Touch	1 Target	NA	Electrocute one touched opponent. See Shocking Touch (A) for additional information.
85-88	...Silence	4.5m (15')	NA	This ring creates an area of utter silence around the wearer. See Silence (D) for additional information.
89-92	...Slow Poison	Wearer	NA	The effects of poisoning are halted until the ring is removed. If placed on the finger of an individual that has died within 10 minutes of poisoning, they will remain in a coma for a further 3 hours before actual death sets in. See Slow Poison (D) for additional information.
93-96	...Transformation	Wearer	NA	When this ring is placed on a finger, the wearer changes appearance and/or form to that of the next humanoid creature within ±5 SIZ that is seen. See Change Self (A) for additional information.
97-00	...Weather Prediction	8km (5 mi.)	NA	The wearer automatically knows the expected natural weather for the next 12 hours. See Predict Weather (D) for additional information.

RING OF (SPELL) RANK 2

D100 Roll	Ring of...	Target/Radius	Resist	Notes
01-03	...Augury	Wearer	NA	Once per day, the wearer may divine one action to be taken within the next 30 minutes. The chance of success (to be rolled by the Games Master) is equal to the wearer's Willpower +15%. See Augury (D) for additional information.
04-08	...Blinking	Wearer	NA	When attacked, there is a 60% chance the wearer will 'blink'. See Blink (A) for additional information.
09-18	...Detecting Evil	55m (180')	NA	After concentrating for 1 minute, the wearer may detect if one creature is evil. See Detect Evil (A) for additional information.
19-24	...Detecting Good	55m (180')	NA	After concentrating for 1 minute, the wearer may detect if one creature is good. See Detect Good (A) for additional information.
25-29	...Detecting Invisibility	Field of Vision	NA	The wearer may detect invisible creatures within their field of vision. See Detect Invisibility (A) for additional information.
30-36	...Reading Thoughts	1 Target	Will	The wearer may read the mind of one being within 12 m (40 ft). See Read Thoughts (A) for additional information.
37-40	...Flying	Wearer	NA	The wearer may fly at a Movement Rate of 10 m (30 ft). See Fly (A) for additional information.
41-44	...Haste	Wearer	NA	The wearer ages 1% of their life expectancy per 10 minutes of continuous use, or fraction thereof. See Haste (A) for additional information.
45-52	...Knowing Passions	1 Target	NA	The wearer may detect all Passions of one creature within 10 m (30 ft) when concentrating for one Round. See Know Passions (A) for additional information.
53-60	...Obscuring Passions	1 Target	NA	This ring obscures the Passions of the wearer so that they may not be magically detected. See Know Passions (A) for additional information.
61-67	...Obscurement	4.5m (15')	NA	When this ring is put on a thick fog rises up around the wearer. See Obscurement (D) for additional information.
68-74	...Protection from Fire	Wearer	NA	The wearer of this ring takes no damage from mundane fire, while 9 points of magical flame is stopped outright with the remainder reduced by half. See Protection from Fire (D) for additional information.
75-82	...Speaking with Animals	Wearer	NA	The wearer may understand and be understood by natural and giant animals. Those with an INS characteristic. See Speak with Animals (D) for additional information.
83-92	...Tongues	Wearer	NA	Understand all spoken and written languages while worn. See Tongues (A) for additional information.
93-00	...Breathing Water	Wearer	NA	The wearer (only) may breathe underwater. See Breathe Water (A) for additional information.

Table Notes:

- ≡ **Ring of...:** The common name of the ring. A name given after in parenthesis notes the true name of the spell the ring is based on.
- ≡ **Type:** Denotes whether the spell's description is found in the Arcane (A) or Divine (D) chapter.
- ≡ **Area:** Denotes if the ring affects the wearer or others. If '1 Target' is noted, the ring may affect either the wearer or one other target at the range given in the notes section. In cases where only a range is given, the ring will only affect another creature and not the wearer.
- ≡ **Resist:** Denotes whether the ring's effects may be resisted of not and if so which skill is used in doing so, typically Willpower (Will). NA implies that the effects are not resisted (Non-Applicable). If it is able to be resisted it will be opposed by ten times the ring's Magnitude.
- ≡ **Notes:** Typically summarises the ring's magical effects granted by the ring at an Intensity of 3.

Rods, Staves, and Wands

Rods, staves, and wands are magical devices, each of which may produce magical effects of varying capability. Wands are roughly 30 to 45 centimetres (1 to 1½ feet) in length, very slender and typically

used to create one or more spell-like effects. Rods fall between both wands and staves in length, being roughly 1 metre (3 feet) long and about 2 centimetres (¾ inches) thick. Rods generally produce magical effects that are not related to existing spells. Staves are the longest, ranging from 1.5 to 2 metres (5 to 6½ feet) in length, and like wands, typically produce one or more spell-like effects; however, these effects are typically more powerful than those of wands. All are typically made of wood; however, rods and wands may also be of metal, ivory, or bone. Most but not all are capped with some form of metal and/or sometimes a gem. Staves are magic items of greater power and beyond the scope of this book. The information to use them is included here for completeness. See the CLASSIC FANTASY *Unearthed Companion* for various magical staves.

- ≡ **Class Restrictions:** Many rods, staves, and wands are restricted to one or more classes; others may be used regardless of class without restriction. This will be noted on the Magic Item Tables and the specific write-ups. Where no class is noted, the item may be used by any class.
- ≡ **Combat Style:** Many rods and staves are useable as melee weapons in addition to possessing one or more magical properties. If a rod or staff is usable by a character of a particular class, it will be useable as part of the Combat Style regardless what other weapons are represented in that style. For example, a Rod of Flailing can be used by any class. Even

though the rod can change shape into either a horseman or footman's flail, a wielder would still be able to wield it at the normal Combat Style, even though the wielder possesses no skill in either of those melee weapons.

- ⇒ **Use and Casting Time:** Using the magical abilities of a rod, staff, or wand requires a command word or phrase be spoken while the item is held and manipulated and requires 1 Cast Magic Action. There is no skill roll necessary on the part of the wielder. Unless specified otherwise, no more than one magical effect may be generated from a rod, staff, or wand per Round.
- ⇒ **Intensity and Magnitude of Effects Produced:** Rods, staves, and wands perform at different Intensities and Magnitudes with regards to the magical strength of the effects produced. The final Intensity and Magnitude cannot be varied by expending greater or fewer charges, nor may greater or fewer charges be expended unless otherwise noted. This is the Intensity and Magnitude of the magical effects produced, not the Magnitude of the item itself with regards to dispelling the wand, staff, or rod.
 - ⇒ Wand: Intensity and Magnitude 3
 - ⇒ Rod: Intensity and Magnitude 6
 - ⇒ Staff: Intensity and Magnitude 9
- ⇒ **Magnitude of a Rod, Staff, or Wand:** It is possible to cast Dispel Magic on a rod, staff, or wand in an attempt to make it temporarily useless. This is covered in full under Dispelling Magic Items on page 263.
- ⇒ **Range:** Range of all magical effects is as listed in the spell of the same name, if relevant, and at the Intensity appropriate to the device. If not based on an existing spell, range will be 36 metres (120 feet), unless otherwise noted.
- ⇒ **Duration:** All durations are based on that of the spell of the same name as appropriate to Intensity. Otherwise, duration will be noted in the description.
- ⇒ **Defending against a Rod, Staff, or Wand:** Items producing a spell-like effect such as a Magic Missile, Fireball, or Lightning Bolt, allow Resistance Rolls as per the actual spell. Rods, staves, and wands that have no visible effect cannot be defended against with the exception of those producing area effects, which may be Evaded as normal. Defenders may Parry or Evade against a physical attack by a rod or staff normally. Wands are typically too fragile to be used in such a manner.
- ⇒ **Cost to Use:** Each use of a rod, staff, or wand expends a number of charges as noted in the item's description. Where the magical effects are based on a spell, each use expends a number of charges equal to the spell's normal casting cost irrespective of Intensity. For example, a wand will cast a spell possessing a casting cost of '1/Intensity' by expending a single charge, while a spell with a casting cost of '3/Intensity' will

expend three charges. This is irrespective of the spell-like effect's actual Intensity as produced by the item.

- ⇒ **Charges:** A fully charged rod, staff, or wand possesses several charges dependent upon type. The number of charges remaining in a rod, staff, or wand cannot normally be determined without casting Identify. The Games Master may determine that in the case of a rod, staff, or wand taken from an enemy, it may have fewer current charges if used in the earlier conflict. As long as a rod, staff, or wand has charges remaining it may be recharged as per the rules detailed on page 267, unless otherwise noted. However, once a rod, staff, or wand has expended all charges, it may no longer be recharged. The maximum number of charges is determined as noted below.
 - ⇒ Wand: 90 charges when full
 - ⇒ Rod: 60 charges when full
 - ⇒ Staff: 30 charges when full
 - ⇒ When found, a rod, staff, or wand has a 20% chance of being fully charged; otherwise, roll 1d10 and multiply by 10 to determine the percentage of its total charges remaining.
- ⇒ **Durability and Encumbrance:** While, wands are typically fragile and cannot take a massive amount of damage, rods and staves are actually enchanted to be quite durable. While most spell casters would think twice about placing these rare and powerful items in danger, magical enchantments actually allow them to take more damage than most weapons. If all Hit Points are depleted, a rod, staff, or wand is destroyed. They possess an ENC, Armour and Hit Points as follows, unless otherwise noted:
 - ⇒ Wand: 2 Armour Points and 4 Hit Points. 10% may be metal or metal reinforced possessing 1 additional Armour Point. 1 ENC.
 - ⇒ Rod: 7 Armour Points and 6 Hit Points. 10% may be metal or metal reinforced possessing 1 additional Armour Point. 1 ENC, 2 ENC if metal.
 - ⇒ Staff: 9 Armour Points and 10 Hit Points. Staves are never metal or metal reinforced. 2 ENC.

See Building an Amulet of Cure Minor Wounds on page 275, and Building a Ring of Levitation on page 291, for two examples of magic items containing spells.

While wands are typically too fragile to make suitable melee weapons, all rods and staves may be used in combat if the wielder desires, and in fact, some are intended to be used as such. The following table notes the specific information pertaining to damage, Armour Points, Hit Points, etc., for various types of rods and staves. Where a specific rod or staff isn't noted, use the basic listing. Wands are included for situations where they may be targeted by an opponent and potentially damaged. If a particular magic item is not listed on the table, figure it as the basic item: magic rod, magic staff, or magic wand.

RODS, STAVES AND WANDS

Weapon	Damage	Size	Reach	Combat Effects	ENC	AP/HP	Traits
Rod, Magic	1d6	M	S	Bash	1	7/6*	Magic
Rod of Flailing: Horseman's Flail	1d6+3**	L	M	Bash	1	9/8*	Flexible, Magic
Rod of Flailing: Footman's Flail	1d10+3**	H	L	Bash, Stun Location	2	10/8*	Flexible, Magic
Staff, Magic	1d8	M	L	Stun Location	2	9/10	Magic
Wand, Magic	-	S	S	-	1	2/4*	Magic

* 10% may be metal or metal reinforced possessing 1 additional Armour Point. Staves are never metal or metal reinforced.

** Already includes the magic bonus.

The common types of rods, staves, and wands are detailed below:

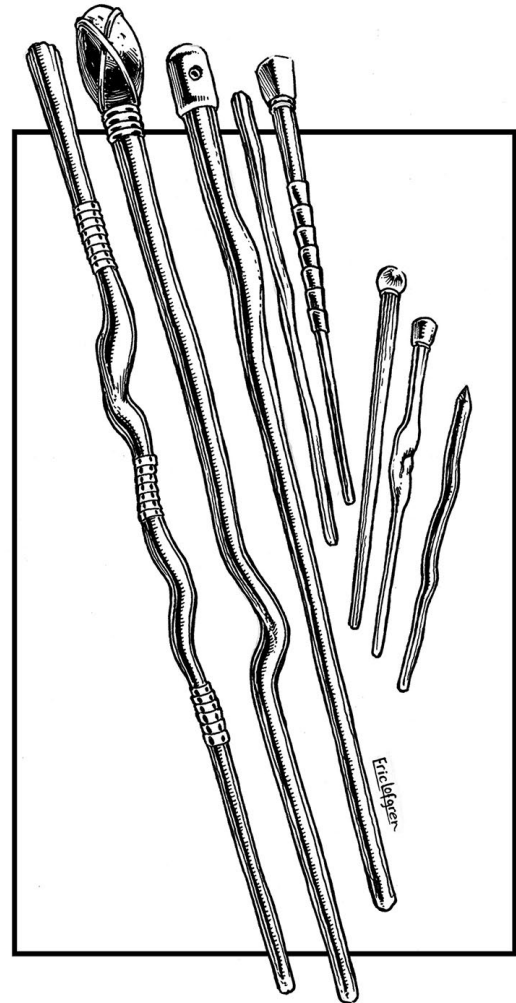
Rod of Flailing

When the command is issued, this rod transforms into either a footman's or horseman's flail as desired by the wielder. Both are treated as their mundane equivalent, however, possess a +3 magic bonus to damage with their size increased by one category for the purposes of bypassing defences. As a horseman's flail, the rod possesses 9 Armour Points and 8 Hit Points, while as a footman's flail it has 10 Armour and 8 Hit Points. All other traits are as per the relevant weapons. Transforming does not expend a charge; however, if the wielder does choose to expend a charge, they receive a bonus of +4 Armour Points to all body locations for 1 Round. This may be declared as a Free Action. The rod does not have to be being used as a weapon for this enchantment to work; however, it must be in hand at the time. This rod may be recharged.

Rod of Majesty

This rod makes the wielder more charismatic when dealing with others, with the following skills being 1 grade easier to perform: Acting, Art, Commerce, Courtesy, Dance, Deceit, Influence, Languages, Musicianship, Oratory, Sing, Seduction, Slight, Streetwise, and Teach. The modifiers are in effect as long as the rod is held. In addition, expending a charge makes the wielder appear of a much higher standing than the wielder normally is, turning possessions into the finest quality clothing, weapons, and gear. However, the wielder's equipment is not physically altered with respect to actual damage, Armour Points, etc.

Any clothing and gear altered is real with respect to close examination, possessing a total combined apparent value of 1d4+6 x1,000 GP, and will be of the finest silks and furs, and trimmed with gems and jewels. Items may be removed when not required, such as when sleeping, for example, with no ill effect. They may even be freely given to others and will retain their altered form. However, if the items are sold or taken by force, they immediately revert to their true form and nature.



The rod possesses an additional ability also requiring a charge to manifest; the creation of a palatial tent. This huge structure of the finest exotic silks can be up to 900 square metres (3,000 square feet) in size and contains food and furnishings to sufficiently entertain up to 100 guests. After 24 hours, the tent and all its contents disappear unless another charge is expended. Items may be removed from the tent, but will disappear as well when the duration expires. This rod cannot be recharged.

Wand of (Spell) (Rank 1-3)

This wand possesses a single spell. Spells of Rank 1 are typically usable by all characters regardless of class. Wands possessing a Rank 2 spell or higher are usable only by a class normally able to cast spells of the type contained in the wand, although the spell does not currently have to be memorised or even known by the wielder. There is a 50% chance that a magic wand will contain an Arcane spell, and 50% Divine. Randomly determine the specific spell on the appropriate Master Spell Table as found on pages [324-326](#). See the relevant spell for additional information. Wands containing Rank 3 spells are found among the Treasure Tables of the CLASSIC FANTASY *Unearthed Companion*, but the rules for their use is included here to better facilitate play.

Wand of (Spells) (Rank 1-2)

As for a Wand of (Spell) above; however, the item is typically enchanted with two or three spells, dependent upon rank. However, unlike the normal Wand of (Spell), this item may only be used by a caster capable of casting the class of magic enchanted in the wand regardless of the rank of the contained spells. The wands containing 3 spells are found among the Treasure Tables of the CLASSIC FANTASY *Unearthed Companion*, but the rules for their use is included here to better facilitate play.

Scarab of Death

This small magical piece of jewellery appears to be one of the many protective amulets, charms, pins, etc. However, if worn or held for more than 1 minute, or placed in a cloth, leather, or similar container within 30 cm (1 foot) of a living creature, the small black oval gem transforms into a vicious beetle-like insect and rips into the flesh of the creature holding it. The scarab beetle bores towards the victim's heart doing one point of damage each Round. After it has done an amount of damage equal to half the Hit Points in the body location it entered, it has successfully bored into an adjacent location on its way to the chest. Once it reaches the chest it will burrow into the heart on the next Round killing its host. Because the beetle bores just beneath the skin, it is possible to cut it out with a bladed or impaling weapon, with each cumulative point of damage done to the location containing the beetle granting a cumulative 5% chance of success. A successful Healing roll increases the chance of success to a cumulative 20% per point of damage; however, when the beetle bores into a new location, the attending physician must start the process over again. Once the beetle is either cut out or has reached the heart and killed the victim, it reverts back to its gem-like form once again. The only way to safely transport a Scarab of Death is in a rigid container of wood, bone, ivory, glass, ceramic, or metal.



Scarab of Provoking Enemies

When the owner of this small magical piece of jewellery utters a command word or phrase while holding the scarab, all hostile sapient living creatures within a 12 metre (40 foot) radius possibly fly into a berserk rage attacking friend and foe alike. Each is allowed a Willpower roll to resist, opposed by ten times the scarab's Magnitude of 1d4+8, with each that fails striking out in melee combat using whatever weapons they have at their disposal, and disregarding any attempts at self-defence. For the next 1d6+6 Rounds, those under the effects of the enchantment move to attack the nearest creatures regardless of former alliances, displaying a complete lack of fear or reason. An unused scarab of this type contains 21 charges; however, when found, there is only a 20% chance of it being fully charged, otherwise roll 1d10 and multiply by 10 to determine the percentage of its total charges remaining. Each use consumes 1 charge and the scarab may be recharged following the normal rules.

Scrolls

Scrolls when discovered as loot are typically found several at a time, each either loose or in special leather or wooden tubes; however, some may be found in tubes of jade, ivory, or metal. There are many different types of scrolls, the most common being those that allow Arcane and Divine casters to augment their repertoire. However, many others are usable by anyone regardless of class, assuming a basic understanding of the language the scroll has been written in,

and include everything from simple maps and protection scrolls, to those that bestow terrible curses. Each of the scroll types requires additional rolls to determine the language written in and specific effects if found as a part of a treasure hoard. However, scrolls used by enemies or found on looted bodies will ‘typically’ be of a sort usable to the original possessors of the scroll, unless they themselves are carrying the spoils of a looted hoard.

Spell Scroll, Rank 1 to 5

Each spell scroll may contain only a single spell regardless of rank. To determine the specific spell contained, first roll on the below Scroll Class Table to determine the specific class of scroll. Finally, determine the specific spell contained by rolling on the Master Spell Table corresponding to the rank and class of the magic. These tables are found in the Appendix. While the rules for their use is detailed here, spells of Rank 4 and 5 are included in the *CLASSIC FANTASY Unearthed Companion*. Games Masters without access to that document should instead choose a spell scroll with lesser ranked spells. Arcane spell scrolls are written in magic and require the casting of Read Magic before they may be deciphered by the user. Divine scrolls, both clerical and druidic, are written in either the Common tongue or a racial language and simply require the reader to be able to read the language in question. Divine scrolls, therefore, require an additional roll to determine the language the scroll has

SCROLL CLASS TABLE

D100 Roll	Contents
01-50	Magic-User
51-80	Cleric
81-00	Druid

SCROLL LANGUAGE TABLE

Arcane	Divine/ Protection	Cursed	Contents are written in...
01-00	-	01-20	Magic. The scroll requires the casting of Read Magic.
-	01-40	21-40	Common. The scroll is written in the Regional Common tongue.
-	41-50	41-50	Dwarf
-	51-65	51-65	Elf
-	66-70	66-70	Gnome
-	71-75	71-75	Halfling
-	76-90	76-90	Humanoid. Pick from goblin, kobold, gnoll, orc, etc.
-	91-00	91-00	Other. Choose from Ancient Common, Draconic, Giant, Dryad, Drau, etc.

SCROLL VALUE TABLE

Rank	Cost
1	40 GP
2	80 GP
3	120 GP
4	160 GP
5	200 GP

been written in, as determined on the accompanying Scroll Language Table.

Cursed Scroll

There is a chance, as with any magic item, that the scroll contains a curse of varying degrees of severity. Some cursed scrolls are written in magic and may only be read by those able to cast the Read Magic spell, others are written in either a racial or regional language, augmented by magical sigils and glyphs, and may be used by anyone able to read that tongue at a level of at least 40% or greater regardless of class. Possessing a skill below 40% requires a skill roll to see if it can be understood. Assuming the reader is able to understand the writing on the scroll, the curse takes effect as soon as their eyes catch the text contained on its surface. Reading a cursed scroll takes place instantly and does not typically require uttering a sound. When a cursed scroll is discovered, the Games Master should roll on the Scroll Language Table to determine who can read the contents of the scroll, and therefore the likely victim, and then the Curse Bestowed Table on page 298 to determine the specific curse.

In most cases, the casting of Remove Curse at an Intensity greater than the curse’s Intensity of 1d4+6 will reverse or nullify any ongoing negative effects brought on by the reading of the scroll. However some effects, such as being turned to stone, would require other specific countermeasures and are unaffected by Remove Curse.

Map

While not actually treasure, maps are quite often the hint of great wealth that can kick off many an adventure. For that reason, they are included here. When a map has been discovered as part of a treasure hoard, the Games Master will need to first determine whether it is genuine or fake, or whether it even leads to a location that hasn’t already been looted in the first place. Because of this, details about a map are best left up to Games Masters to design. Where does it lead? Is it guarded, and by what? Is it just the first of many clues still to come? Is it a trap? This is just some of the possibilities that can be contained in one small piece of rolled parchment.

Protection Scroll

There are many different types of protection scrolls with each offering defence against a type of creature or element. All are compatible and cumulative with each other, for example, a Scroll of Protection

CURSE BESTOWED TABLE

D100 Roll	Curse Bestowed
01-04	Each day the reader must succeed at a Willpower roll, or suffer a 1 grade penalty to all rolls in combat for 24 hours.
05-08	Each day the reader must succeed at a Willpower roll, or suffer a 1 grade penalty to all rolls involving social interaction for 24 hours.
09-12	Each day the reader must succeed at a Willpower roll, or suffer a two grade penalty to their best skill for 24 hours.
13-16	One of the reader's Passions alter, becoming opposite its current inclination: good to evil, love to hate, etc.
17-18	The reader becomes afflicted with a random disease.
	+2d10
19-22	The reader becomes obsessed with the next item touched, becoming convinced that others want to steal it.
23-26	The reader becomes obsessed with the next item touched, becoming unreasonably overly protective.
27-29	The reader changes into a different species: human, demi-human, or humanoid.
30-33	The reader changes sex.
34-36	The reader decreases in height, being reduced to half their current SIZ.
37-40	The reader develops an increased appetite, requiring twice the normal food daily.
41-43	The reader develops severe cowardice, requiring a Willpower roll whenever a monster is encountered (regardless of the actual threat) to resist fleeing the area or crumbling in fear.
44-46	The reader falls into a deep slumber from which the reader cannot be naturally awakened.
47-50	The reader gains an obscene or offensive tattoo on the forehead.
51-53	The reader glows in the dark.
54-56	The reader is polymorphed into a random small animal. See Small Animal in Chapter 11 for characteristics.
57-60	The reader is restricted to only speaking in rhyme. This prevents the possibility of spell casting.
61-62	The reader is teleported 1 kilometre (1.5 miles) away from the rest of the party.
63-65	The reader is weakened, suffering a reduction of half STR.
66-68	The reader loses 1d4+1 skill points from each of class skill. This could result in the loss of a class rank.
69-71	The reader suffers 1d6 points of damage to both arms, roll for each. Armour offers no protection.
72-74	The reader suffers amnesia.
75-77	The reader summons a random monster that attacks the party.
78-81	The reader will feel compelled to give away all carried coins and gems to the next needy person met.
82-85	The reader's skin changes to something not racially natural.
86-89	The reader's teeth turn black.
90-92	The reader's temperature is altered enough to make the area within 30 cm (1 foot) noticeably warmer or cooler.
93-95	The reader's vision blurs, causing a 1 grade penalty to all skill rolls requiring good vision: perception, combat, etc.
96-99	The reader's hair grows to a length of 30 cm (1 foot) and changes colour to something not racially natural.
100	The reader must succeed at a Willpower roll or turn to stone as per the petrification effects of the basilisk or gorgon.

from Dragon Breath and a Scroll of Protection from Magic could be cast to protect from both the fire breath of a red dragon and any spells it may be capable of casting against the user. Scrolls that protect from a type of creature prevent the creature from entering a radius of effect around the reader; however, it may make range attacks and cast spells if able. If a creature is forced into a location where it cannot retreat and the reader continues moving towards it, the protection is dispelled as soon as the sphere envelops the creature. Those within the sphere of protection may make ranged attacks and cast spells out of the radius of effect without penalty unless otherwise noted. Protection scrolls are written in either a racial or regional language, augmented by magical sigils and glyphs, and may be used by anyone able to read that tongue at a level of at least 40% or greater regardless of class. Possessing a skill below 40% requires a skill roll to see if it is understood. Reading a protection scroll takes 1 Round.

Weapons

This section details the various enchantments that may be applied to a variety of different weapon types. Because CLASSIC FANTASY allows for many of these enchantments to be applied to a variety of weapons, most will require multiple steps to determine the specific type discovered and its particular enchantment. The Magic Item Tables will generally determine the class of weapon (Ammo, Miscellaneous, Ranged, Shield, or Sword), and sometimes whether it is one- or two-handed, and the specific enchantment possessed by that weapon.

Example: A roll on Magic Item Table 3 results in 92; 'Weapon'. A second roll of 61 'Weapon, Magic' on the accompanying sub-table, confirms that a weapon with a beneficial enchantment has been found as opposed to one of a cursed nature. The Games Master rolls a further time on the next sub-table in descending order, resulting in a roll of 68 'Weapon, Melee', with follow-up rolls of 21 and

PROTECTION SCROLL TABLE

D100 Roll	Scroll	Effects	Cost
01-05	Protection from Acid	The reader is protected from all acid damage for 1d4+8 minutes	40 GP
06-10	Protection from Cold	All in a 9 m (30 ft) radius of the reader are protected from natural and magical cold for 1d4+4 minutes.	30 GP
11-15	Protection from Demons	All in a 3 m (10 ft) radius of the reader are protected from lesser demons for 5d4 Rounds, and greater demons for 3d4 Rounds.	40 GP
16-20	Protection from Devils	All in a 3 m (10 ft) radius of the reader are protected from lesser devils for 5d4 Rounds and greater devils for 3d4 Rounds.	40 GP
21-25	Protection from Dragon Breath	The reader is protected from all dragon breath damage for 2d4+4 minutes	30 GP
26-30	Protection from Electricity	All in a 6 m (20 ft) radius of the reader are protected from all electrical damage for 3d4 Rounds	25 GP
31-35	Protection from Elementals	All in a 3 m (10 ft) radius of the reader are protected from all elementals for 5d8 Rounds.	25 GP
36-40	Protection from Fire	All in a 30 ft radius of the reader are protected from natural and magical fire for 1d4+4 minutes.	30 GP
41-45	Protection from Gas	All in a 3 m (10 ft) radius of the reader are protected from natural and magical gas for 1d4+4 minutes.	30 GP
46-50	Protection from Lycanthropes	All in a 3 m (10 ft) radius of the reader are protected from all lycanthropes for 5d6 Rounds.	25 GP
51-55	Protection from Magic	All in a 1.5m (5 ft) radius of the reader are protected from magical attacks and spells outside of the radius for 5d6 Rounds. Spells may be cast within, but not through the sphere.	30 GP
56-60	Protection from Petrification	All in a 3 m (10 ft) radius of the reader are protected from all attacks or spells that turn victims to stone for 5d4 Rounds	30 GP
61-70	Protection from Plants	All in a 3 m (10 ft) radius of the reader are protected from all plants, including spores, slimes, molds, and fungus, for 1d4+4 Turns	15 GP
71-80	Protection from Poison	The reader are protected from all poisons, ingested, breathed, or otherwise, for 1d10+2 Rounds	15 GP
81-84	Protection from Possession	All in a 3 m (10 ft) radius of the reader are protected from all forms of possession and mind control, magical, psychic, or otherwise, for 1d6x10 minutes. Even dead bodies within the area of effect are immune, including from all forms of animation of the dead. 10% of these scrolls have a stationary area of effect; however, the duration is 1d6x100 minutes.	30 GP
85	Protection from Possession (Long Duration)	As above; however, the duration is equal to 1d6x100 minutes, but the area of effect is stationary.	30 GP
86-90	Protection from Shape Changers (All)	All in a 3 m (10 ft) radius of the reader are protected from all shape changing creatures, doppelgangers, druids, lycanthropes, some dragons, etc., for 5d6 Rounds.	30 GP
91-95	Protection from Undead	All in a 1.5m (5 ft) radius of the reader are protected from all undead for 5d8x5 Rounds.	25 GP
96-00	Protection from Water	All in a 3 m (10 ft) radius of the reader are protected from all forms of water, finding it unable to penetrate the sphere of protection; water, rain, snow, ice, etc. Those so protected will not get wet, slip on ice, sink in water, etc., for 1d4+4 minutes.	25 GP

42 on the *Weapon Class* sub-table resulting in a '1-Handed Misc. Weapon'. To determine the actual enchantment, the Games Master rolls a 21: '...of Frost'. This ends the required rolls on the *Magic Item Table*; however, the specific type of weapon is still in question. This is found by referring to the *Magic Weapons* section below and rolling on the *Weapon Type (Miscellaneous, One-Handed) Table*. A roll of 72 results in 'Morningstar'. Combining these rolls determines that the adventurers have discovered a *Morningstar of Frost*, which is also further defined in the *Magic Weapons* section.

Not all weapons need to be randomly determined, and the Games Master is free to choose from the *Magic Item Tables* as desired. Others, like the *Dagger of Venom* and the *Net of Entrapment* are already predetermined. Finally, if the Games Master has determined that an opponent will be armed with a magic weapon, it will obviously be of a type that character can use according to class.

MAGIC AMMUNITION

Magic ammunition grants its enchantment only on a single hit. Once an opponent has been struck, the magic is activated and lost. Thereafter, it is treated as a normal version of the ammunition. Ammo that misses the target has a 50% chance of still expending its charge.

The type of ammunition discovered is determined on the following table.

MAGIC AMMUNITION

D100 roll	Ammo
01-70	Arrows
71-85	Crossbow Bolts
86-95	Sling Stones
96-00	Arbalest Bolts

The most common types of magic ammunition are found below:

- ⇒ **...+1 to +3:** Magic ammo is typically enchanted with a +1 to +3 bonus. For each +1 bonus, add an additional +1 point of damage when a hit is achieved. Also, ammo with a +3 bonus increases the weapon's force by one category for the purposes of bypassing defences. Force categories go from Large to Huge, Huge to Enormous, and Enormous to Colossal. Magic ammo possesses +5 Armour Points and +2 Hit Points per magic bonus for a piece of ammo of its type.
- ⇒ **...of Slaying:** This magic ammunition functions as +3 with regards to damage. In addition, it may slay out right one specific type of being. This requires the ammo to bypass any armour protecting the creature with at least 1 point of damage getting through. Once struck successfully, the creature is killed outright on a failed Willpower Resistance roll. This roll is opposed by ten times the ammo's Magnitude of 1d4+9. There are typically telling features engraved on the weapon that will hint at the nature of the creature affected. Roll on the following table to determine the type of creature the weapon has been enchanted to slay.

This table represents only the most common creatures; Games Masters are free to alter this list as best fits their campaign.

CREATURE TYPE

D100 roll	Creature Type
01-05	Arachnids
06-10	Avians
11-15	Bards
16-20	Clerics
21-25	Demons and Devils
26-30	Dragons
31-35	Druids
36-40	Elementals
41-45	Fighters
46-50	Giants
51-55	Golems
56-60	Magic-users
61-65	Mammals
66-70	Paladins
71-75	Rangers
76-80	Reptiles
81-85	Sea Monsters
86-90	Thieves
91-95	Titans
96-00	Undead

Magic Shields

Magic shields typically function in all ways as per their mundane counterparts, but with better defensive capabilities. When first discovered, roll on the following table to determine the specific type of shield found.

MAGIC SHIELD TABLE

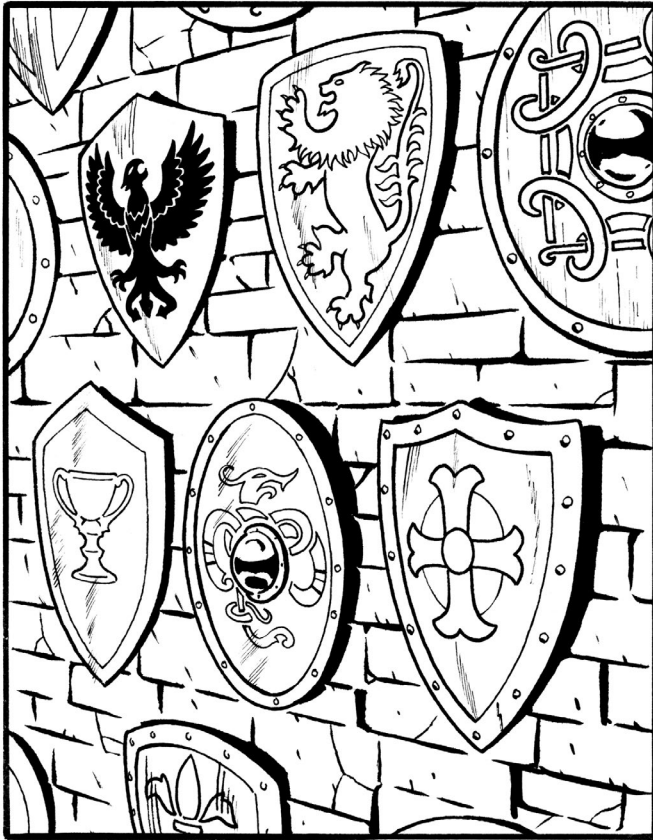
D100 roll	Shields
01-20	Buckler
21-35	Heater
36-45	Hoplite
46-55	Kite
56-65	Northern Round
66-80	Peltast
81-85	Scutum
86-00	Target

The most common types of magic shields are found below.

- ⇒ **+1 to +5:** This shield has been reinforced through magical enchantment, with each point of magic bonus granting a +5% bonus to Combat Style when parrying. In addition, for every odd numbered magic bonus, +1, +3, and +5, increases the shield's size by one category for the purposes of parrying damage: Large to Huge, Huge to Enormous, and Enormous to Colossal. Magic shields increased beyond Colossal may parry any amount of damage. This shield possesses +5 Armour Points and +2 Hit Points per magic bonus for a shield of its type.
- ⇒ **+1, +4 vs. Missiles:** This shield functions as a +1 Shield, but with greater effect against missiles. The shield grants a +5% bonus to Combat Style when parrying melee attacks; however, against missile attacks it grants a +20%. In addition, the shield's size is increased by one category for the purposes of parrying melee damage, and two categories when parrying missile damage: Large to Huge, Huge to Enormous, and Enormous to Colossal. Magic shields increased beyond Colossal may parry any amount of damage. This shield possesses +10 Armour Points and +4 Hit Points for a shield of its type.

Shields (Cursed)

- ⇒ **Cursed Missile Magnet:** This cursed shield is indistinguishable from a magic shield of the same magnitude; however, it grants no bonus to attempts to Parry. In addition, the shield counts as one size category smaller for the purposes of blocking damage. Whenever it is used to block ranged attacks, however, its true nature manifests. The enemy's degree of success is shifted up one category: from Fumble to Failure, Failure to Success, and Success to Critical. In addition, when the user declares they are passively blocking, no hit locations are actually warded. Finally, when the Games Master determines party members that are to be randomly struck by ranged attacks, the cursed character is three times more likely to get struck. The player is not informed of the shield's cursed nature and must



determine its true nature in play. Once discovered, a cursed shield may be discarded at will. This shield possesses +10 Armour Points and +4 Hit Points for a shield of its type.

Magic Weapons

Magic weapons typically function in all ways as per their mundane counterparts, but with better offensive capabilities. When first discovered, roll on one of the following tables to determine the specific type of weapon found. The relevant Magic Item Table will typically offer some advice as to which table to use dependent upon the type of enchantment, and some results will define a small selection of suitable weapons without requiring a further roll. See page 302 for the Weapon Tables.

The most common enchantment types are detailed below:

- **...+1 to +5:** This weapon has been enchanted to do more damage. For each +1 bonus, add an additional +1 point of damage when a hit is achieved. Also, weapons with a +3 or +4 bonus increase the weapon's size by one category for the purposes of bypassing defences, weapons with a +5 bonus or greater increase size two categories. Size categories go from Large to Huge, Huge to Enormous, and

Enormous to Colossal. Magic weapons possess +5 Armour Points and +2 Hit Points per magic bonus for a weapon of its type.

- **...+2, +3 vs. Large Creatures (SIZ 21+):** This enchantment is typically applied to small weapons and functions in all ways as a normal +2 version of the item. However, when fighting creatures greater than SIZ 20, the weapon functions as +3, including the +1 bonus to size category for the purposes of bypassing defences. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
- **...of Accuracy:** This ranged weapon functions in all ways as a normal +3 weapon, including the +1 size category bonus. However, the main benefit of this weapon is that the Distance Penalties as applied to the target are treated as if at 0-20 metres (0-60 feet) regardless of actual range, out to the weapon's long range. Also, the wielder may select Choose Location as a non-critical Special Effect provided the target is stationary and unaware of the attack regardless of range. This weapon possesses +15 Armour Points and +6 Hit Points for a weapon of its type.
- **...of Disruption:** Disruption weapons are typically those that cause damage through concussive force, commonly, footman's flails or maces, morningstars, warhammers, or the ball and chain. This weapon functions in all ways as a normal +1 weapon of its type. However, it is blessed with holy energies aligning it to those of good inclination. Evil creatures who attempt to wield the weapon take 1d4+1 points of damage directly to the appropriate arm. This damage continues every Round the weapon is held, and is not mitigated by armour. If this weapon strikes undead creatures or entities of evil from one of the Outer Planes (demons, devils, etc.), many will be destroyed outright. Lesser undead such as skeletons, zombies, ghouls, shadows, wights, and ghosts are automatically destroyed if even a single point of damage bypasses the defences of the creature in question. Other creatures must succeed at an Opposed Resistance Roll comparing their Willpower vs. ten times the Magnitude of the weapon or be automatically destroyed. Even where the creature succeeds at the roll to resist, it still takes the maximum possible rolled damage, including both the weapon damage and damage bonus. This weapon possesses +5 Armour Points and +2 Hit Points for a weapon of its type.
- **...of Distance:** This ranged weapon functions in all ways as a normal +1 weapon. However, the weapon's range is greatly increased; double each range category of the weapon in question. For example, a Light Crossbow of Distance would have its range rating of 60/300/600 increased to 120/600/1200! This weapon possesses +5 Armour Points and +2 Hit Points for a weapon of its type.
- **...of Flame:** This weapon functions in all ways as a normal +1 weapon. However, when a command word or phrase is spoken, the weapon ignites into flames, illuminating an area equivalent to that of a torch. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type. While burning, the sword ignites flammable materials and has a higher magic bonus vs. several types of creatures with regards to damage and size category.
 - +2 vs. Regenerating creatures
 - +3 vs. Cold using, inflammable, and avian creatures
 - +4 vs. Undead creatures: 1 size category larger for the purposes of bypassing defences
- **...of Frost:** This weapon functions in all ways as a normal +2 weapon. However, against creatures that either use fire-based abilities or live in fiery environments, the weapon functions as a +6 magic item, increasing the weapon's size by 2 categories for the purposes of bypassing defences. In areas where the temperature is at freezing or below, the weapon glows with a bluish light. It emits a visible

WEAPON TYPE: SWORDS

D100 roll	Swords
01-08	Bastard Sword
09-24	Broad Sword
25-28	Falchion
29	Great Sword
30-70	Longsword
71-73	Rapier
74-76	Sabre
77-80	Scimitar
81-00	Shortsword

WEAPON TYPE (DISCELLANEOUS, ONE-HANDED)

D100 roll	Misc. One-Handed Weapons
01-08	Ball and Chain
09-18	Battleaxe
19-20	Club
21-26	Dagger
27-32	Hatchet
33-40	Horseman's Flail
41-48	Horseman's Mace
49-56	Horseman's Military Pick
57	Jo Stick
58-59	Knife
60-64	Lance
65-67	Main Gauche
68-75	Morningstar
76-77	Net
78-87	Short Spear
88-90	Sickle
91	Trident
92-99	War Hammer
00	Whip



WEAPON TYPE (DISCELLANEOUS, TWO-HANDED)

D100 Roll	Misc. Two-Handed Weapons
01	Bo Stick
02-03	Garrote
04-09	Bill
10-19	Footman's Flail
20-29	Footman's Military Pick
30-35	Glaive/Rhomphaia
36-45	Great Axe
46-49	Great Club
57	Jo Stick
58-59	Knife
60-64	Lance
65-67	Main Gauche
68-75	Morningstar
76-77	Net
78-87	Short Spear
88-90	Sickle
91	Trident
92-99	War Hammer
50-57	Great Hammer
58-63	Halberd/ Poleaxe
64-73	Heavy Mace
74-83	Longspear
84-91	Pike/Sarissa
92-99	Quarterstaff
00	Xyston

WEAPON TYPE (RANGED)

D100 roll	Ranged Weapons
01-04	Composite Recurve Bow
05-14	Dagger
15-24	Dart
25	Hand Crossbow
26-27	Hatchet
28-29	Heavy Crossbow
30	Heavy Crossbow, Repeating
31-40	Javelin
41-42	Knife
43-47	Light Crossbow
48-49	Light Crossbow, Repeating
50-57	Long Bow
58-72	Short Bow
73-87	Shortspear
88-97	Sling
98-99	Staff Sling
00	Throwing Star

- chill in warmer environments, with wisps of cool mist falling away from the weapon. A *Weapon of Frost* possesses +15 Armour Points and +6 Hit Points for a weapon of its type.
- ≡ **...of Luck:** This weapon functions in all ways as a normal +1 weapon. The weapon also grants the wielder one bonus Luck Point per session; however, the weapon must be being held when the point is used. Finally, a *Luck Blade* will also possess 1d4+1 wishes. The exact number should not be known by the player. This weapon possesses +5 Armour Points and +2 Hit Points for a weapon of its type.
 - ≡ **...of the Planes:** A weapon with this enchantment functions as per a normal +1 magic weapon when used on the Material Plane. However, when used on other planes of existence, the weapon possesses an increase in its magical power. While used on one of the Inner Planes (Earth, Air, Fire, Water, and Positive or Negative Energy), the enchantment increases to +2. The bonus increases to +3 on one of the Outer Planes (The Seven Heavens, Nine Hells, Limbo, Beast Lands, etc.). Finally, on the Astral or Ethereal Plane, the weapon gains its greatest bonus; that of +4. This same bonus may be applied when fighting against entities from one of these planes regardless of current location. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
 - ≡ **...of Quickness:** In addition to functioning as a normal +2 magic weapon, this enchantment allows the wielder to always act first in a combat Round regardless of the Initiative rolled. Of course, the wielder must already have the weapon in hand to benefit from the enchantment. A character that must draw the weapon in combat rolls Initiative as normal, with the weapons enchantment taking place on the character's next Cycle. If the character's actual Initiative is required for some reason, assume that it is always 5 points higher than the best Initiative rolled. Where two opponents are similarly armed, assume both have rolled the same Initiative. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
 - ≡ **...of Seeking:** This ranged weapon functions in all ways as a normal +2 weapon. However, if the wielder first aims at a target for one Action, as the next Action the wielder may attack with a chance to hit being 1 grade easier, this is in addition to any reduction of a Situational Modifier for aiming as normal. In addition to this, the wielder no longer needs a line of sight on the target; however, a path still needs to be available for the missile to follow to reach the victim. If the attack is not made on the Round after aiming, the bonus is lost. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
 - ≡ **...of Slaying Dragons:** This weapon functions in all ways as a normal +2 weapon. However, when fighting dragons, the weapon functions as +4; gaining a +1 size category bonus with regards to bypassing defences. In addition, against one class of dragon, the weapon further increases the user's damage bonus three categories! This weapon possesses +15 Armour Points and +6 Hit Points for a weapon of its type.
 - ≡ **...of Slaying Giants:** This weapon functions in all ways as a normal +2 weapon. However, when fighting humanoid opponents of *SI* 21+, the weapon is +3; gaining a +1 size category bonus with regards to bypassing defences. Against true giants: hill, stone, fire, frost, cloud, and storm, the weapon also increases the user's damage bonus two categories. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
 - ≡ **...of Slaying Lycanthropes and Shape Changers:** This weapon functions in all ways as a normal +1 weapon. However, when fighting lycanthropes or shape changers, it is treated as a +3 weapon. This includes all were creatures as well as races that can change shape like vampires, and classes once they have attained the ability to shape change such as a druid. Finally, it also includes creatures under the effects of a shape change or polymorph spell. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
 - ≡ **...of Slaying Magic-Using and Enchanted Creatures:** This weapon functions in all ways as a normal +1 weapon. However, when fighting magic-using or enchanted creatures, it does +2 damage. This includes magically summoned or created creatures and all spell casters. It does not include creatures that have gained one or more temporary magical abilities through the use of an item. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
 - ≡ **...of Slaying Regenerating Creatures:** This weapon functions in all ways as a normal +1 weapon. However, when fighting regenerating creatures, it is treated as a +3 weapon. This includes beings under the effects of regenerative magic from a spell or item. Finally, any damage done by this weapon is impossible to regenerate. The injury must heal normally or through non-regenerative magic; Cure Wounds, Heal, etc. This weapon possesses +10 Armour Points and +4 Hit Points for a weapon of its type.
 - ≡ **...of Slaying Reptiles:** This weapon functions in all ways as a normal +1 weapon. However, when fighting reptiles, it is treated as a +4 weapon, gaining a +1 size category bonus for the purposes of bypassing defences. This includes dinosaurs, dragons, hydras, lizards, snakes, etc. This weapon possesses +2 Armour Points and +10 Hit Points for a weapon of its type.
 - ≡ **...of Speed:** This ranged weapon functions in all ways as a normal +1 weapon. However, the weapon's Load trait is reduced to half normal for a weapon of its type, to a minimum of 1. For example, a *Light Crossbow of Speed* would have its Load rating of 3 reduced to 2 (after rounding up). In the case of ranged weapons with no Load trait, roll again or move down the table until a weapon with a Load trait is found. This weapon possesses +5 Armour Points and +2 Hit Points for a weapon of its type.
 - ≡ **...of Submission:** This weapon functions in all ways as a normal +1 weapon. However, any opponent struck and taking at least 1 point of damage is subjected to the Special Effect *Compel Surrender* in addition to any other Special Effects allowed based on the degree of success. The opponent must compare their Willpower vs. ten times the Magnitude of the weapon, and if it fails, they surrender. Any attack against an opponent that has previously succumbed, breaks the enchantment, allowing them to defend themselves normally. However, they may be tied up or otherwise confined. A *Weapon of Submission* possesses a maximum of 20 charges, and each use of its special ability consumes one charge. When found as loot, there is a 20% chance of it being discovered with all charges intact. Otherwise roll 1d10 and multiply the result by 10 to determine the percentage of charges remaining. It may be recharged following the normal procedure. This weapon possesses +5 Armour Points and +5 Hit Points.
 - ≡ **...of Soul Stealing:** Often called a 'nine-lives' stealer, this weapon functions in all ways as a normal +2 weapon. However, upon a Critical Success, in addition to any Special Effects allowed, the weapon has the ability to consume the life-force of the victim and kill them outright upon a Failed Opposed Willpower roll vs. ten times the Magnitude of the weapon. The weapon possesses a total of 9 charges, after which the blade loses this ability, becoming just a +2 sword. A successful Willpower roll on the part of the victim does not consume a charge. There is a 20% chance that when found as loot, that a 'nine-lives' stealer will be found with all charges; otherwise, roll 1d8 to determine the number of charges that

remain. This weapon may not be recharged. It possesses +10 Armour Points and +4 Hit Points for a weapon of its type.

- **...of Throwing:** This class of magic weapon is typically applied only to battleaxes or warhammers, and grants the weapon the ability to be thrown with the following range traits: 18/36/55 metres (60/120/180 feet). Once thrown, it will return to the wielder's hand, hit or miss, in the same Cycle. In the hands of a non-dwarf, these function in all other ways as a +2 weapon. However, in the hands of a dwarf, the enchantment is increased to +3, including the +1 size category bonus for the purposes of bypassing defences. Also, the dwarf's damage

DRAGON TYPE

D100 roll	Dragon Sub-Type
01-20	Black
21-28	Blue
29-38	Brass
39-44	Bronze
45-52	Copper
53-54	Gold
55-66	Green
67-70	Red
71-74	Silver
75-00	White

bonus is increased by one category, two categories when the weapon is used against giants; this applies to all humanoid creatures of SLZ 30+. This weapon possesses +15 Armour Points and +6 Hit Points for a weapon of its type regardless of who wields it.

- **Dagger of Venom:** This dagger functions in all ways as a normal +1 dagger but with a nasty enchantment. On a Critical Success, as long as the dagger breaks the skin, it injects deadly venom into the victim. This attack may be combined with any other Special Effect and works particularly well with Bypass Armour on well-defended opponents. The venom is equivalent to Cobra Venom as detailed in MYTHRAS. This dagger possesses +5 Armour Points and +2 Hit Points for a weapon of its type.
- **Hammer of Thunder:** This weapon appears to be a large, heavy smith's hammer. It may be wielded as a great hammer by anyone that wishes to use it. In the hands of a wielder with an STR of 18 or better, the hammer may be used one-handed. In addition, it becomes a +3 magic weapon, increasing both the weapon's size category bonus for the purposes of bypassing defences and the wielder's damage bonus 1 grade. However, if the wielder is also outfitted with a Girdle of Giant Strength and Gauntlets of Ogre Might, and knows the hammer's true name, its greatest abilities manifest, becoming a +5 magic weapon, increasing the weapon's size category and user's damage bonus 2 grades, and allowing the hammer to be hurled with the following range categories: 18/36/55 metres (60/120/180 feet). It returns to the wielder's hand after being thrown, ready to be used again on its owner's next action. Any true giant (hill, stone, fire, frost, cloud, or storm) hit by an attacker so equipped, is automatically struck dead on a hit to the head or chest that exceeds the giant's Armour Points. The giant is allowed an Endurance roll to resist. When the hammer is hurled, upon striking a target a sound equal to that of a clap of thunder automatically stuns all creatures within a 30 metre (100 foot) radius of the impact that fail a Willpower roll for 1 Round. Because of the weight of the hammer, every throw requires a successful Endurance roll to avoid the loss

of one level of Fatigue. The weapon counts as a great hammer and possesses 29 Armour Points and 20 Hit Points.

- **Net of Entrapment:** This large 3 metre (10 foot) square net is enchanted to endure considerable damage. It possesses all the characteristics of a normal net with the exception of armour and Hit Points, which are three times that listed; giving the Net of Entrapment 6 Armour Points and 60 Hit Points. The net may be commanded to drop from a ceiling if previously suspended, or to close upon victims that walk across it. It may be further commanded to open, releasing those trapped within. Each of these requires the attacker to be present to speak the one or more command words.
- **Net of Snaring:** This enchanted net functions as per a Net of Entrapment as detailed as above but only functions underwater. It may be commanded to propel itself forward up to 10 metres (30 feet) to ensnare victims.

Magic Weapons (Cursed)

There are many different forms of cursed magic weapons, and when discovered, the exact type is determined as per their non-cursed relatives. The most common kinds of cursed weapons are noted below.

- **Cursed, -1 to -3:** This cursed weapon is indistinguishable from a magic weapon of the same type and magnitude. However, it actually possesses a damage penalty of -1 to -3 (minimum of 1 damage). The player using the weapon is not informed of its curse and must determine the weapon's true nature in play. Once discovered, a cursed weapon may be discarded at will. This weapon possesses normal armour and Hit Points for a weapon of its type.
- **Cursed, +1:** This blade is indistinguishable from any other +1 magic weapon of the same type. However, once in melee combat, the weapon's curse manifests itself, forcing the wielder to fight a current foe until either the wielder or the foe is dead. Thereafter, the weapon's owner always finds it in hand in melee combat, regardless of which weapon the wielder attempted to draw, being forced to continue fighting in this way until the curse can be lifted. Even discarding the weapon will not prevent its ability to find its way back to its owner when combat begins. The player is not informed of the curse and must determine the weapon's true nature in play. Only through the casting of Remove Curse or a Wish can the weapon's owner be permanently rid of it. This weapon possesses +5 Armour Points and +2 Hit Points for a weapon of its type.
- **Cursed Berserking, +2 to +3:** These weapons are indistinguishable from a non-cursed magic weapon of the same type and Magnitude. Once in combat, the wielder is cursed into a berserk frenzy, attacking any enemy within 18 metres (60 feet) until either none remain or the wielder is unable to continue. This cursed blade prevents the wielder from using Action Points to defend and grants none of the berserk traits of the berserker class. Thereafter, the weapon's owner always finds it in hands in melee combat, regardless of which weapon the wielder attempted to draw. Even discarding the weapon will not prevent its ability to find its way back to its owner when combat begins. This weapon possesses +5 Armour Points and +2 Hit Points per magic bonus for a weapon of its type.
- **Cursed Backstabber, +1 to +5:** This cursed weapon is indistinguishable from a magic weapon of the same type and Magnitude, gaining all of the normal enhancements of a normal +1 to +5 weapon. However, every time it is used in melee combat, there is a 5% cumulative chance that it will turn on its wielder. Once the curse is activated, the weapon will always strike the user on a failed roll to hit with no chance to Parry or otherwise avoid the damage. On a Fumble, the Games Master should choose an appropriate Special Effect to use against the

wielder of the weapon. Thereafter, the weapon's owner always finds the weapon in hand in melee combat, regardless of which weapon the wielder attempted to use. Even discarding the weapon will not prevent its ability to find its way back to its owner when combat begins. This weapon possesses +5 Armour Points and +2 Hit Points per magic bonus for a weapon of its type.

13: Cosmology

Cosmology details the universe, deities, and demigods of the worlds of CLASSIC FANTASY. It includes a brief write-up of the known planes of existence such as the Prime Material, Ethereal, and Astral Planes as well as write-ups of outer planes such as The Nine Hells, Olympus, The Abyss, etc. Finally, this chapter briefly describes the deities of the World of Greymoor pantheon. While typically out of reach for low rank adventurers, the worlds of the inner and outer planes can serve as exciting places of adventure for those of higher rank. However, they will never be easy, and if the party does get into trouble, help will typically be a long way off.

most universes with the material planes are very similar compared to those that follow and we would easily recognise them for what they are.

Inner Planes

The Inner Planes overlap the Prime Material Plane and are inhabited by native creatures that follow natural laws specific to the plane in question. The known Inner Planes are detailed below:

Planes of Existence

The multiverse is made up of various planes of existence, each its own universe with its own natural laws of physics and reality. These planes are not typically accessible to one another except in the cases of rare magic or weak points between one or more planes, which serve as a gate or portal. The planes are categorised based on their type and 'relative' location in the multiverse: Prime Material Plane, Inner Planes, and finally, the Outer Planes. Each is briefly defined below.

Prime Material Plane

There are an infinite number of material planes, each consisting of a single universe. The Prime Material Plane consists of the universe occupied by the campaign world along with everything that can be seen in the night sky, and beyond. All material planes share similar laws of nature to what we, as players, would consider normal. Of course, in some, magic is also the norm and fabulous beasts prowl the countryside in search of fair maidens to devour. While in others, magic has died out or possibly never existed at all, and technology has supplanted its functions. Aside from these extremes,

⇒ **Elemental Planes:** There are four known Elemental Planes: Earth, Air, Fire, and Water. Due to their proximity to one another, there is always a small amount of overlap. For example, the Elemental Plane of Air is known to possess random floating islands made up of material from the Elemental Plane of Earth, with beautiful waterfalls from the Elemental Plane of Water dropping off into nothingness. The Elemental Plane of Earth, while almost completely made up of dirt, stone, gravel, etc., is also known to possess occasional caverns of immense size containing pockets of oxygen from the Elemental Plane of Air. With the exception of the noted areas of overlap, travellers to the Elemental Planes typically need some method to survive the burning flame, solid stone, or endless water. Only the Elemental Plane of Air is habitable to the denizens of the Prime Material Plane without modification, though only those able to fly have a chance at long-term survival. All of these planes are inhabited by various types of creatures made-up of the corresponding element and feature a diverse ecology. Gravity within these planes is dependent upon the elemental make-up of the plane itself. Water, Fire, and Air have areas of quasi-gravity where remnants of other elemental material have seeped in, but by and large, these planes are predominantly gravity-free. For example, the floating islands in the Elemental Plane of Air would have a sphere of gravity pulling down on what would be considered the 'top' of the island to those perceiving it, and those 'falling' off the edge would actually fall for all intents and purposes. They would, however, eventually come to a complete stop after leaving the island's sphere of gravity, since

with no outside gravity to increase their falling momentum, their progress would eventually be slowed by the friction, in this case, of the air.

- ⇒ **Energy Planes:** There are two planes of energy: Positive and Negative. They are infinite in size with the Negative Energy Plane being devoid of air and light, and composed of featureless darkness. It is a plane of death and home to powerful undead such as wraiths, wights, vampires, and lichens. In contrast, the Positive Energy Plane is a plane of blinding life-giving light, an explosion of energy in the purest form. It is the home of powerful entities of light and energy. Both planes are reachable from the Ethereal Plane or an adjacent Elemental Plane; however, their energies are so overpowering that neither are survivable by living creatures without protective magic. Time moves more slowly in the Energy Planes, with only 24 hours passing for every 48 hours that pass in the Prime Material Plane. Because of their harsh environments, little else is known about these planes.
- ⇒ **Shadow Plane:** The Plane of Shadow, sometimes mistakenly thought to be a fifth Elemental Plane, lies between both the Positive and Negative Energy Planes. The landscape in the Plane of Shadow is always a moving, shifting shade of white, grey, or black that must be concentrated upon to maintain any consistency. This plane is inhabited by creatures of living shadow that can sometimes enter the Prime Material Plane and are mistakenly referred to as Shadow Elementals. Time flows normally within the Plane of Shadow.

Astral Plane

The infinite reach of the Astral Plane touches not only the Prime Material Plane and all of its parallels, but each of the upper layers of the Outer Planes, as well. Because of this, the Astral Plane is the primary conduit of travel between these planes. It has no contact with the Inner Planes. It is a vast expanse of grey nothingness with occasional chunks of matter from one of the other planes of existence floating in the void. The Astral Plane is the plane of origin of numerous powerful monsters and psychic entities, as well as the chosen method of travel of the most powerful of the outer planar beings, like gods, demons, and devils. Therefore, it can be a very dangerous place to travel randomly if ill prepared.

The ability to enter the Astral Plane is typically granted by a spell or an item of magic; however, some psychic creatures and entities may possess this ability naturally. Another method of entry would be through naturally occurring portals and gateways. When psychically entering the Astral Plane using a method known as astral projection, the traveller's body is left behind in the plane of origin. They typically do not bring with them any clothing or equipment with the exception of that which itself radiates a magical aura. These items transform into astral equivalents of their normal form. A silver cord

of spiritual energy connects the traveller to their body; however, after a length of 3 metres (10 feet), the cord becomes both intangible and invisible. This cord is nearly invulnerable but can be severed by some psychic disciplines or powerful magic weapons wielded by astral creatures. However, these are rare, and any such ability is described in the power or item's description. It is also possible for a deity to simply will the cord severed. Severing the astral cord instantly kills the traveller and the physical body. Being killed astrally by any other means instantly returns the traveller to the physical body alive, but in a comatose state. While astrally projecting, the traveller's physical body remains defenceless and vulnerable; however, it will not age or require nourishment (not even oxygen), but is subject to physical damage and can be killed. Killing the physical body kills the astral traveller 1 minute later. It is possible for an astral traveller to physically enter the Astral Plane via the casting of a spell such as Plane Shift. This can be much more dangerous as this method does not create an anchor to a plane of origin, making it very easy to become lost, and being killed in the astral while in this form means death. However, travellers entering the astral using this method typically retain all clothing and equipment, simply transformed into astral equivalents.

Regardless of the method of travel, entering the Astral Plane creates a silvery pool of colour 3 to 6 metres (10 to 20 feet) in diameter that serves as the portal back to the plane of origin, and simply passing through the pool returns the traveller. This two-dimensional pool is only visible from one side without the ability to see invisible objects. There is no native gravity within the Astral Plane, and travellers need only concentrate on moving to do so. From the traveller's point of view, it takes only a few hours to move to any desired location within the astral; time moves very, very slowly, such that for every 1,000 years that pass, only 24 hours pass in the Prime Material Plane. Therefore, it would be possible for an adventurer who entered the Astral Plane to spend an entire lifetime there, only to return to the Prime Material Plane and find that only seconds have passed. Each of the Outer Planes has its own unique colour pool serving as a portal of entry. The traveller may concentrate on the portal to view the destination plane before deciding to pass through. Those astral projecting who transit the portal find themselves given physical form from matter made up of local materials; however, they retain their silver cord.

Ethereal Plane

This plane lies adjacent to both the Prime Material and Inner Planes. Where it lies closest to the Prime Material Plane is known as the Ethereal Border, an area where the real world can still be viewed as a ghostly apparition of its normal self. An ethereal traveller occupying the Ethereal Border can move through otherwise normal objects such as walls, doors, creatures, etc., at will, while those in the real world cannot detect the traveller using mundane means. However, some heavy metals, such as lead and gold, will prevent the passage

of an ethereal traveller. Ethereal travellers cannot normally interact with those on the Prime Material Plane and vice versa, and not even sound will travel between these planes. Upon entering the Ethereal Plane, the traveller will first notice a thick fog rising all around as the world slowly shifts to black and white and all physical objects become immaterial and shadowy likenesses of themselves, including those worn and used by the traveller. Everything in the Prime Material Plane has a ghostly equivalent at the Ethereal Border. However, it is impossible to travel more than 1 kilometre within the Ethereal and still occupy the border regions, as the further one moves from the point of entry, the less clearly the Material Plane may be perceived, and beyond the Ethereal Border lays the Deep Ethereal. The Deep Ethereal is an area inhabited mostly by spirits, ghosts, and other apparitions, along with the occasional ethereal traveller, and it is a dangerous place to travel ill prepared. If one becomes material again whilst occupying the Deep Ethereal Plane, that person would first be shunted to a random location on the Ethereal Border and then be transitioned back into the Prime Material Plane, possibly hundreds or thousands of miles from the point of entry.

There is no native gravity within the Ethereal Plane, and travellers need only concentrate on moving to do so at a normal movement rate. Even dropping a piece of equipment will result in it simply hovering where it was discarded. The Ethereal Plane is unique amongst all of the planes of existence in that an ethereal traveller is occupying two separate planes simultaneously, the Ethereal and Prime Material. It is very difficult for an ethereal traveller to rematerialise in the Prime Material Plane into a solid object, as the magnetic bonds holding material objects together will simply push both away from each other. Therefore, one could not attempt to materialise a melee weapon inside of an opponent in an attempt to cause injury, as the weapon (or opponent) will simply be pushed aside. While time flows normally on the Ethereal Border, when one enters the Deep Ethereal time moves much more slowly, with each 10 hours that pass in the Ethereal equalling only 1 hour in the Prime Material.

Within the Deep Ethereal, large grey clumps of proto-matter swirl like the blobs in a lava lamp. These blobs sometimes clump together and, if sufficient mass is attained, they can sometimes create a demi-plane. See demi-plane below for more information.

Spells function as expected within the Ethereal Plane, and certain spells of the School of Abjuration may harm ethereal entities when cast in the Prime Material; however, under no circumstances can spells cast in the Ethereal Plane affect those in the Prime Material Plane. The Ethereal Plane is not connected to other planes of existence with the exception of the Prime Material and Inner Planes, and therefore, cannot be used as a mode of extraplanar travel.

Demi-Planes

A demi-plane is essentially a smaller plane of measurable size, some as few as a couple hundred feet across, while others may include an

entire solar system. Most are accessed through the Ethereal Plane and tend to exhibit traits associated with either one or more of the Inner Planes, or possess features similar to the Prime Material Plane. They all have their own laws of physics and many can support life. Relatively speaking most demi-planes are short lived, maybe only a million years, sometimes quite less, and end up breaking up or collapsing in on themselves. In some instances, two or more demi-planes may merge with each other, or an Inner or Material Plane.

Outer Planes

The Outer Planes are a subset of realities typically occupied by powerful gods and god-like entities. The term refers to the planes being the furthest, geographically speaking, from the Prime Material Plane. There is an infinite number of Outer Planes, with each world of the Prime Material Plane typically knowing of only a few. This depends mainly on the spiritual beliefs of the inhabitants. It is unknown just what, if anything, lies beyond the Outer Planes.

All of the Outer Planes are spatially infinite, and most consist of several layers. A layer is typically another plane, or sub-plane, that is related to the first layer. However, sub-layers can feature completely different terrain features and even independent laws of physics and their own unique inhabitants. Typically, only the first layer of any plane makes contact with the Astral Plane. Detailed below are the better known Outer Planes of the World of Greymoor, and while typically one or two deities are mentioned that inhabit each, they are actually home to many, many more. They are not arranged alphabetically, and instead are arranged according how close they lie to one another. For example, Hades lies between the Abyss and the Nine Hells.

Planes of Good (Lawful)

⇒ **Arcadia:** There are two layers of this plane of order: discipline, and tranquillity. It is a peaceful realm of wilderness and glorious kingdoms, all living in harmony with one another. The first layer is the home of Ehrendil Beldroth, the God of Music and Celebration, and his wife Ciana, Goddess of Love and Beauty, along with many other deities of good inclination.

⇒ **Seven Heavens:** Spatially, the seven Heavens lie between both the peaceful planes of Arcadia and the Twin Paradises. Like its name implies, the plane consists of seven layers, each featuring beautiful landscapes with breath-taking mountain ranges and vast tracts of forest, oceans, lakes, and fields. The seven heavens are the home of angels and other beings of light and lawfulness, including Bahamut, the God of All Metallic Dragons.

Planes of Good

- ⇒ **Twin Paradises:** Consisting of two layers, each features rolling hills and lush fields, and like the Seven Heavens, are the home of angels and other beings of pure goodness along with sapient animals and a majority of gnomish deities, including Biljin Poric.
- ⇒ **Elysium:** A lush peaceful plane of absolute goodness and kindness, Elysium is a plane consisting of four layers. The river Oceanus, a pure counterpart to the river Styx, originates on the first layer flowing through all four layers of Elysium, where it dumps into a vast ocean in the fourth layer. However, the river branches off on the first layer and flows into the Beastlands as well. Elysium is occupied by everything from angels and beast-headed immortals, to endless fish and wildlife, in addition to being the home of Letia Goodfoot, Goddess of the Halflings, and Galendaar, the God of the Elves.
- ⇒ **Beastlands:** The three layers of the Beastlands are a plane of nature in all of its perfection and the home of numerous animal deities, and sapient beasts of all manners, from mammals, reptiles, fish, and birds, to molluscs and insects. The river Oceanus flows through the first layer of the Beastlands from Elysium, and on to the plane of Olympus.

Planes of Neutrality

- ⇒ **Olympus:** Olympus is made up of three vastly differing layers, the first being a wild and rough landscape of chasms and mountains, lush forests, and untamed wilderness inhabited by all manner of wild beast and monsters. However, towering above everything and able to be seen from almost every vantage point is the greatest of mountains, Mount Olympus, home of the Greek pantheon of deities and demigods. The gods of Olympus, while known to the inhabitants of the World of Greymoor, do not play a significant part in its day-to-day existence, instead being more vested in some other unknown world of the Prime Material Plane. They do, however, have a significant number of worshippers, nonetheless. The second layer consists of a shallow sea no more than 1 metre (3 feet) deep that extends in all directions. The river Oceanus flows from the Beastlands and dumps into this endless sea. Little is known of the third layer of the plane of Olympus, other than it is a region of dust, with snow in the colder areas. It is believed to be unoccupied.
- ⇒ **Nirvana:** This plane is perfectly balanced, possessing equal parts light and darkness, heat and cold, and balanced elemental forces (earth, air, fire, and water). Nirvana is typically described in monastic tradition as a perfectly ordered balance between extremes. It has continent-sized landmasses situated on interlocking gears filling its single infinite layer. Each

possessing a perfect earth-like gravity and only the top of the gear is typically inhabited. Nirvana is home to deities more common in the far eastern lands of the World of Greymoor. Little else is known of this plane of existence.

- ⇒ **Gladshiem:** This plane is made up of three layers, with the first layer consisting of numerous realms, including Asgard, the home of the deities and demigods of Greymoor's northern barbarians along with their servants, the valkyries. Like the Olympian gods, the gods of Asgard, while significantly more active in the World of Greymoor, are equally interested in another unknown world of the Prime Material Plane. The second layer of Gladshiem is a realm of fire and molten rock and home to the gods of the fire giants. Finally, the third layer of Gladshiem is a vast subterranean realm of both natural and carved tunnels. It is the home of Thalgrun Oreborn, and other dwarvish gods and demigods.

Planes of Evil

- ⇒ **The Abyss:** There are 666 layers of the Abyss, each a different landscape, possessing a unique atmosphere, gravity, terrain, temperature, etc., from entire layers of volcanism, magma, and fire, to layers of snow, ice, and bitter cold, and everything in between. It is a realm of pure evil and the birth place of the demon races, as well as being a plane of perversity and terror. The river Styx branches through the first layer, flowing from Hades and dropping into the deeper layers of the Abyss. Where it goes from here is unknown. The Abyss is the home of the demon races and their numerous lords, including Orcus, the Demon Prince of the Undead, and Loth, the Demoness of the Drau.
- ⇒ **Hades:** Named after one of its rulers, Hades is a desolate plane consisting of three layers, the first being a battlefield where devil and demon armies clash in their attempt to destroy each other. It is unique among the planes, as in addition to adjacency with the Abyss and the Nine Hells, it forms the foundation of Mount Olympus and the roots of the World Ash pass through its entirety. This allows planar travellers to travel from Hades to Olympus and Gladshiem, respectively, without requiring use of the Astral Plane. The River Styx cuts through the first layer of Hades, continuing its journey from the Nine Hells to the Abyss. Because of its nature, those exploring Hades can expect to encounter all manner of demons and devils, along with hell hounds, nightmares, and night hags.
- ⇒ **The Nine Hells:** This plane consists of nine layers of strict discipline and utter cruelty and torture. It is the home of the devils, as well as night hags, nightmares, imps, and hell hounds, to name but a few. Each layer has its own laws of nature and terrain, with each being utterly inhospitable to

those from the Prime Material. The river Styx flows from Acheron and through both the first and fifth layers, before crossing into Hades. The inhabitants of the plane follow a strict hierarchy, with all nine layers being ruled by Asmodeus, the Overlord of the Nine Hells, and each individual layer possessing its own ruler, beneath Asmodeus. The first layer, Avernus, is ruled by Tiamat, the Goddess of All Chromatic Dragons.

Planes of Evil (Chaotic)

- ⇒ **Acheron:** There are four layers of this plane of endless battle and conflict, where armies wage eternal war, with the first layer being home to Vacarus, the God of War, and the second being home to the gods of the orc and goblin races. Little is known of the remaining two. The river Styx originates in Acheron, bubbling up on the first layer and flowing into the adjacent plane of the Nine Hells, where it continues on to the remaining planes of evil.
- ⇒ **Limbo:** The five layers of Limbo makeup an inconsistent and unpredictable world of detritus and debris from other planes, lands, and times. Consisting of a grey expanse, filled with floating trees, boulders, small and large landmasses, liquids, and solids, Limbo is truly a plane of utter chaos. The first layer of Limbo is inhabited by a native race of planar traveling sapient frog-like creatures called the Slaud, as well as various beings known as the Git, who frequent the Astral Plane. The second, third, and fourth layers are inhabited by a few deities unknown to the inhabitants of Greymoor from a world called India; while the fifth layer is believed by some to be the place to which forgotten gods journey at the end of their lives.

Deities of Greymoor

When it comes to deities, the World of Greymoor is a melting pot. While it has its own pantheon of deities, even more are known from other worlds, some by other names, for deities from across the sea of time and space have found their way here. As such, some regions of the World of Greymoor do practise the worship of entire foreign pantheons, such as the Pantheon of Asgard worshipped by the northern barbarians, and the Pharaonic Pantheon worshipped by those living among the pyramids in the Land of the Pharaohs.

Below are write-ups detailing many of the more common deities and demigods of the World of Greymoor. These are typically the true deities as worshiped by the majority of its inhabitants. Following

these write-ups are a sampling of foreign deities and demi-gods, representing the lesser known, yet still worshipped deities from other worlds of the Prime Material Plane, including our own. Many of these deities have either visited the World of Greymoor in its distant past, or been visited by planar travellers who brought their worship to this realm.

Each of the deities that follow is described using the following format:

Name: The name of the deity as it is known within the World of Greymoor. Some of these deities go by other names in other worlds. After the deity's name is the deity type; this represents the deity's role in the cosmic scheme of things, for example, God of War, Goddess of Beauty, God of the Underworld, etc.

Pantheon: The pantheon a deity belongs to, for example, human, elf, dwarf, orc, etc. Useful for pantheonic clerics to determine the specific deities they worship.

Typical Followers: In addition to clerics, this details other common followers of the specific deity.

Passions: The Passions required of a specialty cleric of the deity.

Symbol: An image, statue, or symbol that denotes the deity, typically found on holy symbols and altars.

Spheres: Spheres of magic granted a specialty cleric. Minor Sphere of Influence will be noted in parentheses.

Prerequisites: Any requirements of a specialty cleric.

Bonus Professional Skill: A specialty cleric will sometimes possess one or more additional Professional skills in some way related to their chosen deity. This skill is granted a +10% bonus and may be increased normally with skill points during character creation and Experience Rolls during play.

Combat Style: Clerics that specialise under the noted deity may swap out their Combat Style for that listed, or add the referenced weapons to their normal Combat Style.

Home Plane: The relevant plane of existence related to the deity in question.

Turn: Whether the deity grants the cleric the ability to Turn Undead, Demons, and Devils, and any restrictions or benefits imparted.

Gifts: Any gifts granted a specialty cleric of the deity in question upon gaining the noted rank. Those based on spells are usable once per day unless stated otherwise. Assume the gift operates in all other ways as per the spell of the same name, and at an Intensity of 3 times the cleric's rank where relevant. Other gifts, such as those that grant a special ability, may typically be used as desired unless otherwise noted. Gifts are granted without the expenditure of experience rolls.

Common Deities

The following deities are the more common members of the Greymoor Pantheon. The symbol of the pantheon is an eagle in the case of good and neutral aligned clerics, while those of evil inclination tend to favour a human skull. Clerics specialising in monotheism will instead adopt the symbol of their chosen deity.

Biljin Poric, God of the Gnomes

Pantheon: Gnomish

Typical Followers: Gnomes, illusionists, jewellers, and practical jokers.

Passion: Good (typically Lawful) or Neutral

Symbol: A golden nugget

Spheres: All, Astral, Animal, Charm, Combat, Creation, Divination (Minor), Elemental (Earth), Guardian, Healing, Necromantic, Protection, Sun (Minor)

Prerequisites: Cleric; must be a gnome; DEX 11, INT 14, POW 12

Bonus Professional Skill: Commerce

Combat Style: Club, Sword, Spear, Bow, Shield, Sling

Armour Restrictions: None

Home Plane: Twin Paradises

Turn: As per cleric

Gifts: At Rank 1 clerics of Biljin may cast Ventriloquism, at Rank 2 Lesser Illusion, at Rank 3 Mirror Images, and at Rank 4 Improved Invisibility.

Biljin Poric is the leader of the Gnomish Pantheon and the most common gnomish deity worshipped in the World of Greymoor. He is an extensive planar traveller and known by many names in as many different worlds, but in each, his symbol is a golden nugget. Biljin is a prankster by nature and is always looking for a good trick to pull on others. However, for the last 371 years, Biljin has been avoiding all contact with Thalgrun Oreborn; that dwarf can't take a joke.

Ciana, Goddess of Love and Beauty

Pantheon: Human

Typical Followers: Artists, lovers, and bards (civilised only)

Passion: Good

Symbol: A red rose

Spheres: All, Charm, Creation (Minor), Guardian, Healing

Prerequisites: Cleric; POW 12, CHA 14

Bonus Professional Skill: Seduction

Combat Style: As per cleric, plus bow and net

Armour Restrictions: May not wear armour

Home Plane: Arcadia

Turn: Nil

Gifts: At Rank 1 clerics of Ciana gain Charm Being (opposite sex only). At Rank 3, the cleric's CHA is increased to the racial maximum. If already at maximum, the cleric may exceed the racial maximum by +1. Finally, at Rank 5, clerics may manifest feelings of love in another sapient being for themselves or another. This requires an Opposed Willpower roll on the part of the cleric and the subject.

Ciana is the most beautiful of the goddesses and the wife of Ehrendil Beldroth, the God of Music and Celebration. She is the younger sister of Sirene, whom she loves in spite of her sister's jealous hatred for her.

Nilo Vallis, God of Thieves

Pantheon: Human

Typical Followers: Thieves, street urchins, the homeless, and some bards (civilised only)

Passion: Good or Neutral

Symbol: An eyepatch

Spheres: All, Charm, Divination (Minor), Protection, Summoning

Prerequisites: Cleric/thief; DEX 14, POW 12

Bonus Professional Skill: Streetwise

Combat Style: As per thief

Armour Restrictions: As per thief

Home Plane: Olympus

Turn: Nil

Gifts: At Rank 1, a cleric of Nilo gains Lesser Invisibility as per the Rank 1 Arcane spell of the same name. At Rank 2 the cleric may cast Darkness as per the Rank 2 Arcane spell. Finally, at Rank 4, the cleric gains the ability to use Greater Invisibility as per the Rank 3 Arcane spell.

Nilo appears as a handsome man with a patch covering his left eye, and a scar running from beneath the patch and down part of his cheek. While the scar is most definitely real, some believe he only wears the patch because he thinks it makes him look more intimidating. His clerics will typically ritually scar their cheek, with some

going so far as to remove their left eye. He is seen by many as a god of the downtrodden and is therefore worshipped by more than those with a penchant for subterfuge. Originating on the plane of Olympus, Nilo now moves about the World of Greymoor, using his abilities to help those in need, and often, his own clerics will be mistaken for the deity himself.

Ehrendil Beldroth, God of Music and Celebration

Pantheon: Human and Elvish

Typical Followers: Bards (any), magic-users, healers, sages, elves, half-elves, and halflings

Passion: Good or Neutral

Symbol: A lyre

Spheres: All, Charm, Creation, Healing, Plant, Weather (Minor)

Prerequisites: Cleric; must be human, elf, or half-elf; CON 12, POW 12

Bonus Professional Skill: Musicianship

Combat Style: As per bard

Armour Restrictions: As per bard

Home Plane: Arcadia

Turn: Nil

Gifts: A cleric of Ehrendil gains several bardic abilities, starting at Rank 1 with Inspiration. At Rank 2 they gain Charm and at Rank 4 Counter Song.

Ehrendil Beldroth is the husband of Ciana, the Goddess of Love and Beauty. He is the creator of music and one of the oldest deities of the Greymoor Pantheon. He is unique in being the only deity known by both humans and elves long before either race met the other. Ehrendil is depicted as either a tall and lean human or elf, depending on who is doing the depicting.

Galendaar Tamnaeuth, God of the Woodlands

Pantheon: Human and Elvish

Typical Followers: Elves, gnomes, half-elves, halflings, bards, rangers, hunters, and farmers

Passion: Good or Neutral

Symbol: An old oak

Ehrendil Beldroth and the Song of Creation

Scripture says that Ehrendil Beldroth brought forth the world with his Song of Creation, with each strumming of his lyre bringing into existence a different aspect. The world began as a featureless sphere upon the striking of the first note, and ended with the world in all its glory as the song finished. It is said that this song was played continuously over an 11-month period, with a great celebration taking place on the twelfth. Of course, this is still recognised by the humans and elves to this day, with a period of celebration at the beginning of each year. However, they have long since reduced the period of celebration to a single week. Only the halflings, ever willing to embrace a deity with a 4-week period of celebration, still adhere to the full month.

Spheres: All, Animal, Charm (Minor), Creation, Divination (Minor), Elemental, Guardian, Healing (Minor), Plant, Protection, Summoning, Sun, Weather

Prerequisites: Cleric or druid; must be human, elf, or half-elf; DEX 16, POW 12

Bonus Professional Skill: Survival

Combat Style: As per ranger

Armour Restrictions: Non-metal only

Home Plane: Elysium

Turn: Nil

Gifts: Rank 2: Charm Mammal (as Charm Being or Mammal). Rank 4: One natural creature of any type may be summoned once per session. The creature performs one specific action, as directed by the character, and then departs.

While technically a demigod, Galendaar Tamnaeuth, or sometimes Galendaar Half-Elven, is the patron god of elves, half-elves, rangers, hunters, farmers, and woodsmen. He is the son of Ceros, the ruler of the Elven Pantheon and a mortal human woman; however, he has recently completed the 'Seven Trials' and attained full godhood, attracting quite a few human and elven followers in the last 1,000 years.

Garex Blood-Drinker, God of Goblins and Hobgoblins

Pantheon: Goblin

Typical Followers: Goblins and hobgoblins

Passion: Evil

Symbol: A long spear

Spheres: All, Combat, Creation (Minor), Divination (Minor), Guardian, Healing (Minor), Necromantic (Minor), Protection (Minor)

Prerequisites: Cleric; must be goblin or hobgoblin; STR 15, POW 12

Bonus Professional Skill: None

Combat Style: As per fighter

Armour Restrictions: As per fighter

Home Plane: Acheron

Turn: As per cleric, 1 grade easier to command

Gifts: Clerics of Garex gain Fighter Weapon Specialisation in either short or long spear. Upon reaching Rank 3, the cleric may increase this to the first level of mastery. Finally, at Rank 5, the cleric may increase the proficiency in a chosen weapon to High Master.

Garex is often depicted as a large muscular hobgoblin dressed in black armour and wielding a long spear. He rules the Goblinoid Pantheon as a strict military dictatorship, and many of his own subordinates have died on the tip of his spear. He is known to drink the blood of those he slays in battle, causing some to believe he may have been the original vampire; however, this is unlikely.

Letia Goodfoot, Goddess of Halflings

Pantheon: Halfling

Typical Followers: Halflings, bakers, artisans, and farmers

Passion: Good or Neutral

Symbol: A cornucopia

Spheres: All, Animal, Astral, Charm, Combat, Creation, Divination, Elemental (Air, Earth, Water), Guardian, Healing, Necromantic, Plant, Protection, Summoning, Sun, Weather (Minor)

Prerequisites: Cleric; must be halfling; POW 13

Bonus Professional Skill: Craft (Cooking)

Combat Style: Club, Sword (One-Handed), Short Spear, Short Bow, Shield, Sling

Armour Restrictions: None

Home Plane: Elysium

Turn: As per Cleric

Gifts: Rank 1 Clerics of Letia may cast Bless. At Rank 2, the cleric may cast Create Food and Drink. At Rank 3, the cleric may cast

Restoration. At Rank 4, the cleric may shapechange once per day as per the Druid ability, however, only into small animals (SIZ 1-3).

Letia Goodfoot is the leader of the Halfling Pantheon and the most common halfling deity worshipped in the World of Greymoor. She is known by many names in many different worlds throughout the Prime Material Plane, but in each, her symbol involves a cornucopia. She is a good-hearted and fun-loving deity, always willing to help the less fortunate. She spends much of her time travelling the mortal realms, often taking the form of a young halfling maiden or disguising herself as a small animal.

Mythras, God of Myths, Deeds, and Stories

Pantheon: Human, Elvish, and Halfling

Typical Followers: Bards (civilised), warriors, poets, storytellers, elves, half-elves, and halflings

Passion: Good

Symbol: A sword and quill

Spheres: All, Animal (Minor), Charm, Combat, Creation (Minor), Guardian, Healing (Minor), Protection

Prerequisites: Cleric; must be human, elf, half-elf, or halfling; POW 12, CHA 12

Bonus Professional Skill: Oratory or Lore (History, Monsters, or Mythology)

Combat Style: As per cleric

Armour Restrictions: As per cleric

Home Plane: Greymoor

Turn: Nil

Gifts: Clerics of MYTHRAS gain the bardic ability; Inspiration. Upon reaching Rank 2 they gain Fighter Weapon Specialisation. Finally, at Rank 4, the cleric may increase their weapon specialisation to the first level of mastery.

While MYTHRAS is a member of Greymoor pantheon, like many, he is known to have originated from another plane of existence. He is revered by warriors and poets alike, being especially important to tellers of tales and recorders of great deeds. This includes civilised bards and sages; however, neither druidic bards nor the druids themselves recognise his status of godhood. Among other things, he is the God of Oaths, and his name is often invoked by those attempting to prove their honesty, whether just or otherwise. MYTHRAS is known to travel the World of Greymoor, never passing up a shared campfire or a mug of tavern ale, and enjoys repaying would be listeners with tales of mythic adventure.

Nimue, the Lady of the Lake

Pantheon: Human

Typical Followers: Paladins, cavaliers, knights, and nobles

Passion: Good (Lawful)

Symbol: A grail/chalice, or sword being lifted from the water

Spheres: All minor; Combat, Divination, Healing, Protection

Prerequisites: Paladin, must be human; STR 11, CON 12, INT 13, POW 12, CHA 14

Bonus Professional Skill: None

Combat Style: As per paladin

Armour Restrictions: None

Home Plane: Avalon (Demi-Plane)

Turn: As per paladin

Gifts: As per paladin

While technically a foreign deity, Nimue is very integral to the World of Greymoor and commonly worshipped among both the nobility, and those of honour and chivalry. She has neither an established priesthood nor places of worship, other than the occasional small lakeside shrine, and is the patron deity of the paladins. She is a minor goddess of chivalry, honour, and justice, and known by many names in many worlds, all of which are linked by portals traversable by her alone through her mystical waters. In the World of Greymoor, she is known as Nimue; in Mythic Britain, she is known as Ywayne. In others, she is known as Viviane, Vivien, Elaine, Ninianne, Nivian, Nyneve, and Eviennesome. She has gone by so many names, in fact, that many scholars believe that there is actually more than one, maybe even in Greymoor. Finally, in some worlds, she is only known as The Lady of the Lake. However, in all, she is portrayed as a beautiful woman with long brown hair in a pure white gown, typically rising from a fog shrouded lake or pond. Nimue is one of the few deities in the World of Greymoor that is likely to appear before one of her worshippers in person, if deemed both honourable and just, and if the situation warrants and allows.

Oceania, Goddess of the Sea

Pantheon: Human and Elf, plus numerous sapient sea creatures such as mermaids, tritons, etc.

Typical Followers: Sailors, fishermen, and pirates, essentially any who depend upon the sea for a living

Passion: Any

Symbol: A mermaid

Spheres: All, Animal (Minor), Divination (Minor), Elemental (Water only), Healing, Plant, Weather

Prerequisites: Cleric; POW 12

Bonus Professional Skill: Navigation (Open Seas)

Combat Style: Any, with a preference for the spear and trident

Armour Restrictions: None

Home Plane: The oceans of Greymoor

Turn: Nil

Gifts: At Rank 2, clerics of Oceania gain the Amphibian trait as described in Chapter 11. Upon reaching Rank 3, the cleric may change the direction of the existing winds for a total of 8 hours per day. At Rank 5, the cleric may summon a sea monster once per month. This assumes the cleric occupies a location where they would be present.

Oceania is often depicted as a 6 metre (20 foot) tall shapely woman with green seaweed hair and a bluish-green skin tone. She may also take the form of a beautiful mermaid and will typically choose this appearance when dealing with mortals. Those of any moral inclination tend to worship Oceania, assuming they have business on the open ocean.

Old Ways, The

Pantheon: Human, Elf, and Gnome, as well as many of the woodland beings such as sprites dryads, etc.

Typical Followers: Druids, barbarians, witches, farmers, elves, halflings, gnomes, fauns, satyrs, centaurs, etc.

Passion: Neutral

Symbol: A sprig of mistletoe

Spheres: All, Animal, Divination (Minor), Elemental, Healing, Plant, Weather

Prerequisites: Druid; POW 11, CHA 11

Bonus Professional Skill: None

Combat Style: As per druid

Armour Restrictions: May only wear non-metal armour

Home Plane: Prime Material

Turn: Nil

Gifts: As per druid

The Old Ways represent the worship of nature as opposed to that of an actual deity. It is called this as it predates organised religion by thousands of years, and is, by default, the spiritual beliefs practised by druids, and in some cases, witches.

Sirene, Goddess of Jealousy and Betrayal

Pantheon: Human

Typical Followers: Scorned lovers, covetous individuals, assassins, and thieves

Passion: Evil (Chaotic)

Symbol: A dagger dripping venom

Spheres: All, Charm, Creation (Minor), Healing, Necromantic

Prerequisites: Cleric; POW 12, DEX 14

Bonus Professional Skill: Acting or Disguise

Combat Style: As per magic-user

Armour Restrictions: May not wear armour

Home Plane: Originally Arcadia, now resides in The Abyss

Turn: As per cleric

Gifts: A cleric of Sirene gains the use of the following thief abilities. At Rank 1, they gain Artful Dodger. At Rank 2, they gain the ability to Hide in Shadows. At Rank 3, the cleric gains the ability to Backstab. Finally, at Rank 4, the cleric gains the ability to strike dead one target per day. The attack must get through armour and do at least one point of damage. The victim is allowed an Opposed Willpower roll vs. the cleric's roll to hit in order to resist.

Sirene is the older sister of Ciana, and while strikingly beautiful, sees herself as taking second place to her younger and more popular sister. She pines for the full attention of Vacarus, the God of War, who has returned the affection on several occasions; however, his greater interest in her more beautiful younger sister only fuels Sirene's hatred. She has been exiled from her home plane of Arcadia for attempting to kill Ciana, and now resides in a palace on the 466th layer of the Abyss.

Thalgrun Oreborn, God of the Dwarves

Pantheon: Dwarvish

Typical Followers: Dwarves, jewellers, and crafters

Passion: Good (typically Lawful) or Neutral

Symbol: Two crossed war hammers

Spheres: All, Combat, Charm (Minor), Creation (Minor), Divination (Minor), Elemental (Earth (Minor)), Guardian, Healing (Minor), Necromantic (Minor), Protection, Sun

Prerequisites: Cleric, must be a dwarf; STR 18, POW 12

Bonus Professional Skill: Craft (Armourer or Weaponsmithing)

Combat Style: As per fighter

Armour Restrictions: None

Home Plane: Arcadia

Turn: Nil

Gifts: At Rank 1, clerics of Thalgrun Oreborn may cast Spiritual Hammer. Upon reaching Rank 2, the cleric may gain Fighter Weapon Specialisation in war hammer. At Rank 4, the cleric gains the first level of Mastery in war hammer.

Thalgrun is a gruff yet kind-hearted old dwarf who lives with most of the Dwarven Pantheon in a great mountain fortress on the first layer of Arcadia. He is the greatest warrior of the dwarven deities, rumoured to have singlehandedly driven Tiamat, Goddess of Evil Dragon-kind, back into the Abyss more than 14,000 years ago. At least that's how he tells it. He was once good friends with Biljin Poric, God of the Gnomes, who for some reason has been kind of standoffish for the last few hundred years.

Thaogg Axefang, God of the Orcs

Pantheon: Orcish

Typical Followers: Orcs and half-orcs

Passion: Evil

Symbol: A severed elves' head

Spheres: All, Combat, Divination (Minor), Elemental (Earth, Fire (Minor)), Healing (Minor), Necromantic (Minor), Protection (Minor), Summoning, Sun (reversed spells only)

Prerequisites: Cleric; must be orc or half-orc; STR 16, POW 12

Bonus Professional Skill: None

Combat Style: As per fighter

Armour Restrictions: None

Home Plane: Acheron

Turn: Nil

Gifts: Clerics of Thaogg Axefang do +1 damage to elves and half-elves. At Rank 2, the cleric gains Fighter Weapon Specialisation in either battle axe or great axe. Upon reaching Rank 4, the cleric may enter a berserk rage as per the berserker class.

Thaogg Axefang is the leader of the Orcish Pantheon and rules with an iron grip. He is ruthless in combat attacking all he opposes with a bloodthirsty hatred; however, he saves his greatest vengeance for the elven peoples, whom he hates most of all. Those he cannot vanquish in physical combat, he will often have stealthily eliminated by his half-brother Zulfang, the Half-Orc God of Assassins.

Vacarus, God of War

Pantheon: Human

Typical Followers: Fighters, barbarians, orcs, and half-orcs

Passion: Neutral or Evil

Symbol: A crossed battle axe and sword

Spheres: Combat, Elemental (Minor), Healing, Weather

Prerequisites: Cleric; STR 14, CON 12, POW 12

Bonus Professional Skill: Lore (Strategy and Tactics)

Combat Style: As per fighter

Armour Restrictions: None

Home Plane: Acheron

Turn: Nil

Gifts: At Rank 1, clerics of Vacarus gain Fighter Weapon Specialisation in a weapon of their choosing. At Rank 2, the cleric gains the first level of Mastery in the chosen weapon. Finally, at Rank 4, the cleric may increase the proficiency in a chosen weapon to High Master.

Vacarus, son of Ceros, is strikingly handsome and the sworn enemy of Thalgrun Oreborn, whom he finds annoyingly honourable and just. He has a brotherly respect for Thaogg Axefang, but refuses to acknowledge his half-brother Galendaar's existence, who he sees as only half a god. Vacarus openly lusts after the goddess Ciana, who wants nothing of him. He has a sporadic relationship with her older sister Sirene.

Foreign Deities and Demigods

Literally hundreds of deities from other worlds are known to the inhabitants of the World of Greymoor, from Bahamut and Tiamat, the rulers of all good and evil dragons, respectively, to the Great Cthulhu, destroyer of the ancient world. However, the following deities of foreign origin are the better known representatives to the common inhabitants of the land.

Asmodeus, Arch-Devil

Pantheon: Devil

Typical Followers: Cultists, evil magic-users, anti-paladins, and some evil humanoids and monsters.

Passion: Evil

Symbol: A clawed fist gripping a skull and a ruby-tipped rod

Spheres: All, Astral, Combat, Guardian, Healing (Minor), Necromantic, Protection (Minor), Summoning

Prerequisites: Cleric; POW 12, CHA 16

Bonus Professional Skill: Seduction

Combat Style: As per cleric

Armour Restrictions: None

Home Plane: The Nine Hells

Turn: Undead and demons only

Gifts: At Rank 1, clerics of Asmodeus may cast Produce Flame. At Rank 3, they may cast Wall of Fire as per the Arcane spell of the same name. Finally, at Rank 5, the cleric may summon 1 lesser devil.

Asmodeus is the ruler of the Nine Hells and is typically depicted as a large human with reddish skin, a perfectly manicured goatee, and strikingly handsome features. He rules with an iron discipline and is cunningly evil and scheming. Being a devil as opposed to a god, Asmodeus has made a secret agreement with several foreign deities of the Outer Planes, specifically Set and Hecate, who grant spells on his behalf in exchange for help with their own affairs, as it is not normally possible for a devil to grant spells to their followers.

Hades, God of Death and the Underworld

Pantheon: Greek

Typical Followers: Necromancers, assassins, thieves, and murderers

Passion: Neutral or Evil

Symbol: A black ram

Spheres: All, Charm, Creation, Divination, Healing, Necromantic, Protection, Summoning

Prerequisites: Cleric; POW 12

Bonus Professional Skill: Commerce

Combat Style: As per fighter

Armour Restrictions: None

Home Plane: Hades

Turn: As per cleric; however, all attempts are 1 grade easier, regardless of turning or commanding.

Gifts: Rank 1 clerics of Hades have the ability to see in darkness. At Rank 2, the cleric may cast Darkness in a 3 m (10 ft) radius as per the spell of the same name. At Rank 3, the cleric gains Death Touch, requiring a touched opponent to succeed at an Opposed Willpower

roll or die. At Rank 4, the cleric may Raise Dead, and at Rank 5, the cleric gains the ability to regenerate 1 Point in each injured body location per Round.

Hades is both the God of Death and the Underworld, and a God of Wealth. He is not a tyrannical or cruel deity, but regards the power to return life to the dead as a right to be bestowed by him and his clerics alone. He has the power to take life at will, but also the ability to grant untold riches.

Loth, Demoness of the Drau

Pantheon: Drau

Typical Followers: Dark elves, and cultists

Passion: Evil (Chaotic)

Symbol: A black spider with the face of a dark elf female

Spheres: All, Animal (Minor), Charm, Combat, Creation, Divination, Elemental (Earth and Water), Guardian, Healing, Necromantic (reversed only for spells of Rank 3 and up), Protection, Summoning, Sun (reversed only)

Prerequisites: Cleric; dark elf female; POW 13

Bonus Professional Skill: None

Combat Style: As per fighter

Armour Restrictions: None

Home Plane: The Abyss

Turn: As per cleric; however, all attempts are 1 grade more difficult with regards to commanding.

Gifts: Clerics of Loth are immune to the venom of spiders. At Rank 2, the cleric may cast Dispel Magic 3/day, as per the Arcane spell of the same name. At Rank 3, the cleric may use True Seeing as per the Rank 3 Divine spell. At Rank 4, the cleric may cast Domination as per the Rank 3 Arcane spell (males resist at 1 grade of difficulty and elves are not immune).

Loth is a demoness and the patron deity of the dark elves. She has the ability to grant spells to her clerics, which is something not typically possible by a demon, leading many to believe that she could actually be a demigoddess. Little is known of her by those of the surface world; however, cults worshipping her are springing up more frequently. Loth is one of the few deities in the World of Greymoor that is likely to appear before one of her worshippers in person.

Orcus, Demon Prince of the Undead

Pantheon: Demon

Typical Followers: Cultists, necromancers, and sapient undead

Passion: Evil (Chaotic)

Symbol: A skull mace

Spheres: All, Combat, Guardian, Healing (Minor), Necromantic, Protection (Minor), Summoning

Prerequisites: Cleric; POW 12

Bonus Professional Skill: None

Combat Style: As per cleric

Armour Restrictions: None

Home Plane: The Abyss

Turn: Undead and devils only. If attempting to 'command' undead, the cleric's roll is 1 grade easier.

Gifts: At Rank 1, a cleric of Orcus may cast Animate Dead. Upon reaching Rank 2, the cleric may cast Fear as per the Arcane spell. At Rank 4, the cleric can summon 2d6 skeletons and 1d6 zombies once per day

Orcus is the prince of the demons, and the ruler of one of the many layers of the Abyss. He is a grossly fat, goat-headed demon standing 4.5 metres (15 feet) in height, with the horns of a ram, a humanoid torso and arms, two hooved goat-like legs, and two enormous bat-like wings. Orcus is a vile, evil entity with great power over the dead. It is believed that he, like his arch enemy Asmodeus, has made a pact with other evil deities in exchange for the granting of spells on his behalf to his clerics, as it is not normally possible for a demon to do so.

Osiris, God of Nature and the Protector of the Dead

Pantheon: Egyptian

Typical Followers: Rangers, monks, and farmers

Passion: Good or Neutral

Symbol: A crook and flail

Spheres: All, Astral, Charm (Minor), Combat (Minor), Guardian, Healing, Necromantic, Protection

Prerequisites: Cleric; must be a member of the Pharaonic Empire; POW 12

Bonus Professional Skill: Language (Ancient Pharaonic)

Combat Style: As per cleric, favouring the flail

Armour Restrictions: None

Home Plane: Heliopolis, the City of the Sun (Demi-Plane)

Turn: As per cleric, however, 1 grade easier

Gifts: A cleric of Osiris may acquire, memorise, and cast arcane spells of the School of Necromancy as if they were Divine spells. At Rank 3, the cleric may benefit from twice the Intensity of a casting

of Animate Dead, at the normal cost. These abilities are not limited to once per day.

Osiris is the patron deity of the peoples of the Pharaonic Empire, who inhabit the Great Desert of the World of Greymoor. These once great peoples are the remnants of what was once one of the most expansive empires of the ancient world. They pay little heed to the deities and demigods of Greymoor, and instead tend to worship the entirety of the Pharaonic (Egyptian) Pantheon. Osiris is the husband of the goddess Isis, and came to the World of Greymoor in the distant past from another world of the Prime Material Plane, and taught the pharaonic peoples the art of civilisation. He and his wife have a great love of his followers. Specialty clerics of Osiris are required to honour and respect the dead and their resting places. Animating the dead is not considered a sacrilege if done to further a cause important to Osiris; however, those so disturbed should be laid to rest with proper rites as soon as their service is no longer needed. However, looting even fallen foes is a sacrilege and will result in the breaking of the cleric's Oath to Osiris. See Oaths in Chapter 3.

Thor, God of Thunder

Pantheon: Norse

Typical Followers: Barbarians, fighters, dwarves, half-orcs, farmers and other commoners.

Passion: Good or Neutral

Symbol: Hammer

Spheres: All, Charm (Minor), Combat, Elemental, Protection, Sun, Weather

Prerequisites: Cleric, typically of northern barbarian descent; POW 12, STR 16

Bonus Professional Skill: None

Combat Style: As per cleric, favouring hammers

Armour Restrictions: None

Home Plane: Gladsheim

Turn: As per cleric

Gifts: At Rank 2, clerics of Thor can create rain in a 4,000 square metre area (almost 1 acre). At Rank 3, they can call a lightning strike for 1d8 damage. At Rank 4, the lightning damage is increased to 2d6. Finally, at Rank 5, the damage is increased to 2d8. Regardless of rank, no more than one bolt of lightning may be called per day. See Lightning Bolt on page [147](#) for additional rules pertaining to electrical attacks.

Thor is the Norse God of Thunder and the patron deity of the northern barbarians of the World of Greymoor, who worship the entirety of the Norse Pantheon. A great many tales tell of his battles with powerful frost giants and white dragons, and all of them end with him coming out on top. He wields a special hammer in battle, Mjolnir, a powerful magic artefact that he alone can wield.

Appendix

Wandering Monster Tables

The following tables are suited for random dungeons, where the 'deeper' the adventures go, the deadlier the encounters become. In this case, 'deeper' is a relative term and does not imply that the dungeon needs to be built deep into the earth, with each succeeding level below the other. The dungeon could just as easily be a tower, starting at ground level with further deadlier levels built at higher elevations. It is also possible for a dungeon to be built on a single horizontal plane. In this case, going 'deeper' into the dungeon means traveling further from the entrance. These should have their map suitably marked to show the Games Master when the adventurers pass into the next 'level'. The provided wandering monster tables are designed to cover dungeons of levels 1 through 5, later supplements will detail levels 6 through 10, and include even more dangerous encounters.

These generic tables may not be suitable for all campaigns, as most of the listed monsters would never peacefully coexist in the same dungeon, plus, an ancient red dragon will take up residence on any level it damn well chooses. But they do make for a fun, controlled challenge, where the players can decide when to turn back if things are getting too tough, and the Games Master can test the capabilities of the characters a little at a time. In this way, they serve as a gauge to help scale the difficulty of the encounters around the capabilities of the characters. In addition, these wandering monster tables can be great fun for solo play or for groups where the Games Master wants to create her own character and explore a random dungeon with the rest of her players.

Keep in mind that the Games Master should not feel required to randomly roll any of these encounters, instead choosing what best fits her dungeon. However, it may still be useful to roll for the encounter's rarity, and then pick from those that best fit the dungeon's concept. This has the benefit of allowing the Games Master

to choose only those encounters she is prepared to run, and does not require a separate table for every type of dungeon or lair. These tables work great with a dungeon map not previously keyed to any specific encounters, where the encounters can be randomly generated as the dungeon is explored. See Frequency of Encounters below for more information.

For Games Masters that do have the time to set up custom encounter tables, the generic tables that follow may be customised with encounters that logically fit together. For example, a goblin dungeon populated with hobgoblins, goblins, and dire wolves, along with other appropriate nuisances such as giant rats, bats, and insect swarms. When customising a dungeon, the Games Master should feel free to ignore the rarity of the listed generic encounters and instead choose the rarity of each encounter specific to her dungeon design. For example, most encounters with various types of undead are noted as 'rare'. However, in ruins controlled by an evil necromancer, these same encounters would be quite common.

All tables are balanced for a party of 5 or 6 adventurers, with encounters on the Level 1 table suitable for 5 or 6 adventurers of Rank 1. Beyond this, the tables correspond to danger, not rank, and the Games Master should adjust the numbers encountered for smaller or larger parties as appropriate. When a party feels that they have reached a dungeon level that is too difficult, they should retreat until they have gained skill and/or rank, and feel more confident.

Encounter Frequency

Usually, rolls for wandering monsters should be made once every 10 minutes, with an encounter taking place on a 1d10 roll of 1-3. Only creatures actually capable of significant movement will 'wander'. This tends to preclude things like moulds and slimes, along with those that have movement rates of 1.5 metres (5 feet) and attack from ambush, such as screechers, piercers, and lurkers. In completely random dungeons, where the map itself is being randomly generated, or only an empty map is provided, an additional roll should be made at every point that a room is entered for the first time. In this case, an encounter will typically take place on a roll of 1-5 and may include all creatures regardless of movement rate. On a failed roll, a further

cumulative +1 bonus is added for each succeeding room entered until an encounter is generated. This resets the bonus to +0 once again. When later entering an already checked room, instead check for wandering monsters as normal.

When encountered, monsters should be placed on the map anywhere they could 'realistically' appear, and the Games Master may randomly determine the precise location if necessary. For example, in a straight corridor that turns sharply to the right, they could be encountered coming around the corner, or even coming from behind the adventurers if the area behind has not been completely explored. In a hallway leading to a T-intersection with a door further down the corridor, the encounter could come from behind as noted above, from either the left or right intersection, or from the doorway. The Games Master could assign a die roll result to each possibility and randomly roll, or choose whatever seems most appropriate. Finally, if the area checked possesses insufficient room for the encounter rolled, the Games Master should feel free to roll again until a suitable result is attained.

It should be noted that when used in a fleshed-out dungeon, as opposed to one of completely random design, wandering monsters are not pulled from thin air. They instead represent creatures that have left their set locations and are encountered while on the move. Because of this, after an encounter it is usually advisable to reduce the number in a set location by the number killed. If all representatives of a certain creature have already been killed, they will no longer be encountered, randomly or otherwise.

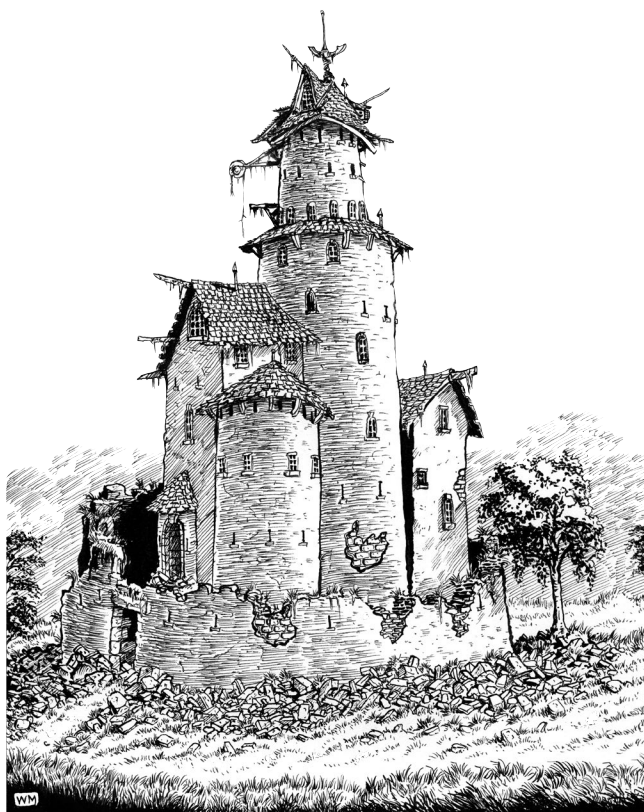


Table Notes:

- ⇒ **Rolling on a Lower Level Table:** The random encounter roll may require a roll on a lower level table. Where this is the case, add +10% to the new D100 roll to determine rarity and treating another roll of 91-00 as Very Rare instead. In addition, increase the chance of a leader being present by 10% and where relevant, a spell caster by 5%. In the case of packs and swarms, increase the size encountered by one step.
- ⇒ **Numbers Encountered:** The random numbers encountered assume a party of around 5 or 6 player characters. Feel free to alter the results for larger or smaller groups.
- ⇒ **Leaders:** The normal write-ups in MYTHRAS, as well as CLASSIC FANTASY, assume a Rank 1 warrior unless noted otherwise. Leaders are typically NPC warriors of one greater rank and may be created by the Games Master using the rules for creating experienced characters, or simply given a 20% increase to all skills for each rank above 1. However, at the Games Master's option, they may be represented by a member of the fighter class of the same rank.
- ⇒ **Spell casters:** These are either magic-users or clerics of a rank equivalent to the majority of warriors. With regards to humanoids, there will typically be a single spell caster per tribe.
- ⇒ **Adventures:** These are typically chosen from the normal assortment of player character classes by the Games Master and can be of any allowed races.
- ⇒ **Classic Fantasy Unearthed Companion:** The final entry for Levels 4-5 refers to the *Unearthed Companion*. If this book is unavailable, roll once again on the 4-5 Table, adding +10% to the new D100 roll to determine rarity and treating a further roll of 91-00 as Very Rare. In addition, increase the chance of a leader being present by 10% and where relevant, a spell caster by 5%. In the case of packs and swarms, increase the size encountered by one step.

Dungeon Level 1 Wandering Monster Table (Generic)

D100 Roll	Encounter
01-50	Common
	01-30: 1d3+3 Goblins. 20% chance of one being a leader and 5% chance of one being a spell caster
	31-35: 1d2+1 Goblins with Dire Wolf mounts (see Wolf). 20% chance of one goblin being a leader
	36-70: 2d3+2 Kobolds. 20% chance of one being a leader and 5% chance of one being a spell caster
	71-75: 1d2+1 Kobolds with Giant Bat mounts. 20% chance of one kobold being a leader
	76-80: 1d2+1 Kobolds + 1 Boar. 20% chance of one kobold being a leader
	81-00: 1d4+1 Orcs. 20% chance of one being a leader and 5% chance of one being a spell caster
51-75	Uncommon
	01-30: 1d4+1 Hobgoblins. 20% chance of one being a leader and 5% chance of one being a spell caster
	31-40: 1d2 Hobgoblins plus 1d3+1 Goblin subordinates. 20% chance of one hobgoblin being a leader
	41-50: 1d2 Hobgoblins plus 1d2+1 Orc subordinates. 20% chance of one hobgoblin being a leader
	51-55: 2d4 Screechers*
	56-65: 1d3+3 Giant Rats
	66-75: 1d3 Medium-sized Rat Packs (See Flocks, Hordes, Packs and Shoals)
	76-80: 1d2+1 Giant Rats + 1d2 Small-sized Rat Packs (See Flocks, Hordes, Packs, and Shoals)
	81-90: 1d2 Giant Beetles
	91-95: 1d3 Dire Wolves (See Wolf)
	96-00: 1d2 Boars
76-85	Rare
	01-10: 1 Insect Swarm of SIZ 1d6+3
	11-25: 1d4+1 Giant Ants
	26-35: 1d3+3 Giant Bats
	36-40: 1d3 Giant Bats + 1 Medium-sized Bat Swarm (See Flocks, Hordes, Packs, and Shoals)
	41-55: 1 Medium-sized Bat Swarm (See Flocks, Hordes, Packs, and Shoals). These bats will arrive 1d4 rounds into an encounter causing a distraction to both sides. Roll again to find the identity of the initial encounter
	56-60: 1d8 Small Animals (individual bats, snakes, large spiders, large centipedes, large ants, etc.)
	61-70*: 1d4 Piercers
	71-80*: 1d6+1 patches of Yellow Mould 1.5 metres (5 feet) in size (yellow mould can be linked together forming larger patches, or spread around as numerous small patches, as decided by the Games Master)
	81-90: 1d4+2 Skeletons (typically in areas strong in necromantic magic)
	91-95: 1d3+1 Zombies (typically in areas strong in necromantic magic)
	96-00: 1d2+1 Skeletons + 1d2 Zombies (typically in areas strong in necromantic magic)
86-90	Very Rare
	01-05: 1d3 Lesser Demons (typically in areas strong in chaotic evil and unholy magic)
	06-10: 1d3 Lesser Devils (typically in areas strong in evil and unholy magic)
	11-15: 1 Elemental of 1d3 SIZ (01-25 Earth, 26-50 Air, 51-75 Fire. 76-00 Water) Elementals are typically found in or around examples of their parent element. For example, small water elementals (called water weirds) could be found in fountains or pools.
	16-30: 1d4+2 Bandits (typically Rank 1 human warriors as per human write-up, but may consist of one or more demi-humans. One member will be serving as their leader)
	31-50: 2d3 Rank 1 Adventurers
	51-70: 2d4 Dwarves (typically Rank 1 dwarf warriors as per dwarf write-up; however, there is a 30% chance that one will be serving as their leader. These dwarves are typically exploring, but may be on a rescue/retrieval mission.
	71-90: 2d4 Elves (typically Rank 1 elf warriors as per elf write-up; however, there is a 30% chance that one will be serving as their leader. These elves are typically exploring, but may be on a rescue/retrieval mission.
	91-00: 2d4 Gnomes (typically Rank 1 gnome warriors as per gnome write-up; however, there is a 30% chance that one will be serving as their leader. These gnomes are typically exploring, but may be on a rescue/retrieval mission.
91-00	Roll on the Level 2-3 Table

* Roll again if attempting to determine the results of a Summon Monster spell.

Dungeon Levels 2-3 Wandering Monster Table (Generic)

Level 2	Level 3	Encounter
01-10	01-10	Roll on the Level 1 Table
11-50	11-45	Common
		01-20: 1d4+4 Goblins. 30% chance of one being a leader and 10% chance of one being a spell caster
		21-30: 1d3+2 Goblins with Dire Wolf mounts (see Wolf). 30% chance of one goblin being a leader
		31-50: 1d4+3 Orcs. 30% chance of one being a leader and 10% chance of one being a spell caster
		51-60: 1d3+1 Orcs plus 1 Ogre subordinate. 30% chance of one orc being a leader
		61-80: 1d4+1 Gnolls. 20% chance of one being a leader and 5% chance of one being a spell caster
		81-00: 1d4+1 Troglydtes. 20% chance of one being a leader and 5% chance of one being a spell caster
51-75	46-65	Uncommon
		01-25: 1d4+3 Hobgoblins. 30% chance of one being a leader and 10% chance of one being a spell caster
		26-40: 1d2 Hobgoblins plus 1d4+2 Goblin subordinates. 30% chance of one hobgoblin being a leader
		41-55: 1d2 Hobgoblins plus 1d3+1 Orc subordinates. 30% chance of one hobgoblin being a leader
		56-65: 1d3+1 Bugbears. 20% chance of one being a leader and 5% chance of one being a spell caster
		66-75: 1d4+1 Lizard Men. 20% chance of one being a leader and 5% chance of one being a spell caster
		76-80: 1d2 Ogres
		81-90: 1d3+1 Giant Lizards (subterranean; add Adhering)
		91-00: 2d3 Stirges
76-85	66-80	Rare
		01-05: 1 Black Dragon; very young
		06-07: 1 Brass Dragon; very young
		08-15: 1 White Dragon; very young
		16-20: 1d2+1 Rust Monsters
		21-25: 1d4+2 Wererats (see Lycanthropes). 20% chance of one being a leader
		26-30: 1 Gelatinous Mass
		31-40: 1d4 Giant Frogs (typically in moist/wet areas, 25% chance of them possessing the Poisonous trait)
		41-50: 1 Insect Swarm of SIZ 2d6+6
		51-70: 1d4+4 Skeletons (typically in areas strong in necromantic magic)
		71-80: 1d4+2 Zombies (typically in areas strong in necromantic magic)
		81-90: 1d3+1 Skeletons + 1d3 Zombies (typically in areas strong in necromantic magic)
		91-00: 2d3 Ghouls
86-90	81-90	Very Rare
		01-04: 1 Copper Dragon; very young
		06-15: 1 Green Dragon; very young
		16-20: 1d2+1 Cockatrices
		21-25: 1d2+1 Doppelgangers
		26-35: Elemental of 1d3+3 SIZ (01-25 Earth, 26-50 Air, 51-75 Fire, 76-00 Water) They are typically found in or around examples of their parent element
		36-40: Dark elf patrol (typically 1d3+1 Rank 1 dark elf warriors as per the dark elf write-up. However, there is a 50% chance that one will be a Rank 1 fighter if patrol is all male, or one Rank 1 fighter or cleric if all female)
		41-55: 1d3 Rank 1 and 1d3 Rank 2 adventurers
		56-80: 1d4 Rank 1 and 1d4 Rank 2 dwarves (typically dwarf warriors as per dwarf write-up; however, there is a 40% chance that one of the Rank 2 will be serving as their leader. These dwarves are typically exploring, but may be on a rescue/retrieval mission.
		81-85: 1d4 Rank 1 and 1d4 Rank 2 elves (typically elf warriors as per elf write-up; however, there is a 40% chance that one of the Rank 2 will be serving as their leader. These elves are typically exploring, but may be on a rescue/retrieval mission.
		86-00: 1d4 Rank 1 and 1d4 Rank 2 gnomes (typically gnome warriors as per gnome write-up; however, there is a 40% chance that one of the Rank 2 will be serving as their leader. These gnomes are typically exploring, but may be on a rescue/retrieval mission.
91-00	91-00	Roll on the Level 4-5 Table

Dungeon Levels 4-5 Wandering Monster Table (Generic)

Level 4	Level 5	Encounter (On level 5 increase chance of a leader by 10% and a spell caster by 5%)
01-10	01-10	Roll on the Level 2-3 Table
11-50	11-45	Common
		01-30: 1d6+3 Orcs, 50% chance of one being a leader and 15% chance of one being a spell caster
		31-40: 1d3+2 Orcs plus 1d2 Ogre subordinates, 50% chance of one orc being a leader.
		41-70: 1d6+1 Gnolls, 40% chance of one being a leader and 10% chance of one being a spell caster
		71-00: 1d6+1 Troglodytes, 40% chance of one being a leader and 10% chance of one being a spell caster
51-75	46-65	Uncommon
		01-25: 1d6+3 Hobgoblins, 50% chance of one being a leader and 15% chance of one being a spell caster
		26-35: 1d2 Hobgoblins plus 1d6+2 Goblin subordinates, 50% chance of one hobgoblin being a leader
		36-50: 1d2 Hobgoblins plus 1d4+2 Orc subordinates, 50% chance of one hobgoblin being a leader
		51-70: 1d4+2 Bugbears, 40% chance of one being a leader and 10% chance of one being a spell caster
		71-90: 1d6+1 Lizard Men, 40% chance of one being a leader and 10% chance of one being a spell caster
		91-00: 1d3+1 Ogres
76-85	66-80	Rare
		01-05: 1 Black Dragon; 01-75 young, 76-00 juvenile
		06-07: 1 Brass Dragon; 01-75 young, 76-00 juvenile
		08-15: 1 White Dragon; 01-75 young, 76-00 juvenile
		16-18: 1d2 Cyclopes
		19-20: 1d3 Minotaurs
		21-24: 1d2 Displacer Cats
		25-26: 1d2+1 Gargoyles
		27-30: 1d3+1 Werewolves (see Lycanthropes)
		31-35: 1d2 Owl Bears
		36-50: 1d6+4 Skeletons (typically in areas strong in necromantic magic)
		51-60: 1d6+2 Zombies (typically in areas strong in necromantic magic)
		61-65: 1d4+1 Skeletons + 1d3+1 Zombies (typically in areas strong in necromantic magic)
		66-85: 2d4 Ghouls or 2d3 Ghosts (See Ghoul)
		86-90: 1 Cave Bear (also known as a Short-Faced Bear, See Bear)
		91-95: 1 Giant Snake (Constrictor, 20% chance of Poisonous)
		96-00: 1 Grey Ooze
86-90	81-90	Very Rare
		01-05: 1 Blue Dragon; 01-75 very young, 76-00 young
		06-07: 1 Bronze Dragon; 01-75 very young, 76-00 young
		08-09: 1 Copper Dragon; 01-75 young, 76-00 juvenile
		10-11: 1 Gold Dragon; 01-75 very young, 76-00 young
		12-16: 1 Green Dragon; 01-75 young, 76-00 juvenile
		17-21: 1 Red Dragon; 01-75 very young, 76-00 young
		22-23: 1 Silver Dragon; 01-75 very young, 76-00 young
		24-28: 1 Giant Spider
		29-33: 1 Gorgon, Lesser
		34-38: 2d3 Hell Hounds
		39-43: Elemental of 1d6+3 SIZ (01-25 Earth, 26-50 Air, 51-75 Fire, 76-00 Water) They are typically found in or around examples of their parent element.
		44-55: Dark elf patrol (2d3 Rank 1 dark elf warriors as per the dark elf write-up. One will be a Rank 1 fighter)
		55-60: 2d3 Rank 2 Adventurers
		61-80: 2d4 Rank 2 dwarves
		81-85: 2d4 Rank 2 elves
		86-00: 2d4 Rank 2 gnomes
91-00	91-00	Roll on the Level 6-7 Table in the CLASSIC FANTASY <i>Unearthed Companion</i>

Master Spell Lists

Arcane Spells, Rank 1

D100 Roll	Spell	School
01-03	Affect Normal Fires	Alteration
04-06	Audible Illusion	Illusion
07-09	Change Appearance	Illusion
10-12	Charm Being	Enchantment (Charm)
13-15	Colour Cascade	Alteration
16-18	Detect Magic	Divination
19-22	Disk of Burden	Conjuration
23-25	Erase Writing	Alteration
26-28	Faerie Lights	Alteration
29-31	Familiar	Conjuration
32-34	Feather Fall	Alteration
35-39	Flaming Hands	Alteration
40-42	Friendship	Enchantment (Charm)
43-45	Hypnotism	Enchantment (Charm)
46-48	Identify	Divination
49-51	Illusion, Lesser	Illusion
52-54	Invisibility, Lesser	Illusion
55-57	Know Languages (R)	Alteration
58-60	Levitate	Alteration
61-65	Light	Alteration
66-70	Magic Missile	Evocation
71-73	Protection from Evil (R)	Abjuration
74-78	Read Magic	All
79-81	Reflect Gaze	Alteration
82-84	Secure Portal	Alteration
85-89	Shield	Evocation
90-92	Shocking Touch	Alteration
93-97	Sleep	Enchantment (Charm)
98-00	Ventriloquism	Illusion

Arcane Spells, Rank 2

D100 Roll	Spell	School
01-05	Blink	Alteration
06-08	Breathe Water (R)	Alteration
09-11	Darkness	Alteration
12-14	Detect Evil	Divination
15-17	Detect Invisibility	Divination
18-22	Dispel Magic	Abjuration
23-25	Feign Death	Necromantic
26-30	Fireball	Evocation
31-33	Fly	Alteration
34-36	Haste	Alteration
37-41	Hold Person	Enchantment (Charm)
42-44	Illusion, Greater	Illusion
45-47	Invisibility (3 m/10 ft)	Illusion
48-50	Know Passions (R)	Divination

D100 Roll	Spell	School
51-55	Lightning Bolt	Evocation
56-58	Locate Object (R)	Divination
59-63	Mage Lock	Alteration
64-66	Magic Mouth	Alteration
67-71	Mirror Images	Illusion
72-74	Monster Summoning, Lesser	Conjuration
75-77	Protection from Evil (3 m/10 ft) (R)	Abjuration
78-80	Read Thoughts	Divination
81-83	Slow	Alteration
84-86	Speak with Dead	Necromancy
87-89	Suggestion	Enchantment (Charm)
90-92	Tongues (R)	Alteration
93-95	Unlock (R)	Alteration
96-00	Web	Evocation
98-00	Ventriloquism	Illusion

Arcane Spells, Rank 3

D100 Roll	Spell	School
01-04	Animate Dead	Necromancy
05-08	Charm Monster	Enchantment (Charm)
09-12	Confusion	Enchantment (Charm)
13-16	Dimension Door	Alteration
17-20	Enchant Weapon	Alteration
21-24	Fear	Illusion
25-28	Fire Trap	Abjuration
29-32	Fumble	Enchantment (Charm)
33-36	Hail/Ice Storm	Evocation
37-40	Heat/Cold Shield	Evocation
41-44	Illusionary Terrain	Illusion
45-48	Invisibility, Greater	Illusion
49-52	Lesser Creation	Illusion
53-56	Lesser Sphere of Invulnerability	Abjuration
57-60	Monster Summoning	Conjuration
61-64	Phantasmal Terror	Illusion
65-68	Plant Growth	Alteration
69-72	Polymorph Other	Alteration
73-76	Polymorph Self	Alteration
77-80	Remove Curse (R)	Abjuration (Rev.)
81-84	Shadow Monsters	Illusion
85-88	Shape Stone	Alteration
89-92	Wall of Fire	Evocation
93-96	Wall of Ice	Evocation
97-00	Wizard Sight	Alteration
90-92	Tongues (R)	Alteration
93-95	Unlock (R)	Alteration
96-00	Web	Evocation
98-00	Ventriloquism	Illusion

Divine Spells, Rank 1

Cleric	Druid	Access				
D100	D100	Spell	Cleric (Pantheonic)	Druid	School	Sphere
-	01-06	Animal Friendship	-	Major	Enchantment (Charm)	Animal
01-04	07-12	Barkskin	Major	Major	Alteration	Plant, Protection
05-10	13-16	Bless (R)	Major	Major	Conjuration	All
11-14	-	Command	Major	-	Enchantment (Charm)	Charm
15-18	17-20	Create Water (R)	Minor	Major	Alteration	Elemental (Water)
19-24	21-26	Cure Fatigue (R)*	Major	Major	Necromancy	Healing (Necromancy)
25-30	27-32	Cure Minor Wounds (R)*	Major	Major	Necromancy	Healing (Necromancy)
31-34	33-36	Detect Charm (R)	Major	Minor	Divination	Divination
35-40	37-40	Detect Evil (R)*	Major	Major	Divination	All
41-44	41-44	Detect Magic	Major	Major	Divination	All
45-48	45-50	Detect Snares and Pits	Major	Minor	Divination	Divination
49-54	-	Endure Heat/Cold	Major	-	Alteration	Protection
-	51-56	Entangle	-	Major	Alteration	Plant
-	57-60	Faerie Fire	-	Major	Alteration	Weather
55-58	61-64	Find Traps	Major	Minor	Divination	Divination
-	65-70	Invisibility to Animals	-	Major	Alteration	Animal
59-64	71-74	Know Passions (R)	Major	Minor	Divination	Divination
65-70	-	Light (R)	Major	-	Alteration	Sun
71-74	75-80	Locate Animals or Plants	Major	Major	Divination	Divination, Animal, Plant
-	81-84	Pass Without Trace	-	Major	Enchantment (Charm)	Plant
-	85-88	Predict Weather	-	Major	Divination	Weather
75-80	-	Protection from Evil (R)	Major	-	Abjuration	Protection
81-84	89-92	Purify Food and Drink (R)	Major	Major	Alteration	All
85-88	-	Remove Fear (R)	Major	-	Abjuration	Charm
-	93-96	Shillelagh	-	Major	Alteration	Plant
89-94	-	Silence	Major	-	Alteration	Guardian
95-00	97-00	Slow Poison	Major	Major	Necromancy	Healing

Divine Spells, Rank 2

Cleric	Druid	Access				
D100	D100	Spell	Cleric (Pantheonic)	Druid	School	Sphere
01-04	-	Animate Dead	Major	-	Necromancy	Necromancy
05-08	01-04	Augury	Major	Minor	Divination	Divination
-	05-08	Call Lightning	-	Major	Alteration	Weather
09-12	-	Create Food and Water	Major	-	Alteration	Creation
13-16	-	Chant	Major	-	Conjuration	Combat
-	09-12	Charm Being or Mammal	-	Major	Enchantment (Charm)	Animal
17-20	13-16	Cure Blindness or Deafness (R)*	Major	Major	Abjuration	Healing (Necromancy)
21-24	17-20	Cure Disease (R)*	Major	Major	Necromancy	Healing (Necromancy)
25-30	21-25	Cure Serious Wounds (R)*	Major	Major	Necromancy	Healing (Necromancy)
31-36	-	Dispel Magic	Major	-	Abjuration	Protection
37-40	-	Feign Death	Major	-	Necromancy	Necromancy
41-44	26-29	Fire Trap	Minor	Major	Abjuration	Elemental (Fire)
45-50	30-33	Heat Metal (R)	Minor	Major	Alteration	Elemental (Fire)
51-56	-	Hold Person	Major	-	Enchantment (Charm)	Charm
57-60	-	Sigil of Warding	Major	-	Abjuration	Guardian

Divine Spells, Rank 2

Cleric	Druid		Access			
D100	D100	Spell	Cleric (Pantheonic)	Druid	School	Sphere
-	34-38	Hold Animal	-	Major	Enchantment (Charm)	Animal
61-64	39-42	Locate Object (R)	Major	Minor	Divination	Divination
-	43-46	Obscurement	-	Major	Alteration	Weather
-	47-51	Plant Growth	-	Major	Alteration	Plant
65-68	52-55	Produce Flame	Minor	Major	Alteration	Elemental (Fire)
69-74	56-59	Protection from Fire	Major	Major	Abjuration	Protection, Elemental (Fire)
75-78	-	Remove Curse (R)	Major	-	Abjuration	Protection
-	60-63	Snake Charm	-	Major	Enchantment (Charm)	Animal
-	64-67	Snare	-	Major	Enchantment (Charm)	Plant
79-82	68-72	Speak with Animals	Major	Major	Alteration	Animal, Divination
83-86	73-76	Speak with Dead	Major	Minor	Necromancy	Divination
87-92	-	Spiritual Hammer	Major	-	Innovation	Combat
93-96	77-80	Stone Shape	Minor	Major	Alteration	Elemental (Earth)
-	81-84	Summon Insects	-	Major	Conjuration	Animal
-	85-88	Tree	-	Major	Alteration	Plant
-	89-92	Trip	-	Major	Enchantment (Charm)	Plant
-	93-96	Warp Wood (R)	-	Major	Alteration	Plant
97-00	97-00	Water Breathing (R)	Minor	Major	Alteration	Elemental (Water, Air)

Divine Spells, Rank 3

Cleric	Druid		Access			
D100	D100	Spell	Cleric (Pantheonic)	Druid	School	Sphere
-	01-08	Animal Summoning I	-	Major	Conjuration	Animal
01-07	09-14	Atonement	Major	Major	Abjuration	All
08-14	15-22	Call Woodland Beings	Major	Major	Conjuration	Animal, Summoning
15-23	23-30	Cure Major Wounds (R)*	Major	Major	Necromancy	Healing (Necromancy)
24-31	31-36	Detect Lie (R)	Major	Minor	Divination	Divination
32-38	37-42	Divination	Major	Minor	Divination	Divination
39-46	-	Exorcism	Major	-	Abjuration	Protection
-	43-48	Hallucinatory Forest (R)	-	Major	Illusion	Plant
-	49-56	Hold Plant	-	Major	Enchantment (Charm)	Plant
47-53	57-62	Lower Water (R)	Minor	Major	Alteration	Elemental (Water)
54-62	63-68	Neutralise Poison (R)*	Major	Major	Necromancy	Healing (Necromancy)
-	69-74	Plant Door	-	Major	Alteration	Plant
63-70	-	Prayer	Major	-	Conjuration	Combat
71-77	-	Protection from Evil (3 m/10 feet Radius) (R)	Major	-	Abjuration	Protection
78-86	75-80	Protection from Lightning	Major	Major	Abjuration	Protection, Weather
-	81-88	Speak with Plants	-	Major	Alteration	Plant
87-93	89-94	Sticks to Snakes (R)	Major	Major	Alteration	Summoning, Plant
94-00	95-00	Tongues (R)	Major	Minor	Alteration	Divination
95-00	97-00	Slow Poison	Major	Major	Necromancy	Healing

Weights & Measures

Because MYTHRAS uses metric weights and measures and many of the “level based” games that CLASSIC FANTASY is attempting to emulate use Imperial measurement, this section provides a conversion table for quick and simple equivalents. To better facilitate game-play, the most commonly used weights and measures are already calculated on the opposite table in both an exact and simple conversion. Because we are not typically dealing with real-world creatures, spells, etc., we can therefore make up the weights and measures for them. Rather than using exact conversions, it is easier to use one that can be easily remembered, thus better facilitating game play. For example, a range expressed as 60 metres can simply be converted to 200 feet, rather than the less eloquent 196.85 feet.

TEMPERATURE TABLE

<i>Celsius</i>	<i>Fahrenheit</i>	
-5 °C	23.0 °F	
-4 °C	24.8 °F	
-3 °C	26.6 °F	
-2 °C	28.4 °F	
-1 °C	30.2 °F	
0 °C	32.0 °F	Freezing/melting point of water
1 °C	33.8 °F	
2 °C	35.6 °F	
3 °C	37.4 °F	
4 °C	39.2 °F	
5 °C	41.0 °F	
6 °C	42.8 °F	
7 °C	44.6 °F	
8 °C	46.4 °F	
9 °C	48.2 °F	
10 °C	50.0 °F	
20 °C	68.0 °F	
21 °C	69.8 °F	Room temperature
30 °C	86.0 °F	
37 °C	98.6 °F	Average body temperature
40 °C	104.0 °F	
50 °C	122.0 °F	
60 °C	140.0 °F	
70 °C	158.0 °F	
80 °C	176.0 °F	
90 °C	194.0 °F	
100 °C	212.0 °F	Boiling point of water

WEIGHTS & MEASURES TABLE

<i>Measure</i>	<i>Exact Conversion</i>	<i>Simple Conversion</i>	<i>Uses, Examples, and Battlemat Conversions*</i>
30 cm	0.98 feet	1 foot	
1 metre	3.28 feet	3 feet	
1.5 m	4.92 feet	5 feet	1 battlemat square
2 m	6.56 feet	7 feet	
3 m	9.84 feet	10 feet	2 battlemat squares
4 m	13.12 feet	15 feet	3 battlemat squares; dwarf, gnome, and halfling
6 m	19.68 feet	20 feet	4 battlemat squares; human, elf, half-elf, and half-orc
8 m	26.24 feet	25 feet	5 battlemat squares
10 m	32.80 feet	30 feet	6 battlemat squares
12 m	39.37 feet	40 feet	8 battlemat squares
14 m	45.93 feet	45 feet	9 battlemat squares
15 m	49.21 feet	50 feet	10 battlemat squares; typical dragon flight speed
18 m	59.05 feet	60 feet	12 battlemat squares; typical infraction
20 m	65.61 feet	65 feet	13 battlemat squares
30 m	98.43 feet	100 feet	20 battlemat squares
36 m	118.11 feet	120 feet	
46 m	150.9 feet	150 feet	
55 m	180.45 feet	180 feet	
60 m	196.85 feet	200 feet	
75 m	246.06 feet	250 feet	
90 m	295.27 feet	300 feet	
100 m	328.08 feet	330 feet	
110 m	360.89 feet	360 feet	
150 m	492.2 feet	500 feet	
300 m	984.25 feet	1000 feet	
360 m	1181.10 feet	1200 feet	
400 m	1312.33 feet	1320 feet (1/4 mile)	
1 kilometre	0.6213 miles	0.5 miles	
1.5 km	0.932 miles	1 mile	
5 km	3.10 miles	3 miles	
10 km	6.21 miles	6 miles	
15 km	9.32 miles	10 miles	
20 km	12.42 miles	12 miles	
30 km	18.64 miles	20 miles	
40 km	24.85 miles	25 miles	
1 kilogram	2.2 pounds	2 pounds	

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA Luck Points

○ ○ ○ ○ ○ ○ ○ ○

Attributes

Action Points Damage Mod Exp. Mod Healing Rate Initiative Move Rate Initiative Penalty Magic Points

○ ○ ○ ○ ○ ○ ○ ○

Character Information

Player _____
 Character _____ Race/Culture _____
 Class _____ Rank _____
 Homeland _____ Deity _____
 Age _____ Gender _____ Handedness _____
 Frame _____ Height _____ Weight _____
 Description/Portrait

Passions

_____ %
 _____ %
 _____ %
 _____ %

Portrait area

Hit Locations

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/	_____	_____
04-06	Left Leg	/	_____	_____
07-09	Abdomen	/	_____	_____
10-12	Chest	/	_____	_____
13-15	Right Arm	/	_____	_____
16-18	Left Arm	/	_____	_____
19-20	Head	/	_____	_____

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	_____%
Boating	STR+CON	_____%
Brawn	STR+SIZ	_____%
Conceal	DEX+POW	_____%
Customs	INT x2	_____%
Dance	DEX+CHA	_____%
Deceit	INT+CHA	_____%
Drive	DEX+POW	_____%
Endurance	CON x2	_____%
Evade	DEX x2	_____%
First Aid	INT+DEX	_____%
Influence	CHA x2	_____%
Insight	INT+POW	_____%
Locale	INT x2	_____%
Perception	INT+POW	_____%
Ride	DEX+POW	_____%
Sing	POW+CHA	_____%
Stealth	INT+DEX	_____%
Swim	STR+DEX	_____%
Unarmed	STR+DEX	_____%
Willpower	POW x2	_____%

Professional Skills

Skill	Characteristics	%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-1m	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-2m	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose	No Activity Possible				48 hours
<input type="checkbox"/>	Dead					Never

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Combat Styles

Style	%	Weapons
_____	_____%	_____
Unarmed	_____%	_____

Notes

Experience Rolls

--

Money & Wealth

PP
EP
GP
SP
CP
Gems, Jewels and Other Items

Magic Items

Item and Magic

--

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Item	Enc

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Spell & Rank

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Classic Fantasy

Unearthed Companion

Throughout this book, references have been made to the CLASSIC FANTASY *Unearthed Companion*. While Classic Fantasy itself is packed with content, there is so much more on the way, for a second volume has been excavated, and preliminary translations hint at pages and pages of new information, including:

- ⇒ **More spells.** There was just no way to fit all the spells useful to a CLASSIC FANTASY campaign in this first volume, and the *Unearthed Companion* packs even more. This includes awe inspiring arcane and divine magics of ranks 4 and 5.
- ⇒ **More magic items.** Like spells, CLASSIC FANTASY limited the quantity and type of magic items to those suitable for characters of ranks 1 to 3. The *Unearthed Companion* promises many, many, more, including rank 4 and 5 items, and unique and powerful artifacts.
- ⇒ **More monsters!** While this book only scratches the surface with regards to the strange and fantastic beasts found in the worlds of CLASSIC FANTASY, the *Unearthed Companion* contains many more. Within its pages can be found deadly monsters, such as the shambler and the terrifying orb tyrant. Also included are rules for psychic powers and the horrible creatures that use them, like the *mind slayer* and the *intellect feeder*.

While in the World of Greymoor, the capability to enchant magic items is relegated to a time long past, the *Unearthed Companion* contains a chapter devoted to alchemy. This includes simple rules to create any of the potions found in this book, as well as a few new formulas yet waiting to be discovered by the player characters themselves.

The CLASSIC FANTASY core rules concentrates on subterranean adventuring in dungeons and cave networks, utilizing the rules found in MYTHRAS to get the characters to the place of adventure, however the *Unearthed Companion* includes rules for overland travel in the form of the Hex Crawl. This includes rules for moving the party on a hex-based world map, random encounters based on terrain type, and detailed rules for survival, including hunting and foraging.

Scribes and sages are working even as we speak to translate the book into the common tongue. With the blessings of the Gods of Greymoor, look for it sometime late 2017 or early 2018.

Due to the nature of the forgotten language used in the original *Unearthed Companion*, this is a best guess example of what will be included in the finished translation. However, as even more is translated, the possibility exists for other compilations at a later date, dependent of course on how the first is received.

Classic Fantasy

Traditional dungeoneering adventures d100 style!

Return to the excitement of yesteryear with this Mythras supplement. Classic Fantasy brings Old School dungeon crawls to the Mythras rules. This 336 page book contains everything you need to emulate the fun of class and level-based adventuring, against the classic coterie of monsters, with the classic armoury of spells!

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Or, for the more combat-oriented, the Classic Fantasy rules provide detailed miniatures-based combat adaptations for the traditional battle-board, complete with guidance on facings, positioning, and handling detailed movement.

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Find your warrior, magic-user, cleric and thief. Grab your iron rations, 10 foot poles, mirrors, holy symbols and iron spikes. Locate the local tavern and discover where the nearest dungeon lies — then form your marching order and prepare to break down doors, check for traps and, above all,
be prepared to roll for initiative!

11 Character Classes
7 Character Races
Full rules for Passions as alignments
Miniatures and battle-board combat detailed
Arcane and Divine spells, with spell lists
40+ Monsters and full rules for Treasure
Over 100 magic items
Deities of the World of Greymoor

This is not a standalone game. Games Masters and players will need access to the Mythras rules to play Classic Fantasy (although other d100 rule systems may suffice). Aside from rules, you need only this book, your imagination (and the imaginations of some friends), some dice, and a desire to adventure in the exciting high fantasy worlds of Classic Fantasy

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