

The Third Book

Skills, Monsters, Adventure



VII. SKILLS

A character may acquire and refine skills during a campaign. He can hone his talents in a series of interrelated non-magical and quasi-magical abilities, which combine to form a single skill. A character's degree of talent is measured by his Rank in a skill. He begins with the simplest abilities at the lowest Ranks, and gains the more difficult ones as he progresses through the Ranks. His percentage chance of successfully performing tasks associated with a skill will increase as his Rank becomes higher. The skills presented here are only those likely to be used by a character during an adventure. The fruits of the labors of those using other, more plebeian, skills may be purchased. The gamesmaster will be guided in determining the price (in Silver Pennies) of the various goods produced by craftsmen by the Basic Goods Cost List (81.4). Weaponsmiths' products are valued on the Weapons Chart (20.3); Armorers'

on the Armor and Shield Charts (18.1 and 17.5). The three factors which determine the price of finished goods are the quality of the material used, the man-hours spent in construction, and the estimated Rank of the craftsman (if one person produces the goods) or of the overseer (if the effort is a team project). However, if a character wishes to purchase a custom-made or rare item, then he will have to negotiate with the craftsman (represented by the gamesmaster), and may defray costs by providing some of the scarcer components himself. The barter system is acceptable when dealing in costly or rare items.

48. ACQUIRING AND USING SKILLS

The rudiments of a skill are learned by dint of hard practice and diligent study. A character must spend a good deal of time and effort before he can use a skill at novice level (Rank 0). The character's ability with a skill can improve only if he continues to work with it during and between adventures.

[48.1] Any skill may be acquired at Rank 0 at a variable cost of Experience Points and 8 weeks of game time (see 78.1).

All eight weeks must fall within a period of six game months. Time spent on adventure may not count toward the necessary eight weeks. One skill may be acquired without the expenditure of time and at a minimal expenditure in Experience Points (see 8.6).

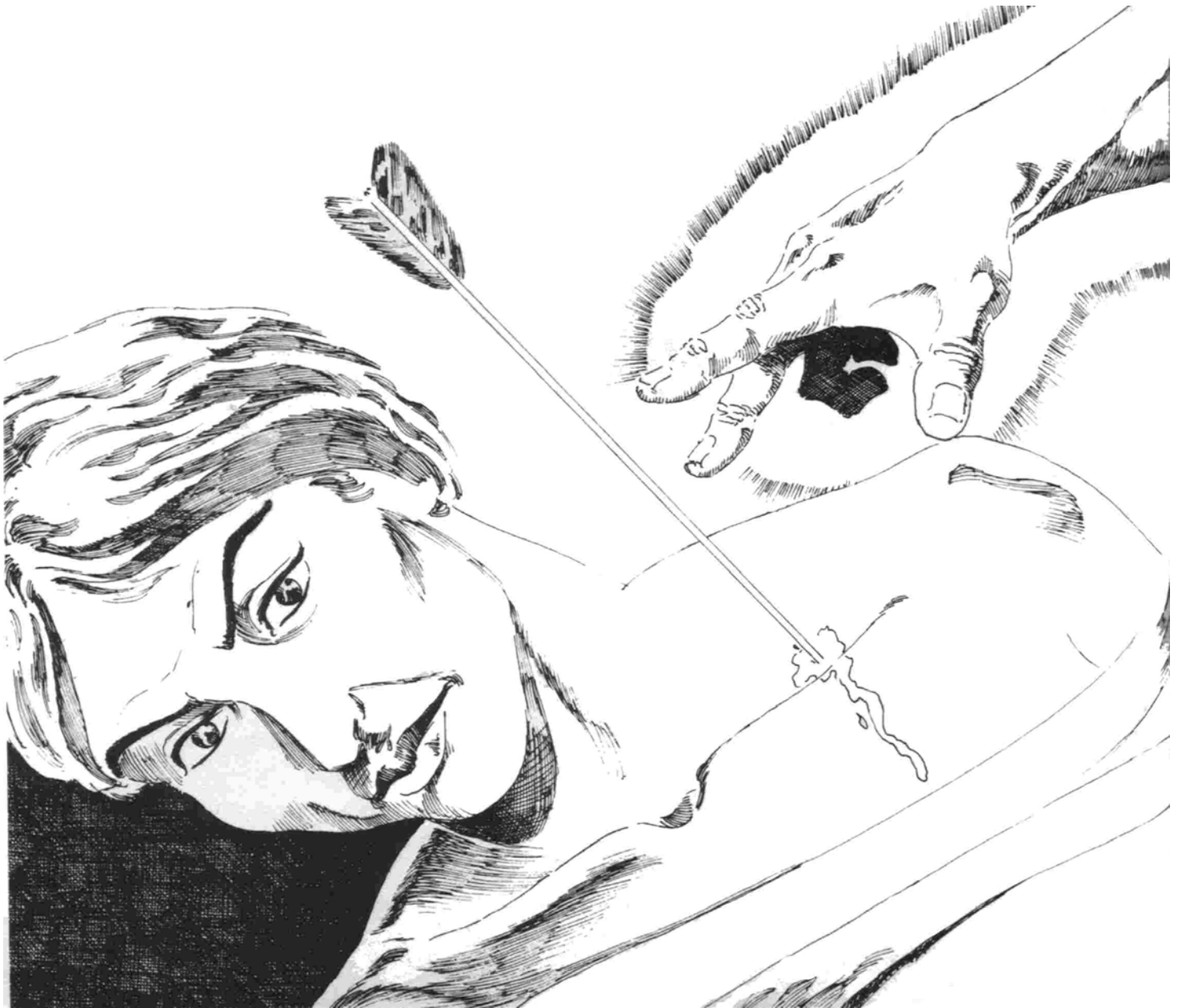
[48.2] The method by which a character learns a skill affects the Experience Point cost to acquire that skill or to increase the character's Rank.

If the character is taught by someone of greater Rank in the skill, *decrease* any Experience Point cost by **10%**.

If the character learns from a book, verbal descriptions or practices with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified.

If the character practices with no useful outside assistance, any Experience Point cost is *increased* by **25%**.

The availability of qualified teachers, and the fees they charge the character for their services, are left to the discretion of the GM.



[48.3] A character may attempt to employ a non-magical skill any number of times during a day.

The use of a skill does not, in and of itself, prevent a character from using the same or any other skill immediately afterwards. However, a character might suffer adverse fortune (e.g., lose Fatigue Points) while executing a skill, which would inhibit his ability to act.

[48.4] The use of a non-magical skill is rarely automatically successful.

A character usually has a chance of failure when using a non-magical skill. Unless the ability is described as an exception to this rule, the maximum chance to succeed with it is never greater than $(90 + \text{Rank})\%$. A character always fails if the roll is greater than the modified chance or **100** (regardless of rank).

[48.5] Very few of the abilities associated with the various skills are quasi-magical.

The following rules describe the only quasi-magical abilities to be found in the skills section: 50.7, 50.9, all of 52 and 55, 56.3 and 62.6.

[48.6] A character must practice any skill he acquires or risk a decrease in Rank.

A character must use *one* game day to fulfill the practice requirement once a month for one skill. If a character fails to practice a skill for one month, he may satisfy the practice requirement by the use of *four* game days during the following month; if he fails to practice for two months, *eight* game days will satisfy the requirement during the third month of the cycle. Days of practice during the second month may count towards the third month requirement.

If a character has not sufficiently practiced a skill by the third month, his Rank in that skill is decreased by *one*. If the skill is at Rank 0, he loses that skill.

Note: A character practices his skills of speaking, reading and writing in a language through conversation and correspondence; it should be assumed that he is able to do this independent of his other practice

49. SPECIAL SKILLS: SPOKEN AND WRITTEN LANGUAGES

Many languages and dialects are to be found in a typical *DragonQuest* world. The primary linguistic division is between species; the secondary one is cultural. The prevailing spoken language is the Common tongue, which is spoken by most sentients. Illiteracy is quite common, so there is no one universally recognized written language. Generally, while there may be spoken dialectic differences within a language group, the contemporary writings in that language will be virtually identical. Records which date from separate eras will, of course, employ different idioms and connotations of certain words, reflecting the ongoing change in

that language. Each species will have a distinct tongue, as will each national group of humans.

As he constructs his world, the GM will decide which languages are spoken by beings in the area in which the player characters will adventure. Most creatures with an IQ greater than 90 (which includes the majority of humanoids) speak the Common tongue, if not as a first language, then as a second. Common is known as the "trade tongue," and most interracial and international negotiations are conducted in that language. When a written record is necessary, each party usually obtains a copy in their own language. Thus, an interpreter will always be in demand.

Every beginning player character can speak Common (see 49.6). If the character is non-human, they will also speak their racial language or dialect. A human or shape-changer character can read and write in Common, a skill other non-human characters must acquire. When characters encounter a creature who does not (or will not) speak Common, they must either have learned that creature's native tongue, or assay sign language.

[49.1] The ability to speak a language and the ability to read and write in that language are separate skills.

[49.2] If a character's Rank in speaking a language is greater than their Rank in reading and writing that language, the character expends *one-half* the necessary Experience Points to acquire or improve the latter.

The reverse is also true.

[49.3] The ease with which a character can engage in conversation in a particular language is indicated by their Rank in it.

Rank	Ability
0	Has a grasp of pronunciation and inflections; able to speak a few words.
1	Develops a limited vocabulary, consisting of the most important words in the language (but see Rank 5).
2	Understands grammatical construction of language.
3	Capable of halting speech; understands pedestrian conversation.
4	Becomes conversant with current idioms.
5	Concepts peculiar to the language or alien to the character understood.
6	Moderate fluency: can make anything but difficult concepts clear in conversation.
7	Able to make sense of another dialect of the language after a decent amount of exposure to it.
8	Native fluency: can pass for same.
9	Commands enhanced vocabulary.
10	Able to understand another dialect of language with a minimum of study.

Note: If a character's vocal chords are not designed to reproduce the speech of another race, then the character will never be able to pass for a native without magical aid.

[49.4] A character's facility for reading or writing in a language is determined by their Rank in that skill.

Rank	Ability
0	Knows the entire alphabet (for symbology); able to recognize key words or phrases.
1	Acquires a basic vocabulary, consisting of the most important words (but see Rank 5).
2	Understand grammatical construction of language.
3	Can describe simple concepts in writing; understands most simple books.
4	Becomes familiar with idioms.
5	Concepts peculiar to the language or alien to the character understood.
6	Moderately fluent writer: can draft correspondence and essays, retains some awkward phrasings.
7	Able to make sense of another dialect of language after considerable study.
8	Fully fluent writer: comfortable with the language.
9	Commands enhanced vocabulary.
10	Able to understand another dialect of language without much study; writer of scholarly tracts and able to understand meanings of ancient writings in language.

[49.5] The extent of a character's vocabulary is indicated by the highest Rank they have achieved in one of the language skills.

Rank	Words Known
0	50 (plus phrases)
1	250 to 500
2	600 to 750
3	800 to 1000
4	1250 to 2500
5	3000 to 5000
6	10,000
7	20,000
8	25,000
9	40,000
10	50,000

[49.6] If a character begins with the ability to speak or read and write in a language, their Rank in that skill is presumed to be 8.

Thus every character speaks Common at Rank 8.

50. ALCHEMIST

Almost all natural chemicals can be combined into a variety of useful mixtures by expert hands. The potions which will be in most demand by characters will be those that affect the bodily functions of humanoids. The effects of these potions range from stimulation and depression of emotions to deadly poisons. In a sense, alchemy is a "poor man's magic"; it is more cost-efficient in affecting the actions of beings than the use of *mana*, albeit not as easily applied to the victim.

There are five main areas of study of alchemy. The first is that of chemical analysis, the ability to determine the effects of ingestion

or application of a given liquid substance. The others are: standard chemicals, medicines and antidotes, poisons (including venom) and potions. The creation of a potion requires the aid of an Adept.

As a character gains experience in the field of alchemy, they will increase the efficacy of the mixtures they produce. The character will also decrease the cost of goods (to themselves).

An alchemist must know how to read and write in one language if they wish to advance beyond Rank 0.

[50.1] An alchemist gains the ability to analyze chemicals at Rank 0.

An alchemist may identify a liquid by its type (e.g., medicine, poison). If the liquid is not a common one, the alchemist must spend (110 - [10 x Rank]) minutes using the proper equipment to analyze the liquid's type.

If a liquid to be analyzed is particularly well-known to the alchemist (such as water or wine), they will recognize it almost immediately.

If an alchemist wishes to determine exactly what a not readily identifiable substance is, the GM rolls D100. If the roll is equal to or less than the alchemist's Perception plus (8 x Rank), the alchemist is told the common name of the substance in question (e.g., hemlock, quicksilver). If the roll is greater than the success percentage, the GM either informs the alchemist that they are not sure or gives an incorrect answer. The greater the roll, the more likely the GM is to give false information.

[50.2] An alchemist can injure himself while working with dangerous chemicals.

Whenever an alchemist uses or analyzes a liquid with potential injurious effects, there is a chance that some of the substance will come in contact with their person. The GM incorporates the accident chance into any other alchemy-related percentile roll; should there not be one, the alchemist rolls D100. The chance of accident is (30 - [(2 x Rank) + (Manual Dexterity)]) %. If the roll is within the span of numbers for accident, the alchemist suffers from the chemical. A roll of 100 always causes an accident.

Example: An alchemist character with a Manual Dexterity of 17 and of Rank 3 would have a 7% chance of failure. Any roll from 94 to 100 will cause the alchemist to have an accident.

The GM will determine the exact effects upon the unfortunate character. The minimum damage will be from formaldehyde-type chemicals, which will cause about 1 Damage Point and causes blisters. The maximum damage from a non-magical liquid will be from something on the order of non-dilute hydrochloric acid, which will cause about 12 Damage Points per pulse, and possibly permanent bone and tissue damage. The effects of certain chemicals are described in the following Cases. Unless either the GM or the player have a fair knowledge of chemistry, the

alchemist should restrict himself to common liquids.

If the alchemist is dabbling with dangerous chemicals without using the proper equipment (see 50.3), *double* the chance of accident. If an alchemist is working in their lab, they may prevent damage due to chemicals after the first round (unless they are incapacitated during the first round) by pouring the appropriate counteragent upon the affected area.

If a combination of chemicals forms a gas or a solid, the character's Agility value is substituted for their Manual Dexterity when rolling for accident.

[50.3] An alchemist will be able to better perform their skill when using the proper equipment or when working in a laboratory.

It costs 500 Silver Pennies per year to purchase basic equipment. This includes acid-resistant (not proof) flasks, gloves, pipettes, etc. A character may not mix chemicals to specified measurements unless they use proper equipment.

It costs 2500 Silver Pennies to construct a lab, and 1000 Silver Pennies per year to maintain it. An alchemist can only manufacture medicines, antidotes, poisons, or potions or distill venom in a lab. A laboratory may be rented at a cost of 15 Silver Pennies per day.

The chance of an alchemist correctly analyzing a chemical (see 50.1) is increased by 10 when they perform the analysis in a laboratory.

The GM and an alchemist player should scale costs and effects of improved alchemical support material to the above rules.

[50.4] An alchemist must purchase the components necessary to manufacture each of their products.

A medicine costs (150 - [10 x Rank]) Silver Pennies. An antidote costs (250 - [15 x Rank]) Silver Pennies. The costs for poisons and potions are given with their rules (50.8 and 50.9). All costs given are for one creation attempt; if that attempt fails, new ingredients must be purchased.

The cost for a standard chemical will range from 1 Silver Penny for a quart of flammable oil to 2000 Silver Pennies for a fluid ounce of non-dilute hydrochloric acid. The GM should scale the costs of other chemicals appropriately.

[50.5] An alchemist can mix standard chemicals beginning at Rank 3, and may add one additional ability to their repertoire at Ranks 5, 7 and 9.

An alchemist chooses their additional ability from the following: medicines and antidotes, poisons (including venom) and potions.

[50.6] The ability to mix standard chemicals allows the alchemist to produce mixtures which can prove useful on expeditions.

An alchemist may produce well-known chemical combinations (e.g., oil and vinegar, water and anything) at any Rank. The standard chemicals ability allows the alchemist to perform most distillations and extractions, and mix the simplest of compounds.

For example, an alchemist can produce Greek Fire and methane with the standard chemicals ability. The components for 12 ounces of Greek Fire (enough to fill a grenade) cost 600 Silver Pennies. Enough methane to fill a grenade, can be manufactured at a cost of 300 Silver Pennies. If a creature is directly hit by a grenade filled with Greek Fire, that creature will suffer D10+7 Damage Points per Pulse until the flames are extinguished (the virtue of Greek Fire as a weapon is that it sticks to the target). A partial hit will cause D10-3 Damage Points per Pulse; if a shield is interposed between target and grenade, the shield catches fire, though the intended target suffers no more than 2 Damage Points. A methane grenade creates a ball of fire in the hex in which it detonates and the adjacent six hexes. Any creature in one of these hexes will suffer D10-3 Damage Points, but will be able to avoid further damage by exiting the fire hexes (methane is not a persistent inflammable).

Whenever an alchemist wishes to manufacture standard chemicals, they must spend D10 + 7 hours in a laboratory and pay for the components. The quantity mixed does not affect the time required, but an alchemist is limited to the manufacture of one end product during a given laboratory session.

An alchemist can produce standard chemicals for the use of local businessmen (e.g., embalming: fluid for the undertaker), and earn between 50 and 75 Silver Pennies per full week of labor. Alternately, they may produce chemicals which are likely to be put to illegal uses (e.g., a corrosive for iron) or manufacture addictives (e.g., cocaine, heroin). The alchemist must discover an outlet to sell such chemicals, and the return on the goods is up to the GM's discretion.

[50.7] Medicines and antidotes are used to cure a being suffering from either disease, fever or poison.

An alchemist may manufacture three types of medicine: bactericide (remedy for disease), antipyretic (remedy for fever) and salve (remedy for skin inflammation). A bactericide or antipyretic must be ingested, while one dose of salve can cover up to two square feet of skin.

Whenever a being uses a medicine to counteract an affliction from which they are suffering, the GM rolls percentile dice. If the roll is equal to or less than ([8 x Alchemist's Rank] + [User's Endurance]), the user is completely cured. If the roll is above the success percentage, the user subtracts 10 from their next dice-roll to see if they naturally recovers from their affliction (see 116). The failure of one medicine to work has no effect upon any subsequent medicines used by a being.

When an alchemist manufactures an antidote, they must specify the type of poison they are negating. Natural poisons are classified

by the source from which they stem. Thus, a snake antidote will cure all poison from snakes, and so on. Synthetic poisons (those manufactured by alchemists) are cured by an antidote from an alchemist of equal or higher Rank than the alchemist who created the poison. When a being ingests the proper antidote, the poison in their system will no longer affect them.

[50.8] Poisons cause damage when introduced into the blood stream of a being.

Poisons come from two sources: those which occur in nature (venom from animals and plants) and those which are created in a laboratory (synthetic poisons). An alchemist may distill venom and synthesize poisons.

A venom is distilled from either the poison sacs of a poisonous animal (the most common being a snake), or from certain plants. An alchemist may distill D10-1 doses of poison from poison sacs. The amount they may distill from plants depends on the type of plant (GM's discretion). An alchemist requires (11 - Rank) hours to distill one dose of venom from either source. The cost of a poison plant or sac is $[750 + (150 \times \text{Average Damage per Pulse})]$ Silver Pennies, and there is no cost for the distillation process.

Venom come in two forms: Nerve Agents and Blood Agents. Nerve Agents work quickly (doing damage every Pulse) while Blood Agents (such as arsenic) work over a long period of time, inflicting damage like Infections (see 116). The damage a being will suffer from a dose of Nerve Agent venom is equal to the damage it would suffer from the venom of the source animal or plant.

An alchemist may also manufacture synthetic poisons (both venom and paralyzants) in their laboratory. A synthetic venom will do $[D10 + \text{Alchemist's Rank} - 5]$ damage points per Pulse and costs $[1000 - (75 \times \text{Rank})]$ Silver Pennies to manufacture. If a synthetic paralyzant (see 116) is used to affect a being, the formula used for the Willpower Check of the victim is $[(4 \times \text{Willpower}) + 20 - (5 \times \text{Alchemist's Rank})]$. A synthetic paralyzant costs $[750 - (60 \times \text{Rank})]$ Silver Pennies to manufacture. An alchemist can produce up to three doses of synthetic poison per day.

[50.9] Potions are created by an alchemist with the aid of either an Adept or a Healer.

Potions are designed to create a specific effect when imbibed by a being. They are manufactured in one-use doses and the entire dose must be swallowed for the effect.

Magical potions are treated by the concerted efforts of an Adept and the alchemist (who may be one in the same person). Any spell or talent which the Adept knows and which is designed to affect only the Adept or some facet of their own person may be imbued into a potion. It takes two whole days of continuous combined effort to create the potion. It is successfully created if at the end of the time the player roll is less than $[(10 \times \text{Alchemist's Rank}) + (\text{Adept's Rank with the spell or talent})]$. A roll above this indicates the potion is useless and the

process must be repeated with new ingredients, etc. The effect of a successful potion for the imbiber is as if the Adept had already made a successful Cast Check and the spell had taken effect. The workings of magical potions are immediate. The cost to manufacture a magical potion is equal to $[(\text{Experience Multiple of spell or talent} \times 20) - (\text{Alchemist's Rank} \times 10)]$.

An alchemist and a healer working together may create a healing potion (again, they may be the same person). The potions possible and their Base Value are listed in 311.9. The time required to produce the potion is the same as a magical one, and the equation to see if the process was successful is $[(10 \times \text{Alchemist's Rank}) + (3 \times \text{Healer's Rank})]$. If successfully created, the potion will act on the imbiber as if a healer of the creator's Rank was attempting to heal them must still be attempted). The cost to manufacture a healing potion is $[(\text{Base Value}) - (50 \times \text{Alchemist's Rank})]$ Silver Pennies.

51. ASSASSIN

Assassin is not a skill which should be carelessly chosen, as the skill is not looked upon with great favor by members of society (at least until they need one). Assassins will vary in philosophy and methods; they may be cold-hearted but not necessarily evil. The GM must allow assassins to practice their art as they wish, and this may result in solo adventures.

[51.1] An assassin must be able to use the sap or the garrote at a minimum of Rank 1 before advancing past Rank 2.

[51.2] An assassin increases his chance of causing a Grievous Injury as his Rank increases.

If the assassin is attacking in a surprise situation, his chance of causing a Grievous Injury is increased by 2% per Rank (see 504.2). A surprise situation is one in which combat has yet to be joined, and the victim is not expecting an attack.

If an assassin attacks a victim through a rear hexside during combat, his chance of causing a Grievous Injury is increased by 1% for every Rank.

If an assassin attacks a victim through a front hexside during combat, his chance of causing a Grievous Injury is increased by 1% for every *three* Ranks (round down).

An assassin does not gain the above bonuses when engaging in Ranged Combat.

[51.3] An assassin may gain information from a victim through torture.

The assassin must torture his victim for a period equal to $([\text{Victim's Willpower}] / [\text{Assassin's Rank}])$ hours to try to gain an important secret. The assassin's chance of forcing the victim to reveal the secret is $([10 \times \text{Assassin's Rank}] - [4 \times \text{Victim's Willpower}])\%$. If the GM's roll on percentile dice is equal to or less than the success percentage, the assassin gains the exact information he requires.

If the assassin fails to gain the desired information, he may try another torture attempt. A victim can withstand a number of torture

attempts equal to *one-fifth* his Endurance (round down) before he dies.

If the information an assassin seeks is not of great importance to the victim, the GM should decrease the time required to gain it and increase the assassin's success chance appropriately.

[51.4] An assassin is trained to improve his memory.

Whenever an assassin character wishes to recall the details of a place or routine he has surveyed, the GM rolls percentile dice. If the roll is equal to or less than $([5 \times \text{Perception}] + [2 \times \text{Rank}])$, the assassin has a perfect memory of the place or routine. If the roll is greater than the assassin's success percentage, the GM should inveigle more and more erroneous information into his description as the roll approaches 100.

The GM may decrease the success percentage for difficult feats of memory.

[51.5] An assassin is able to buy poisons, distilled venom and acids at cost (i.e., no mark-up) from an alchemist.

[51.6] An assassin causes his target increased damage when attacking through a rear hexside in Melee Combat.

Increase the damage caused by a blow from an assassin by 1 for every Rank when he strikes his target through a rear hex in Melee Combat.

[51.7] An assassin increases his chance of knocking out (see 108.5) his target with a sap by 2 for each Rank he has achieved in the skill.

[51.8] An assassin increases his chance of performing any action involving stealth (see 507.3) by 2 per Rank he has achieved with the ability.

[51.9] An assassin must pay (500 + [100 x Rank]) Silver Pennies per year for "hush money," accouterments, and implements of destruction.

The GM and the player should negotiate prices for more sophisticated assassination equipment, and fees for information and the hire of henchmen.

52. ASTROLOGER

The celestial bodies have a definite, if not entirely understood, effect upon the lives of the inhabitants of a *DragonQuest* world. These Great Powers seem to impose predestination upon all but the strong-willed, and determine the aspect of each being. The Sun, the Moon(s), and the Planets regularly cause perturbations in the flow of *mana*; the mighty Stars affect a world across the vast reaches of space by their positions relative to it. The study of the purpose and method of the Powers is the science of astrology.

An astrologer's main talent is a limited ability to predict and shape the future. An astrologer will be able to make clear, general assertions, but will only be able to give obscure clues when asked for specific details.

An astrologer must be able to read and write in one language at Rank 8 if he wishes to

advance beyond Rank 0.

[52.1] An astrologer may only try once to answer a particular question or to forecast the outcome of an event.

Once an astrologer has made a reading (i.e., a determination about the future), he may not seek to change or influence the reading through his art. Other astrologers who attempt to read the same future will receive the same information that the first astrologer did. A second astrologer may, however, receive some clarification about the first's reading.

[52.2] The results of a reading will affect the pertinent course of events.

The GM is expected to modify the outcome of an adventure or happening in his world to conform with a determination made by an astrologer player characters or by an astrologer at the behest of the player characters. The determination does not preclude the characters' actions from affecting the outcome of the adventure or event: to the contrary, the GM must interpret the reading dice-rolls engendered by the characters' actions accordingly.

A prophecy can not be avoided by the affected character(s) changing his plans. The doom (which may be good) will follow him to the undertaking he substitutes for that which was predicted. However, if a character asks a specific question (see 52.5) predicated upon a given action, the prophecy will not come to pass unless and until that action is taken.

[52.3] An astrologer's Rank determines how many beings he can directly affect with a single prediction.

A being is directly affected by an astrologer's art when the GM modifies the result of an action taken by the being due to a prophecy.

An astrologer can directly affect up to $(5 + [10 \times \text{Rank}])$ beings with a single prophecy. If an astrologer attempts a prediction which would directly affect more beings than his Rank allows, he receives no answer.

[52.4] An astrologer may make (and possibly modify) a general prediction during a reading.

When an astrologer wishes to make a general prediction about a particular venture or being, his player (or the GM, should the astrologer be a non-player character) actually uses a divinatory technique at his disposal. Such a technique could be reading the tarot, casting the I Ching, or any mutually agreed upon method.

The result of the divination becomes the astrologer's prediction. If the astrologer does not wish to make the prediction, he may immediately attempt to change it. The GM rolls percentile dice, and if the roll is less than or equal to $([5 \times \text{Willpower}] + [4 \times \text{Rank}] - 30)$, the astrologer makes a second divination (which may *not* be changed). If the roll is greater than the success percentage, the astrologer is stuck with his first prediction.

[52.5] An astrologer may seek an answer for up to a number of

specific questions per month equal to his Rank.

When a being poses a specific question to an astrologer willing to attempt an answer, the GM rolls percentile dice. If the roll is equal to or less than $([6 \times \text{Astrologer's Rank}] + [4 \times \text{Astrologer's Perception}])$, the astrologer is able to give a correct answer. If the roll is greater than the success percentage, he mutters meaningless gibberish.

All answers given to specific questions must be, at the very least, obscure. The GM may respond with cryptic poetry, much like the Oracle at Delphi, or may choose to have the astrologer supply a riddle (though the Player of the astrologer does not know the answer himself).

[52.6] An astrologer may not make a general prediction or ask a specific question concerning only himself.

One must consult another astrologer in these weighty matters.

[52.7] An astrologer can determine the aspect of a being after observing him.

After an astrologer has spent $(60 - [5 \times \text{Astrologer's Rank}])$ consecutive minutes observing a being, the GM informs the astrologer of the being's aspect (see 45).

[52.8] An astrologer expends Fatigue points when practicing his art.

Action	Fatigue Points Expended
Make general prediction	10
Try to change general prediction	10
Try to answer specific question	17
Determine being's aspect	5

[52.9] An Astrologer must spend (250 + [200 x Rank]) Silver Pennies per year for astrolabes, oculars, reference works, and the like.

An astrologer who does not meet his expenses operates as if he were two Ranks less proficient. If his Rank is reduced to a negative number, he may not practice astrology.

53. BEAST MASTER

A loyal animal or monster is likely to serve its master far better than adventuring comrades ever will. A beast master is one who trains these creatures to obedience. He takes a wild animal and, from an adversary relationship, develops a rapport with it. He trains young animals from birth, until they heed his every command. A beast master will, in almost all cases, become very fond of animals. He will defend them against wanton cruelty and slaughter, and will treat his personal charges as family.

A beast master will encounter three kinds of animals: the easily domesticated (such as the horse), the naturally wild (such as the pegasus) and an intelligent or rebellious creature (such as the unicorn). The latter can never be steadfastly loyal to the beast master; such creatures always have at least a subconscious desire to escape. A

beast master can be a slaver if he specializes in training humanoids.

[53.1] The value of a beast master's Willpower must be at least 15.

[53.2] A beast master may only train animals for his own personal use until he achieves Rank 5. He may domesticate animals at any Rank.

A Beast Master will normally use his skill to train or domesticate animals for his own use. Animals that spend their lives with a Beast Master and are trained by him will be loyal to their master and serve and protect him as much as possible. If necessary, an animal can be trained to temporarily serve another master (if one week of mutual training is undergone), but the animal will always obey the original master before any new one.

If a beast master's Rank is 5 or greater, he may train animal for other people. The being who is acquiring the trained creature must spend $(12 - [\text{Beast Master's Rank}])$ weeks before it will accept him as new master, during which the beast master must be present at least *one* day per week. The creature will heed the beast master's commands before those of its new owner for as many years as the beast master's Rank at the time the creature's ownership is transferred.

A beast master of any Rank may *domesticate*, rather than train, animals. Such animals can be commanded by any other person, but will tend to wander off or revert to their wild state if not supervised, tied up, or stabled. Pay especial attention to this rule: horses and dogs, the most common domestic animals, are governed by it.

[53.3] A beast master acquires the ability to train one type of animal and/or monster at Ranks 0, 5 and 10.

A beast master may acquire the ability to train additional types of creatures after he has achieved Rank 10 by the expenditure of 2500 Experience Points per type.

A type consists of all creatures listed within one rules section in the Monsters section (e.g., avians). A beast master may choose, instead, all creatures subsumed under a single animal family (e.g., felines).

[53.4] A beast master must spend (12 - Rank) months to train an animal or monster, or a like number of weeks to domesticate one.

If the creature to be trained is...	Multiply the time required by...
Easily domesticated	0.5
Naturally wild	1.0
Intelligent or rebellious	3.0
Raised by beast master from adolescence	0.5
Domesticated by another beast master	1.0
Caught in wilderness	1.5

The unmodified number of months required is multiplied by all applicable mod-

ifiers. The time to train a monster or animal is always dependent on the beast master's Rank when he begins the process. Any increases in Rank during the training or domestication period have no effect on the time required.

[53.5] A trained animal or monster must make a loyalty check whenever it recognizes that its master is endangering it, or whenever its master commands an action that runs counter to its instincts.

Whenever a loyalty check is required, the GM rolls percentile dice. He multiplies the beast master's Willpower by *two*, and adds *four* times his Rank: if the creature is intelligent or rebellious, *six* times his rank if the creature is naturally wild, and *eight* times his Rank if the creature is easily domesticated (if the owner is not a beast master, use his Willpower value and the Rank of the beast master when he trained the creature). If the roll is less than or equal to this success percentage, the trained creature will do as his master commands. If the roll is greater than the success percentage, the creature's reactions will range from balking to fleeing to turning on his master, as the roll increases (GM's discretion).

[53.6] A domesticated creature must make a loyalty check if the circumstances described in Case 53.5 arise.

The GM rolls D100. If the resulting number is less than or equal to $([\text{Master's Willpower}] + [\text{Beast Master's Rank}])$, the domesticated creature will perform the action. If the roll is greater than the success percentage, but less than or equal to *two* times that percentage, the creature will balk. If the roll is greater than *two* times the success percentage, but less than *three* times that percentage, the creature will take flight. If the roll is greater than *three* times the success percentage, the creature will turn on its master.

A roll of 100 always indicates that a domesticated creature turns on its master. A roll of 96 through 99 indicates that the creature takes flight if the success percentage is 47 or greater.

[53.7] A beast master who intimidates his creatures adds one to his Rank when calculating training or domestication time, but the GM adds 10 to any loyalty check dice-roll for one of his creatures.

[53.8] A beast master may train or domesticate as many creatures as his Rank at one time. All creatures being trained or domesticated concurrently must be of the same type.

[53.9] A beast master must pay 150 Silver Pennies a year for equipment, and must pay 100 Silver Pennies per creature trained and 25 Silver Pennies per creature domesticated during the year.

He may halve the cost for upkeep of creatures if he builds a stable. A horse-sized stable costs $(500 + [150 \times \text{Stalls}])$ Silver

Pennies to construct, and costs $(10 \times \text{Stalls})$ Silver Pennies for repairs after the first year.

54. COURTESAN

Courtesanship is a social skill designed expressly to satisfy the needs of lonely or status conscious people. A master courtesan will be an accomplished musician, able to play at least one woodwind or string instrument. The master will also be able to sing, recite and compose stories and legends, perform mime, act out skits and dance. The consummate courtier is also the master of proper dress, and attractive appearance and is able to simulate a great range of emotions.

The abilities attendant to this skill are usable by such a character in situations not covered by the following rules, as are those of the troubadour skill (q.v.). The GM should improvise and allow a courtesan character to use his skill in appropriate instances. If, for instance, the party is at the mercy of a homely witch of indeterminate age, a male courtesan should be able to charm her and at least win his companions' lives if he plays it right.

A courtier is a male courtesan.

[54.1] A courtesan must generate a value for his Physical Beauty Characteristic (see 43.5).

A courtesan character must pay an additional Experience Point increment of **10%** to increase his Rank in the skill when:

1. His Manual Dexterity is less than 12;
2. His Agility is less than 15;
3. His Physical Beauty is less than 15; or
4. He is death-aspected.

A courtesan character decreases the Experience Point cost to increase his Rank by an increment of 10% when:

1. His Agility is greater than 22;
2. His Physical Beauty is greater than 20; or
3. He is life-aspected.

All modifiers are cumulative.

[54.2] A courtesan acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skillfully.

1. Play a woodwind instrument (e.g., flute)
2. Play a string instrument (e.g., mandolin, lute, etc.)
3. Sing
4. Recite stories and legends
5. Compose stories and legends
6. Perform mime
7. Act out skits
8. Tell jokes
9. Dance
10. Dress well (e.g., formally)
11. Dress seductively
12. Appear attractive (by other culture's standards)
13. Simulate wide range of emotions
14. Imitate accents

A courtesan may gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[54.3] A courtesan may attempt to seduce a being with whom the courtesan is sexually compatible.

The courtesan must arrange a meeting with his intended paramour, either alone or with persons who will not interfere while the courtesan practices his wiles. The GM rolls percentile dice: the courtesan's base chance of success is equal to the courtesan's $([\text{Physical Beauty}] + [10 \times \text{Rank}])$. The GM then *modifies* the success chance, dependent on the feelings and condition of the seductee.

If the roll is equal to or less than the success percentage, the seductee is infatuated with the courtesan and will retire with the seducer to a more private place. If the roll is greater than the success percentage, the outcome will depend on how great the roll is. A roll close to the success percentage calls for anything from "the body is willing but the spirit needs more convincing" to polite refusal, while a high roll can result in anything from mild embarrassment to the courtesan to violent consequences.

Player characters are not bound by the result when a courtesan uses his skill on them.

[54.4] A courtesan's fee for services is dependent upon Rank and gender.

A courtesan will receive $(25 + [\text{Rank squared}])$ Silver Pennies for a night's work. A courtesan will receive $(25 + (\text{Rank} + 1) \text{ squared})$ Silver Pennies for the same job. The distaff side will do better at this profession in a male-dominated society. The pay rates are reversed in a matriarchy.

A courtesan is expected to charge a lower *per diem* if hired for consecutive evenings.

[54.5] A courtesan's social position has peculiar advantages and disadvantages.

A master courtesan is equally welcome at a royal ball and at the lowest dive in town. At the same time, a courtesan can be prevented from practicing his skill or imprisoned if the local authorities are so inclined. A courtesan should keep in mind that it helps to provide services at a discount or for free and to bribe the right people to ensure freedom of action.

[54.6] A courtesan must pay $(250 + [350 \times \text{Rank}])$ Silver Pennies per year for finery and the props of the trade.

A courtesan who does not spend the above amount operates as if he were *two* Ranks less proficient. If the Rank of a courtesan is reduced to a negative number, the use of the skill is temporarily lost.

The above amount does not include extraordinary aids, such as love philtres, but does include perfumes and other frippery.

55. HEALER

The life span of one who lives in a fantasy world is considerably longer than that of his medieval counterpart. The disparity in age can be attributed to the presence of healers where *mana* exists. These partially empathic beings can cure all the physical ills which beset a

character during adventure. Healers do not generally make good fighters, since active engagement in combat is usually contrary to the principles of their profession.

A healer will charge whatever his client can afford for his lower Ranked abilities. The charge for a miracle (the performance of an ability Rank 8 or greater) will normally exceed 2000 Silver Pennies.

[55.1] The abilities which can be used and the Fatigue Points expended when a healer practices his art depend upon his Rank.

A healer gains one or more abilities at each Rank he achieves, according to the following schedule:

Rank	Ability(ies)
0	Empathy
1	Cure Infection, Disease, Headaches, Fever
2	Soothe Pain, Prolong Life
3	Heal Wounds, Transfer Fatigue
4	Neutralize Poison, Graft Skin
5	Repair Muscle, Preserve Dead
6	Repair Bones
7	Repair Tissues and Organs
8	Resurrect the Dead
9	Regenerate Limbs and Joints
10	Regenerate Trunk, Head and Vital Organs

A healer must expend as many Fatigue Points as the Rank at which he acquires an ability he uses (exception: see 55.2, paragraph 2). **Example:** The regeneration of limbs (a Rank 9 ability) will cost the healer 9 Fatigue Points.

A healer may use only his empathy ability if he is handless. A healer may use any of his abilities (with the exception of resurrection) upon himself.

[55.2] A healer must "lay hands" (place his hands) on a being on whom he is to use any of his abilities but empathy. When he does so, he can automatically detect the surface emotions of the being, he is healing.

A being's surface emotions are those which currently occupy their conscious mind. The GM informs the healer of the general feelings of the being with which he has empathy. **Example:** A healer lays hands on a comrade who has suffered a Grievous Injury. The GM informs the healer that his comrade feels great pain. If the healer lays hands on an assassin who is feigning injury to lull any suspicion the healer may have, the GM will inform the healer of the assassin's murderous intent just before he announces the result of the assassin's attack.

A healer may also choose the ability of non-tactile empathy (though this has its disadvantages; see below). A healer with such empathy may attempt to detect the surface emotions of a being no more than (2 x Rank) feet away from him at a cost of 1 Fatigue Point. The healer's success percentage is equal to his ([Perception] + 10 x Rank) if the other being consents to empathic communication. Subtract

twice the being's Willpower if he Actively Resists (see 31.2) the detection of his surface emotions.

If a healer chooses the non-tactile empathy ability, subtract his Rank from his Base Chance to strike in Close Combat, and subtract *one-half* his Rank in Melee Combat (**Example:** A healer of Rank 8 would have 8% subtracted from his Base Chance in Close Combat and 4% subtracted in Melee Combat). If a healer only has empathy when laying on hands, subtract *one-half* his Rank from his Base Chance in Close Combat, and *one-fifth* in Melee Combat. Round fractions down in all cases.

[55.3] A healer cures fevers and diseases, neutralizes poisons and grafts skin in much the same manner that medicines and antidotes do (see 50.7).

When a healer attempts to cure a being of an affliction (i.e., fever, disease, or skin problem), his success percentage is ([15 x Healer's Rank] + [Patient's Endurance]). The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the patient is cured. If the roll is greater than the success percentage, the patient subtracts 10 from his next dice-roll to see if he naturally recovers from his affliction (see 24 and 85.2).

A healer must spend (30 - [2 x Rank]) minutes to implement any of the abilities covered in this rule.

A healer automatically neutralizes the effects of a natural venom. A healer may automatically neutralize the effects of a synthetic poison created by an alchemist of equal or lesser Rank. His success percentage to neutralize a synthetic poison produced by an alchemist of greater Rank than he is equal to (50 - [5 x Difference in Rank])%.

A healer does not cure any bodily damage (e.g., Endurance Point loss, broken bones) previous to his laying on hands on the patient with this particular ability (but see 55.8).

[55.4] A healer may soothe pain and prolong life.

When a healer uses his soothe pain ability, he numbs his patient's nervous system so that it will not transmit pain sensations to his brain. The ability also has a soporific effect upon the patient, so that he will not inadvertently injure himself while unable to distinguish hurtful actions. The GM may, at his discretion, permit the healer to use this ability as if he had fed or injected his patient with a local or general anesthetic, tranquilizer, etc. The effects of the soothe pain ability last for the healer's (Rank squared) hours.

When a healer uses the prolong life ability, add D10 x ([Healer's Rank] +[Patient's Endurance]) days to the life of his patient. A patient's life may not be prolonged to over *three* times his natural life. A being with a prolonged life has a reduced chance of resurrection (see 55.7).

A healer must spend (60 - [5 x Rank]) seconds to implement the first ability, and a like number of minutes to implement the second.

[55.5] A healer can cure Endurance Points and transfer Fatigue Points.

When a healer uses the cure wounds (i.e., Endurance Points) ability, the patient is cured of D10 + (Rank - 5) Damage Points.

When a healer uses the transfer fatigue (points) ability, his patient gains *one* Fatigue Point for each Fatigue Point the healer expends (above the fatigue cost to use the ability).

A being may never have more Fatigue or Endurance Points than the value of the relevant characteristic. Excess points cured by the healer have no effect upon the patient.

A healer may not use the cure Endurance Points or transfer Fatigue Points abilities while on the Tactical display (i.e., not while in combat). It requires (11-Rank) minutes each time the healer implements either of these abilities.

[55.6] A healer may repair torn, damaged, or broken muscles, bones, tissues and organs.

At least *one-half* of a muscle, bone, or organ to be repaired must remain in the patient's body if the healer is to use one of these abilities. Tissue may be grown from existing material in or on the patient's body. The healer must spend (50 - [3 x Rank]) hours laying hands on the patient and the body part will be whole again.

Generally, these abilities will be used to repair the effects of Grievous Injuries.

A healer can act as a cosmetic surgeon. First, he sedates his patient with the soothe pain ability. He then slices and reshapes the skin, muscles, and bones which are deemed unsightly, and makes them whole with the appropriate repair ability. Unless the healer has gained the regeneration abilities (see 55.8), it is best that he work with a healer partner.

[55.7] A healer can preserve the body of a dead being in the hopes of having him resurrected.

A healer may attempt the resurrection of a being who is no more than (10 x Healer's Rank) hours dead. However, a healer can suspend the time limit on resurrection by preserving the dead body of a being. Each time a healer uses the preserve dead ability, the body will not "age" for a number of days equal to the healer's Rank. A healer must lay hands on a dead body for (60 - [5 x Rank]) minutes to preserve it.

A healer must have a body part at least the size of a torso to attempt the resurrection of a being. A healer will not succeed if he attempts the resurrection of a living being from a severed body part (there is only one life-force). If a body is completely destroyed (perhaps burned), which prevents the resurrection of the being, that thing may become a revenant.

When a healer attempts to use the resurrect the dead ability, the base success percentage is equal to ([8 x Healer's Rank] +[Patient's Endurance]). The base percentage- is modified as follows:

1. Add 5% if the healer is life-aspected;
2. Add 5% if the patient is life-aspected;
3. Subtract 5% if the healer is death-aspected;
4. Subtract 5% if the patient is death-aspected;

1. Subtract 1% for each year (or fraction thereof) the patient's life has been prolonged;
2. Subtract 1% for each day of regeneration (see 55.8) it would normally require to make the patient's body whole;
3. Subtract 10% if the patient's body is whole but suffered Damage Points equal to or greater than twice his Endurance when he died (the patient's slayer may carve up the body to bring this provision into effect); and
4. Subtract 10% for each unsuccessful resurrection attempt since patient died.

The minimum success percentage for resurrection is equal to the Rank of the healer, regardless of the total modifiers.

If the roll in D100 is equal to or less than the success percentage, the patient is resurrected with his body whole. His Endurance is decreased by *one*, though all of his other values remain as before he died. If the roll is greater than the success percentage, the patient is not resurrected and his Endurance is decreased by *one*. His body is preserved for *one* full day after an unsuccessful resurrection attempt.

If the roll for resurrection is equal to or greater than $(90 + [\text{Healer's Rank}])$, the healer has summoned a malignant phantasm, rather than his patient's life-force. The phantasm will drain some power from the healer, reducing his Endurance value by D10-5 (minimum of 1). The phantasm will then return to the netherworld.

When a being's Endurance Value is reduced to *zero* or less, that being may no longer be resurrected. Presumably, what remains of his life-essence is absorbed by one of the Great Powers.

A dead character may take no action with his body. An Adept may compel his body to speak by spell, and his life-force may be placed in another body, which the player would then control.

If a character's life-force is placed in another's body, he retains any magical abilities; his skill Ranks are halved (rounding down), his combat abilities are those of the previous inhabitant of the body. The temporary union of life-force and body uses the value of the body's first four characteristics, and the value of the life-force's characteristics for the remainder.

[55.8] A healer can regenerate every portion of a being's body.

A being's vital organs are his heart, liver, stomach, small and large intestines, kidneys, genitals, brain, and eyes. A healer must spend $(15 - [\text{Rank}])$ days regenerating each vital organ (i.e., creating a new one). A regenerated vital organ will immediately begin to function if enough of the rest of the being's body is in working order. Otherwise, the vital orphan will be dormant until the healer can repair or regenerate the necessary body parts.

If a portion of the body has been severed, or there is a hole in a being's anatomy, the GM measures the body part of the *player* which corresponds to that which is missing from the character's body. The healer will require a number of days to regenerate the character's

missing body part equal to the measurement in inches of the player's corresponding part. The character's race does *not* affect the time requirement; the circulatory system regenerates at a constant rate for every race. **Example:** A character's arm has been severed at the shoulder. His player's arm measures 24 inches. The healer can regenerate the character's arm in 24 (not necessarily consecutive) days.

[55.9] A healer can manufacture certain potions in conjunction with an alchemist (see 50).

Potion	Base Value
Cure Disease	600
Cure Fever	600
(Graft) Skin Salve	650
Neutralize Poison (specify type)	700
Cure Endurance Points	1500
Prolong Life	2500

56. MECHANICIAN

Quite sophisticated devices can be engineered without the aid of modern power sources and techniques. A mechanic's most complex products will involve pulley-, hydraulic-, or spring-based motor systems, which cause the operation of well-greased moving parts. The mechanic is most often called on to devise locks and traps to foil the best efforts of thieves. His second most popular line includes mechanisms for domestic use (e.g., windmills).

Mechanicians often build complex, sometimes non-functional inventions. This is, in part, due to the prevailing view that mechanical gadgets are less efficient than magic at all but the simplest jobs. Thus, the job of mechanic is regarded more as an art than a skill.

A mechanic must know how to read and write in one language at Rank 6 if he wishes to advance beyond Rank 0.

[56.1] A mechanic's progress in his skill is inhibited by a low Manual Dexterity value, and aided by a high value in that characteristic.

A mechanic character must pay an additional Experience Point increment of **10%** to increase his Rank if his Manual Dexterity value is less than 15. Such a character decreases his Experience Point cost to increase his Rank by an increment of **10%** if his Manual Dexterity value is greater than 22.

[56.2] A mechanic can build increasingly sophisticated traps as his Rank increases.

The difficulty of removing a trap is determined by its Rank. A mechanic may build a trap of up to his current Rank. The mechanic must spend $(25 - [2 \times \text{Mechanician's Rank}])$ hours and at least $(125 \times \text{Trap's Rank})$ Silver Pennies to build a trap. The cost in Silver Pennies is just for the physical framework of the trap; if the trap is coated with poison, filled with an explosive, etc., the mechanic must pay for that material.

If a being fails to remove a trap, he has triggered it.

1. If it is a *physical* trap, the being suffers D10+ [Trap's Rank] Damage Points. If the trap is poisoned, coated with acid, etc., the being will suffer additional damage.
2. If it is an *explosive* trap, it will release its contents in a $(10+ [\text{Trap's Rank}])$ foot-long cone. The base of the cone will be (Trap's Rank) feet across. The hands of the being who attempts to de-trap it must be in the cone. An explosive usually consists of a gas, or something on the order of Greek Fire.
3. If it is a *magical* trap (see 56.3), the stored spell is cast upon the being who triggered the trap. The spell is successful unless backfire occurs.

Once a trap is triggered, it cannot again be detonated until reset by a mechanic whose Rank is at least equal to that of the trap. A mechanic must spend $(12 - [\text{Mechanician's Rank}])$ hours to reset a trap. The only outlay he must make in Silver Pennies is to replace the contents. It is assumed that any repairs necessary are made when a trap is reset.

A mechanic cannot construct a trap of Rank 0.

[56.3] A mechanic can construct a magical trap, in which an Adept can store a spell.

The mechanic first must construct a Ranked trap. He then silvers and enchants it in conjunction with the mage, at a cost of $(100 \times \text{Spell Rank})$ additional Silver Pennies. The Adept must employ Ritual Magic for $([\text{Spell Rank} + 10] - [\text{Mechanician's Rank}])$ hours. The spell is stored in the trap, unless backfire occurs.

When a magical trap is triggered, the GM rolls percentile dice. If the roll is less than the Adept's chance of backfire at the time the trap was enchanted, the being who triggered the trap may only try to Resist (the spell). If the roll is within the backfire range, the silver on the trap transmutes to slag.

[56.4] A mechanic may construct a lock or a safe of up to his Rank.

A mechanic must spend $(330 - [30 \times \text{Mechanician's Rank}])$ minutes and $(25 \times \text{Lock's Rank})$ Silver Pennies to construct a lock. A mechanic must spend $(15 - \text{Mechanician's Rank})$ days and $(100 \times \text{Safe's Rank})$ Silver Pennies to build a safe.

A mechanic may store up to *one-fifth* his Rank (round *up*) traps on or adjacent to a lock. A mechanic may store up to *one-half* his Rank (round *up*) traps on or adjacent to the lock mechanism of a safe. A trap which is on or adjacent to a lock is automatically triggered if not de-trapped before a lock or safe is open.

[56.5] A mechanic may earn $(25 + [10 \times \text{Rank}])$ Silver Pennies per day for building or supervising the construction of domestic devices.

Domestic goods will usually be mundane products on the order of children's toys, mechanical scythes, pulley lifts, and so on. The mechanic must either establish himself in a

town or promote his products for few days if he wishes to be supplied with work.

[56.6] The GM may, at his discretion, allow a mechanic character to construct devices of use on adventures

Under no circumstances may a mechanic build post-Renaissance weaponry.

[56.7] A mechanic can remove his own trap, open his own lock or safe without disturbing or harming his device in (12-Rank) minutes.

A spy or thief (see 61) is able to do the same to the constructs of others.

[56.8] A mechanic must pay (150 + [150 x Rank]) Silver Pennies per year to supply himself with a tool kit, raw materials, and an area in which to work.

A mechanic who does not spend the above amount operates as if he were *two* Ranks less proficient. If the Rank of a mechanic is reduced to a negative number, the use of the skill is temporarily lost.

57. MERCHANT

Since adventurers are highly talented individuals who often risk their lives, and a person is usually compensated for the value of the work they do, the player characters will fare better than most economically. A merchant character, blessed with the ability to earn even more Silver Pennies, has the best of all worlds. Their business acumen enables them to command a stiff price for those goods they vend, and to acquire that which they covet at bargain rates. The merchant is not often fooled in monetary matters, for them can be an expert in evaluating the worth of rare and costly goods.

The economies of most *DragonQuest* worlds do not promote the growth of capitalism. Basically, the nobility has a vested interest in all rural lands, which comprise the vast majority of human-settled areas. An ambitious, dynamic merchant could perhaps own the entirety of a large town, but it is quite likely that a jealous duke or prince would twist the king's justice to break the merchant's power. Therefore, it behoves a merchant to cultivate powerful allies when their holdings burgeon.

A merchant must be able to read and write in at least three languages at Rank 6 to use their assaying ability.

[57.1] The merchant's ability to buy and sell a particular item is dependent upon its type.

Any item will be classified as one of three types: common, uncommon, and rare or costly. Items listed on the Basic Goods Cost List (see 505.4) are of the common type. Jewelry set with semi-precious stones, spices from another continent, and fine paintings are examples of the uncommon type. Rare and costly items include magic-invested objects, diamonds, roc's eggs, giant slaves, etc. The GM must classify each item with which a merchant wishes to deal.

[57.2] A merchant can buy items at a cost cheaper than the asking price.

Item Type	Discount to Merchant
Common	[5 x Rank] %
Uncommon	[2 x Rank] %
Costly or Rare	[1 x Rank] %

If the GM is actively playing the role of the seller, or another player is the seller, the merchant must do their own haggling. There will also be those items that the vendor cannot afford to sell at the usual discount to the merchant. The GM should use their discretion here.

[57.3] A merchant may mark up the price of an uncommon or rare item.

A merchant can gain (1.5 x Rank)% above the value of an uncommon item they are selling. They can gain (0.5 x Rank)% above the value of a costly or rare item they are selling. Again, the proviso at the end of 57.3 holds true.

[57.4] A merchant can assay an item to determine its exact worth.

The player characters will generally receive a fair quote on the price of basic goods, but must accept the word of the being with whom they are dealing when conducting a transaction involving uncommon, rare or costly items. The odds of the player characters being billed increase as they venture forth from their native land(s). However, if a merchant is amongst them, they can assay the value of any item after (11 - Rank) minutes.

The success percentage for assaying a common item is equal to the merchant's ([Perception] + [12 x Rank])%, to assay an uncommon item equal to ([Perception] + [9 x Rank])%, and to assay a rare or costly item equal to ([Perception] + [6 x Rank])%. If the GM's roll is equal to or less than the success percentages, the merchant character is told the exact value of the item in question. If the roll is greater than the success percentage, the GM's quote increasingly diverges from reality as the result approaches 100. If the result is *odd*, the quote is below the actual asking price; if *even*, it is above.

[57.5] A merchant character may use their skill to affect transactions involving up to (250 - [50 x Rank Squared]) Silver Pennies per month, or a single transaction of any amount.

The merchant must buy and sell at the asking price for any transactions over their monthly limit.

[57.6] A merchant can specialize in a specific category of item assayed every time they achieve a positive Rank divisible by three.

The merchant chooses their specialty from the following list (and any the GM should add):

1. Ancient Writings
2. Antiques
3. Archeological Finds
4. Art
5. Books

6. Gems
7. Jewelry
8. Land
9. Magic-Invested Items
10. Monster and Animal Products (e.g., furs, eggs)
11. Precious Metals
12. Slaves

When a merchant assays an item of a category in which they specialize, they add (2 x Rank)% to their success percentages. It is possible for a merchant to attain a **100%** chance of accurately pricing a specialty item (exception to 48.4).

If a merchant wishes to add a new specialty after they attain Rank 10, they must expend 1500 Experience Points per specialty.

[57.7] A merchant must spend (15 + [5 x Rank]) Silver Pennies per week to keep up appearances, and (100 + [175 x Rank]) Silver Pennies per year to buy assayal reference works.

If the merchant fails to spend the former amount, they operate as if they were *two* Ranks less proficient for a full month. If they do not spend the latter amount, they operate as if they were *four* Ranks less proficient when conducting an assayal (though they retain all specialties). If their Rank is reduced to a negative number they temporarily lose the merchant ability.

58. MILITARY SCIENTIST

A military scientist can capably lead an increasing number of men as he improves their skill. He can prevent their men from fleeing after he has gained their confidence. The main ability of a military scientist is to anticipate and react to enemy maneuvers quickly because of their knowledge of tactics.

It is difficult for a commander to remain in communication with their sub-commanders during a large battle. Traditionally, when an army exceeded 1500 men, the commander-in-chief would divide their forces into a center, left, and right flank. Once the fray begins in earnest, the din, dust clouds, and general confusion effectively isolates the commander from all but the troops immediately in front of him. Magic, of course, can abate this problem. However, any magic used to facilitate communications will not aid the troops in the field. Usually, the best tactic is to devote magic to the combat proper except when a critical message must be relayed. If this is the case, the outcome of the battle depends largely on the efforts of the individual sub-commanders.

A military scientist must be able to read and write in one language at Rank 6 if he wishes to advance beyond Rank 2.

[58.1] A military scientist can lead (15 + [Rank squared] + [4 x Willpower]) troops effectively in battle.

Any being may attempt to lead an unlimited number of troops in battle. However, any troops beyond a being's effective limit (assuming he is a military scientist) will usually become disorganized in the midst of battle. Generally, disorganized troops will be left to

their own initiative, and the individual soldier is unlikely to be able to coordinate with their fellows left to their own devices.

A military scientist can form a personal guard. After drilling for $(12 - \text{Rank})$ months, or being in combat for a like number of weeks, the military scientist forms a personal guard of up to $(\text{Willpower}/2) + [\text{Social Status}/4]$ knights and $(20 + [2 \times \text{Willpower}] + [\text{Social Status}/3])$ troops. These troops will be steadfastly loyal to him, so he gains $(2 \times \text{Rank})\%$ above and beyond their normal success percentage when commanding only their personal guard. A personal guard will follow all rational commands from its leader (i.e., the military scientist) in all but stress situations.

[58.2] A military scientist can rally beings with whom he has drilled or adventured to prevent them from fleeing battle.

A military scientist must either have shared one adventure with or drilled for $(12 - \text{Rank})$ weeks with any being who he will attempt to rally. The military scientist may not attempt to rally a being who has fled for over $30 + [5 \times \text{Military Scientist's Rank}]$ seconds.

The military scientist must declare how many beings he wishes to rally during one round. If he is on the Tactical Display, he must take a Pass action. His success percentage is his $(\text{Willpower} + [10 \times \text{Rank}] - [\text{Number of Beings}])\%$. If the GM's roll on percentile dice is less than or equal to the success percentage, the beings cease to flee and will advance against the foe beginning next round (unless seriously injured, in which case they will hold a position a safe distance away from the nearest enemy being). If the roll is greater than the success percentage, the beings continue to flee.

The success percentage is decreased by 25% for each time a military scientist fails to rally a being(s) during one battle. If more than one military scientist is attempting to rally the same being, the highest success percentage of all is used, and the Ranks of the remaining military scientist(s) is added to that percentage.

A player must choose before the GM rolls percentile dice whether he wishes his character to be affected by a military scientist rally attempt.

[58.3] A military scientist can sometimes perceive the tactics employed by his enemy before they are put to use.

When a military scientist attempts to use his Perceive Tactics ability, his success percentage is his $(\text{Perception} + [9 \times \text{Rank}])\%$. The GM rolls D100; if his roll is equal to or less than the success percentage, he informs the player of the military scientist character of the enemy's plan in general terms. If the roll is greater than the success percentage but less than the success percentage plus $(2 \times \text{Rank})$, the military scientist is unsure of the enemy plan. If the roll is greater than or equal to the success percentage plus $(2 \times \text{Rank})$, the GM misleads the military scientist, with the information becoming completely false as the roll approaches 100.

The military scientist character must take a Pass action to use his perceive tactics ability in combat.

[58.4] A military scientist may add his Rank to the initiative die roll in combat.

This addition to the initiative die roll occurs only if the character is the Leader, not Stunned or otherwise incapacitated, or engaged in Melee or Close combat.

[58.5] The player of a military scientist character may use more time to plan his character's (and companions') actions when engaged in combat on the Tactical Display.

Normally, the games master will not allow the players any time to plan their actions between or during rounds. However, the player of a military scientist character can request a break period of $(20 + [10 \times \text{Rank}])$ seconds between each and every round.

No more than one military scientist character may use this ability per round.

[58.6] A military scientist can temporarily increase the Willpower value of the beings he leads.

A military scientist may increase the Willpower value of all beings that he leads by one-half his Rank (rounded down) as long as he takes a Pass action every second round. If the military scientist character is stunned or wounded during a round, his followers lose the Willpower bonus until he can Pass unmolested again.

[58.8] A military scientist must spend $(50 + [50 \times \text{Rank}])$ Silver Pennies per year to supply himself with texts on strategy and tactics.

If the military scientist fails to spend the above sum, he operates as if he were one Rank less proficient. If he is at Rank 0, he loses his perceive tactics ability.

59. NAVIGATOR

The art of piloting a sea-going vessel and that of ascertaining one's location are inextricably linked. Humanoids must venture across the waters in awkward ships, and are unable to survive immersion in the sea except for relatively short periods of time. Yet there are many beings who dwell beneath the surface of the ocean, and it is profitable for land-bound peoples to engage in commerce with them. Adventurers, with the assistance of an Adept, will probably choose to try to despoil some of the treasures of the deep.

A navigator can manage ships of increasing size as he becomes more experienced. There is a limit to the size of ships constructed, because of their relative fragility (sea-creatures are wont to destroy those vessels they consider overly large). The navigator's other chief ability allows him to locate directions with instruments and read maps.

[59.1] A navigator can determine all compass directions if he can view the stars.

If the night is cloudy, or during the day, the navigator's chance of correctly locating the compass direction is equal to $(25 + [7 \times$

$\text{Rank}])\%$. If the roll is less than or equal to the success percentage, the navigator has an exact reading on the compass directions. If the roll is greater than the success percentage, his reading is off by *one* degree for each percentage point by which he exceeds his success percentage (the GM must decide in which direction the error is made).

[59.2] A navigator may always determine the compass direction of a landmark relative to his position.

A landmark is defined as any object which can be seen or to which a being can precisely point (presumably by either instinct or magic). A navigator may also judge the distance between his position and a landmark if he can see it. His success percentage to precisely gauge the distance is equal to his $(\text{Perception} + [10 \times \text{Rank}])$. If the GM's percentile roll is less than or equal to the success percentage, the navigator character is informed of the correct distance. When the roll exceeds the success percentage, the measurement is off by a percentage equal to the difference between the success percentage and the roll (the GM must decide whether long or short).

[59.3] A navigator can read a map if he can relate his physical surroundings to the symbols on that map.

If a navigator tries to read a map which is of the area in which he is presently located or is of an area with which he is quite familiar, his success percentage is equal to $([2 \times \text{Perception} + [8 \times \text{Rank}])\%$. If the GM's roll on percentile dice is less than or equal to the success percentage, the navigator is told the orientation of the map (and his position, as near as can be estimated). If the roll is between the success percentage and $([4 \times \text{Perception}] + [10 \times \text{Rank}])\%$, the navigator is baffled by the map. If the roll is greater than or equal to the second percentage, the navigator character is given false information by the GM.

[59.4] A navigator can competently pilot a ship of up to $(25 + [25 \times \text{Rank}])$ feet in length.

A competent pilot of ship has a negligible chance of damaging or sinking a ship when faced with normal weather and sea conditions. When a ship is not steered by a competent pilot, it is in very real danger of experiencing an accident in choppy seas or during a storm.

[59.5] A navigator can consistently maintain a ship's speed at $(50 + [5 \times \text{Rank}])\%$ of its optimum speed.

If the ship is under crewed, the optimum speed is calculated for the ship with its current crew complement.

[59.6] A navigator can predict weather at sea with a $(\text{Perception} + [5 \times \text{Rank}])\%$ chance of accuracy.

The GM rolls percentile dice; if the roll is equal to or less than the success percentage, a navigator can correctly predict the weather for the following $(4 + [2 \times \text{Rank}])$ hours. If the roll is greater than the success percentage, the navigator's version of the upcoming weather becomes more and more inaccurate as the roll approaches 100.

[59.7] A navigator can sometimes recognize non-magical danger at sea before subjecting his ship to it.

A navigator's success percentage to use his perceive danger ability is $([3 \times \text{Perception}] + [7 \times \text{Rank}])\%$. If the GM's roll is equal to or less than *half* the success percentage (rounded down), the GM informs the navigator character of the precise danger his ship is facing. If the roll is between one-half and the full success percentage, the navigator intuitively senses the direction and distance of the danger. If the roll is greater than the success percentage, the navigator is unaware of impending doom.

[59.8] A navigator must spend (250 + [25 x Rank]) Silver Pennies per year to maintain the best directional equipment and nautical charts he can use.

If the navigator fails to spend the above sum, he operates as if he is *two* Ranks less proficient. If his Rank is reduced to a negative number, he temporarily loses the use of the skill.

60. RANGER

A few hardy souls, known as rangers, are trained to survive unequipped in wilderness environments. A ranger develops an instinctive sense of direction. He will become extremely sensitive to signs of intrusion by humanoids, and so will become an expert tracker and recognizer of ambushes. The ranger is knowledgeable in herbalist lore, which allows him to distinguish the properties of plants. A ranger will become comfortable with one particular environment, and will operate best there.

[60.1] A ranger acquires a "bump" of direction as he increases his Rank.

A ranger instinctively knows the relationship of each of the cardinal directions (of the compass) to each other. He is able to pinpoint true north to within $(10 - \text{Rank})$ degrees. A ranger can also estimate the distance he has traveled overland to within $(90 + \text{Rank})\%$ accuracy. The maximum amount of travel which can be estimated by a ranger is $(1 + \text{Rank})$ consecutive weeks worth (see 507.4). A check must be made to determine the accuracy of the Ranger's estimate each time he reaches his time limit. Both the above rules are exceptions to rule 48.4.

If a ranger is lost or wishes to travel out of a wilderland by a direction other than that by which he came, his success percentage to discover the shortest route out is $([2 \times \text{Perception}] + [7 \times \text{Rank}])\%$. The GM rolls percentile dice, and if the roll is equal to or less than the success percentage, the ranger character chooses the quickest route. If the roll is between one and two times the success percentage, the ranger is unsure of which direction to go, and may check again in $(12 - \text{Rank})$ hours. If the roll is equal to or greater than twice the success percentage, the ranger has decided upon a random direction as the best.

[60.2] A ranger can sometimes recognize an ambush in a natural setting before he (or a fellow party member) blunders into it.

A ranger has a $([3 \times \text{perception}] + [5 \times \text{Rank}])\%$ chance to detect an ambush or trap before he steps into it. Subtract 5% per Rank of the thief or ranger who set the trap or ambush from the success percentage.

[60.3] A ranger can attempt to track the progress of land bound beings through certain types of terrain.

A ranger may only try to track somebody through terrain which will show traces of passage. For example, a human in armor can be tracked through underbrush, but not across a mountain normally.

A ranger's success percentage to track, assuming that his quarry has attempted to obscure signs of his passage, is $([\text{Perception}] + [6 \times \text{Rank}])\%$. The percentage is *doubled* if the quarry did *not* attempt to cover their tracks; it is decreased by *four* times the Rank of a ranger who used his craft in covering the tracks. If the GM's roll on percentile dice is equal to or less than the success percentage, the ranger may track his quarry as far as the spoor goes. If the roll is greater than the success percentage, the ranger loses the trail an appreciable distance before he could run his quarry to ground.

If a quarry's tracks can weather the passage of time; a ranger may trace tracks of up to $(2 + [\text{Rank Squared}])$ days ago.

[60.4] A ranger can usually recognize the effect a particular plant or animal product will have upon a humanoid.

A ranger can always recognize a common animal or plant product (e.g., pine cones, deer meat). When a ranger tries to determine the use of a less common animal or plant product, his success percentage is equal to $([\text{Perception}] + [10 \times \text{Rank}])\%$. If the GM's roll on percentile dice is equal to or less than the success percentage, the ranger discovers the properties of the substance under analysis. If the roll is between one and two times the success percentage, the ranger is unsure of the substance's use. If the roll is equal to or greater than twice the success percentage, the ranger mistakenly identifies the substance as something else which it could appear to be.

[60.5] A ranger can forage for curative plants in a woods habitat.

If a ranger spends a full day (about 12 hours) foraging in a woods area, he may do one of the following:

1. Cure disease
2. Cure fever
3. Salve skin irritations
4. Restore lost Endurance Points

The herbs gathered by the ranger will, when applied to his patient for $(12 - \text{Rank})$ minutes, cure as if he were a healer of his ranger Rank (see 55.3 and 55.5).

[60.6] A ranger can specialize in one particular environment.

When a ranger achieves Rank 2, he may choose one of the environments listed in 63.1 as his specialty. When a ranger performs an ability in the environment of his specialty, he gains $(2 \times \text{Rank})\%$ to his success percentage.

A ranger may not specialize in more than one environment.

[60.7] A ranger may increase the chance of a favorable reaction (see 402) when encountering an animal in the environment of his specialty.

The reaction dice roll is increased by two for every Rank the ranger has achieved. The ranger forfeits this bonus if he (or any accompanying party member) takes hostile action towards the beast.

61. SPY AND THIEF

The spy and the thief practice their trades covertly, in order to avail themselves of the well-guarded wealth of the powerful. The spy represents himself as one worthy of their victim's trust to gain access to valuable information. They will continue their impersonation until the victim is sucked dry of everything of value or until the spy is discovered. The thief has a more prosaic task to accomplish: for (hopefully) undisturbed removal of property from a supposedly secure place of storage. A thief usually seeks monetary rewards for their efforts, and will cultivate contacts in the underworld of their area of operations. These contacts will enable them to discover where the choicest items are stored, and aid them in disposing of their ill-gotten gains.

If a spy or thief character wishes to use their skill while not accompanied by the rest of the party, the GM should run a solo adventure (unless the task the spy or thief sets himself is very easy). A thief who is caught in the act of burglary is liable to the stiff penalties of medieval times: a hand is removed for the first (known) offense, a second time merits the removal of the other hand or the eye opposite the missing hand, with a greater degree of dismemberment for each succeeding offense. A spy had best not be captured after discovery: the traditional punishment for an exposed spy was to draw and quarter the prisoner.

The abilities of the thief and spy are similar, but the two are *separate* skills. A thief must be able to read and write in one language at Rank 3 if he wishes to advance beyond Rank 3; a spy must be able to read and write in one language at Rank 4 if he wishes to advance beyond Rank 2.

When a character is both a spy and a thief, his player may use the better of the two percentages to perform a given ability.

[61.1] If a character's Rank as a spy is greater than his Rank as a thief, the character expends one-half the necessary Experience Points to acquire or improve the latter skill.

The reverse is also true.

[61.2] A spy or thief can pick locks or open safes with the aid of their tools.

The time a spy must spend to implement their pick lock ability is $(240 - [20 \times \text{Rank}])$ seconds, and $(30 - [2 \times \text{Rank}])$ minutes to use their open safe ability. A thief requires *half* the time listed to perform either ability.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief has opened the safe or picked the lock. If the roll is greater than the success percentage, the safe or lock resists the spy's or thief's best efforts. If any trap remains in place when a spy or thief attempts to open a safe or pick a lock, it is triggered by that action.

For Spy to Pick Lock
 ([MD] + [4 x Rank] - [6 x Lock Rank])

For Thief to Pick Lock
 ([2 x MD] + [6x Rank] - [6 x Lock Rank])

For Spy to Open Safe
 ([MD] + [3 x Rank] - [7 x Safe Rank])

For Thief to Open Safe
 ([2 x MD] + [5 x Rank] - [7 x Safe Rank])

MD = Manual Dexterity

[61.3] A spy or thief can attempt to detect traps and, should the spy or thief succeed, can try to remove them.

A spy or thief can make one attempt to detect traps (which requires 10 seconds) in a particular location per day. A spy must spend (24 - [2 x Rank]) minutes to use their remove trap ability, while a thief requires *half* that time.

The GM must make one percentile roll for each trap to see if the spy or thief detects it. If

the roll is less than or equal to the success percentage, the spy or thief notices the location of the trap. If the roll is above the success percentage, they remain blissfully unaware of the trap's presence.

For Spy to Detect Trap
 ([2 x Perception] + [7 x Rank])

For Thief to Detect Trap
 ([Perception] + [11 x Rank])

For Spy to Remove Trap
 ([MD] + [7 x Rank] - [5 x Trap Rank])

For Thief to Remove Trap
 ([2 x MD] + [11 x Rank] - [5 x Trap Rank])

MD = Manual Dexterity

When a spy or thief attempts to remove a trap, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the spy or thief has removed the trap without triggering it. If the spy or thief has a trap container (see 61.9), he may store the removed trap. If the GM's roll is greater than the success percentage, the trap is triggered (see 57.2).

[61.4] A spy or thief can sometimes detect a secret or hidden aperture.

Any character can try to find a secret or hidden aperture if they spend time sounding and searching the appropriate wall, floor, or ceiling.



A spy or a thief has a ([2 x Perception] + [5 x Rank])% chance of noticing that a secret or hidden aperture is within (5 + Rank) feet of them.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief character senses that at least one hidden or secret door is in their detection area (but is not told how many). If the roll is greater than the success percentage, the spy or thief does not notice the aperture(s).

[61.5] A spy or thief can attempt to pick the pocket of another being without being detected.

A spy or thief has a base success percentage equal to ([3 x Manual Dexterity] + [6 x Rank])% to pickpocket a being. The following modifiers are applied to the success percentage:

The victim is unconscious	+50%
The victim is sleeping or stunned	+25%
The victim cannot see well in current circumstances (e.g., human at night)	+10%
The victim is inebriated	+5%
The pickpocket attempt is made in an uncrowded area and the victim has at least a slight suspicion of the spy or thief's intentions	-15%
The object to be pickpocketed is in a sealed pocket, pouch or compartment	-20%
The object to be pickpocketed is affixed to the victim's person or is something used constantly during the day by the victim	-30%
The object makes noise when moved	-25%
The victim wears metal armor or garments	-5%
The victim is an assassin thief or spy: Subtract (5 x Victim's Rank)%	

It is assumed that the spy or thief attempting to pickpocket is not handicapped by their physical condition; if they are, the GM should modify the success percentage accordingly.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief filches the object desired without their victim noticing. If the roll is between one and two times the success percentage, the spy or thief is detected by the victim just after the object has been removed from its storage place. If the roll is equal to or greater than twice the success percentage, the spy or thief is caught with their hand in the victim's pocket.

[61.6] A spy or a thief will develop a photographic memory as they gain experience.

A spy's success percentage to employ their photographic memory ability is ([2 x Perception] + [12 x Rank])%. A thief's success percentage is ([Perception] + [10 x Rank])%. A spy or thief can use the ability without error for up to (1 + [1 x Rank]) days. When a spy or thief

uses the ability after the error-free time limit is expired, reduce their Rank for success percentage calculation (only) by *one* for each day over that time limit.

If the GM's roll on percentile dice is equal to or less than the success percentage, the spy or thief can recall visual details, such as those of a room or a piece of parchment, etc. if they observed it for the requisite length of time. A spy must have observed the object in question for (120 - [10 x Rank]) seconds to use the ability, and the thief must have spent twice that time. If the roll is greater than the success percentage, the spy's or thief's memory has more and more gaps in it as the roll approaches 100.

A spy or thief tests their photographic memory ability whenever they try to verbally describe an object or place, whenever they call on their memory to gain a mental image of the object or place, or whenever they record it in writing. If a spy or thief fails to recall an object or place once, they cannot use the ability again to try to recall the image of that object or place unless they have since returned to it.

[61.7] A spy increases their chance of performing an activity involving stealth (see 83.3) by 2% per Rank they have achieved; a thief increases their chance to perform stealth-related action by 1% per Rank.

[61.8] A spy or thief acquires an ability unique to their skill.

A spy may use their photographic memory ability to recall spoken phrases. Even if a spy does not know the language used, they can reproduce the phrases phonetically. Additionally, when a spy concentrates for (60 - [5 x Rank]) seconds, they can extend their range of vision and hearing to (100 + [5 x Rank])% of what it normally is.

A thief can, as long as they can find a purchase sufficient to bear their weight, climb any structure. Their success chance when climbing on a structure not made for that purpose is ([4 x Manual Dexterity] + [10 x Rank] - [Structure Height in Feet /10])%. Round the structure height down. If the GM's roll is greater than the success percentage, the thief has fallen in climbing the structure. To determine the height at which the thief falls, roll D100. Round the number off to the nearest 10% (a roll of 5 is rounded down), and multiply the height the thief sought to attain by that percentage. A thief suffers ([Height in Feet /10] Squared) Endurance Points when they fall.

[61.9] A spy or thief must spend (250 + [150 x Rank]) Silver Pennies per year to maintain a proper set of thieving equipment.

A spy or thief who does not spend the above amount operates as if he were *two* Ranks less proficient when performing any of the abilities described in 61.2, 61.3, and 61.5. If their Rank for these abilities is temporarily reduced to a negative number, they cannot perform them until they meet expenses.

The above cost does not include any trap containers (see the Basic Goods Cost List, 84.4) that the spy or thief may wish to purchase

62. TROUBADOUR

In a *DragonQuest* world, a minstrel who wishes to be welcome for his entertainment abilities during his travels is known as a troubadour.

A troubadour becomes a multi-talented performer as he increases his experience in the field. The troubadour is also a student of the people he visits, and is as knowledgeable as a scholar in the matter of customs. A troubadour, being a skilled actor, can also be a master of disguise. The most useful ability a troubadour will gain is his bardic voice, which enables him to influence the actions of all but the deaf.

The abilities subsumed in the troubadour rules are usable by such a character in situations not explicitly covered in the next few pages. The GM should improvise and allow a troubadour character to use his skill in appropriate instances.

[62.1] A troubadour acquires one ability per Rank.

The character begins with one of the following abilities at Rank 0. All acquired abilities can be performed skillfully.

1. Play the instrument of the player's choice. The character *must* acquire this ability anew for each separate instrument he wishes to use.
2. Sing or chant.
3. Recite stories and legends.
4. Compose stories and legends.
5. Perform mime.
6. Mimic speech.
7. Act out skits or parody.
8. Tell and compose jokes.
9. Dance (especially folk dance).
10. Dress appropriately to all situations.
11. Simulate wide range of emotions.
12. Execute acrobatics.
13. Amuse small children.
14. Amuse semi-intelligent creatures.
15. Appear attractive.

A troubadour may gain additional abilities after achieving Rank 10 by the expenditure of 500 Experience Points per ability.

[62.2] A troubadour's chance of successfully performing minor magic (see 42.2) is increased by 2 per Rank.

[62.3] If a troubadour is a mage of the College of Illusions (see 223), they add 1 to their modified chance to cast a spell for every Rank they achieve.

[62.4] When a troubadour uses his Perception value to gain information (see 42.3) about the customs or habits of humanoids, add 2 per Rank he has achieved to his success percentage.

[62.5] A troubadour can use disguise to appear of a different humanoid race, gender, or profession.

A troubadour cannot disguise himself as a member of a race for which his size is inappropriate (e.g., an elf troubadour cannot disguise himself as a halfling) or as practitioner of a profession for which he is basically unsuited (e.g., a frost giant troubadour could not imitate a jockey). A troubadour's disguise ability is intended to fool someone who does not know the humanoid the troubadour is masquerading; if the troubadour is attempting to pass himself off as an acquaintance of a particular being, the GM will have to determine the chance of the substitution being noticed.

A troubadour's base success percentage to use this disguise ability is (12 x Rank)%. Subtract:

1. *Two* times the Perception of the being to be deceived by the troubadour if the troubadour is impersonating a member of his own race.
2. *Four* times the Perception of the being to be deceived by the troubadour if the troubadour is impersonating a member of another race.
3. (11 - [Troubadour's Rank]) if he impersonates a person of opposite gender.

If the GM's roll on percentile dice is equal to or less than the troubadour's success percentage, the being to whom the troubadour is falsely representing himself is taken in. If the roll is greater than the success percentage, the being notices inconsistencies (with the role being assumed) in the troubadour's appearance or behavior. The inconsistency becomes more glaring as the roll approaches 100.

If a troubadour is using disguise in close proximity to a being, a check against their success percentage must be made every hour.

[62.6] A troubadour can use their bardic voice to *charm*, several beings at once.

A troubadour may use his bardic voice on not more than (2 + [2 x Rank]) beings who can understand the language which he speaks. The troubadour may not use the voice ability in combat, but may use it against hostile beings. A Willpower check must be made for every being the troubadour hopes to affect. The success percentage for the Willpower check is ([10 x Troubadour's Rank] - [2x Being's Willpower])%. If the roll is less than or equal to the success percentage, the being is charmed, as described in the College of Ensorcelments and Enchantments spell of the same name (see 221). If the roll is greater than the success percentage, the being is not affected.

A troubadour must spend (15 - Rank) Fatigue Points every time he uses the bardic voice ability.

[62.7] A troubadour must spend (50 + [100 x Rank]) Silver Pennies per year to supply himself with the props necessary for his trade.

A troubadour who does not spend the above amount operates as if they were *two* Rank less proficient. If the rank of a troubadour is reduced to a negative number, the use of the skill is temporarily lost.

VIII.

Monsters

The player characters represent only an infinitesimal fraction of the inhabitants of the *DragonQuest* world. The GM is responsible for playing the part of those inhabitants that the characters meet during their adventures. These inhabitants will be of roughly two types: non-player characters (NPC's) and monsters.

Non-player characters are those inhabitants who are of races or species from which a player character could also come or which are closely-related to those races. Monsters consist of those inhabitants who come from races or species from which a player character could not come. These two classes are further broken down into other categories depending upon the element in which the Players are most likely to encounter them and whether or not they are common or fantastical. Common monsters are those that dwell throughout the *DragonQuest* world (as interpreted by the GM) while fantast-

ical monsters are those rare species which are highly magical and will tend to be found only in isolated areas (especially areas that are mana-rich).

The GM pregenerates some monsters and NPC's prior to play so that they may be brought into play whenever the players' characters arrive at their destination or otherwise stumble on them. He need not keep detailed records on all monsters. Instead, he may write the most important information concerning a monster on a 3" x 5" index card, with a master list of all monsters kept on a single sheet. The GM may wish to save time and effort by using the same numbers for all NPC's/monsters of the same race or species found in the same place, possibly varied for one or two characteristics if additional flavor is desired. The GM creates these characters and monsters by choosing (or randomly generating) a number which falls within the parameters given for each type of character or monster under the monster descriptions in this Section.

Alternatively, the GM may wish to keep index cards for various monsters, and pull one at random whenever the characters are due to encounter an NPC/monster. The GM may wish to present his own monsters and NPC's to

characters whenever they randomly encounter wandering monsters or NPC's (those not placed in advance) or he may wish to use the mechanic provided in this rule section (see 63).

63. ENCOUNTERING MONSTERS AND NON-PLAYER CHARACTERS

The frequency with which players' characters will encounter monsters and NPC's will be determined by the GM. There are two types of encounters the players' characters may have: encounters with pre-positioned monsters and NPC's (usually in their lair or dwelling) and encounters with wandering monsters and NPC's in a more or less random pattern. The GM may choose to use his own system for determining when and how the latter are encountered or he may choose to use the following system:

The GM secretly chooses the "Danger Level" of the area through which the players are adventuring. This level determines how frequently the GM must check to see if the characters encounter a random (not previously emplaced) monster or NPC, the Base Chance of encountering anything (dependent in part on the terrain), and the number which is added to the



dice roll to determine the type of encounter the characters have. All of these factors are included on the Danger Table (63.1). If an encounter takes place, the GM then consults the Encounter Table (63.2) to ascertain the exact nature of the monster or NPC encountered.

Whenever the Danger Table indicates that an Encounter Check must be made, the GM indexes the Danger Level of the area with the type of terrain that is predominant. The intersection of line and column on the Danger Table results in the Base Chance of there being an Encounter. The GM then rolls D100, and if the result is less than or equal to the Base Chance of an encounter, an encounter occurs. The GM rolls D100 and adds to the resulting number the modifier listed on the Encounter line of the Danger Table for the Danger Level of the area in which the encounter takes place. The result is indexed with the appropriate terrain type on the Encounter Table to find the name of the monster or NPC the players encounter. Beside the name of each monster/NPC is a number which the GM adds to the result of a D10 die roll. The modified die result is the number of monsters or NPC's of the appropriate type which the characters encounter (minimum ~ of 1). If the designation "Human" results, the GM must again roll D100 and add to the result the modifier given on the appropriate Encounter Line of the Danger Table. The resulting number is indexed with the Humans column on the Encounter Table to determine the class of humans the players encounter. Next to the class is a number which is added to the dice roll used to determine the initial reactions of the monsters or NPC's encountered (see 64). **Note:** Modified results of greater than 125 are treated as 125. Results less than 1 are treated as 1.

The GM may wish to vary slightly the regularity with which he makes Encounter Checks so as to keep the players from anticipating danger too easily.

[63.1] Danger Table

(see page 102)

[63.2] Encounter Table

(see page 101)

64. REACTIONS TO ENCOUNTERS

Unless the GM has established a reaction for the NPC/monster the player characters have encountered, he consults the Reaction Table, rolling D100 and adding to or subtracting from the result whatever number he believes appropriate to the situation in addition to those modifiers listed on the Humans column of the Encounter Table, where appropriate. The GM determines the modifier before rolling the dice. It should seldom exceed 30. The GM may add negative numbers to the dice roll. The modified dice roll number indicates the reaction of the monster(s) or NPC(s) to the encounter as follows:

Dice Reaction

01-10 Enraged: Immediately attacks party.

11-30 Belligerent: Immediately attacks unless somehow mollified.

21-30 Wary: Inclined to attack, but does not immediately charge.

31-40 Unfriendly: Willing to communicate on a limited basis, but will not cooperate and may attack if patience is tried too severely.

41-60 Neutral: Willing to communicate or to allow the party to pass by without hindrance. Has no positive or negative feelings about the party.

61-75 Pleasant: Willing to communicate, including in his conversation useful hints about the area, but still intent upon his own business.

76-85 Friendly: Willing to communicate and provide minor assistance (such as providing temporary lodging).

86-95 Charmed: Willing to assist the party in any way which does not imperil the NPC/monster's own interests. He may even be talked into joining the party temporarily.

96-100 Enraptured: Willing to join the party immediately upon being asked. Will totally identify with the party and its interests even to his own peril.

The nature and degree of any modification will depend upon the race or species of the monster or NPC encountered, on the manner in which the characters habitually treat entities they encounter, and on such unpredictable details as whether the monster currently has its young in tow and is thus primarily concerned with their welfare. Once the initial reaction has been determined, the ensuing interaction of the characters with the monster or NPC will depend upon the actual interaction of the players and the GM, as modified by their respective perceptions of the prejudices, perceptions, and characteristics of their characters.

[64.1] The Physical Beauty of a Monster (or lack thereof) may cause characters to react in unpredictable ways.

Whenever characters encounter a monster whose Physical Beauty is less than 6, they must make a Willpower check of (4 x Will-power). If they roll above this result, they must then roll on the Fright Table (see 44.8), and apply any results before they take any other action. If affected they receive another Willpower check every second Pulse until they recover. Until that time, they will act as the result on the Fright Table indicates. **Note:** The relative Physical Beauty of monsters will in part determine character interaction with them and will also determine in part the interaction of a party of characters accompanied by such a monster with other randomly-encountered NPC's or monsters.

65. HOW TO READ THE MONSTER DESCRIPTIONS

Sections 66 through 76 list the various types of fauna that may be encountered in the *Dragon-Quest* world. Each Section describes one type of fauna and provides detailed information on some specific representative examples of that type. These sample creatures are discussed in detail according to the format given above right.

Name: The name of the monster (or NPC type, hereafter called simply "monsters").

Natural Habitat: The environment(s) in which the monster is most likely to be found, including subclasses of the 10 basic terrain types discussed in 63.

Frequency of Appearance: There are 4 designations given under this heading, each representing the relative rarity of the monster as a guide to the GM in placing them in his world. In ascending order of rarity, they are: Common, Uncommon, Rare, Very Rare.

Number: The average number of specimens of the monster which will be found together in one place, usually expressed as a span of numbers. In some cases, this span will be followed by a single number which indicates that this is the number most frequently found together.

Description: A description of the monster as perceived by human senses.

Talents, Skills, and Magic: Includes a list and description of all the talents possessed by the monster as well as any skills mastered and whether the monster possesses any magical talents or is an Adept of a College of magic.

Movement Rates: A list of the Flying, Swimming, Running, Climbing, Crawling, and Tunneling speeds of the monster. These are given in yards (usually hundreds) per minute. These numbers are used primarily in the Adventure Sequence for purposes of establishing chase speeds. The Movement Rate of humanoid is Running: 250.

PS: Physical Strength. **MD:** Manual Dexterity. **AG:** Agility. **MA:** Magical Aptitude. **EN:** Endurance. **FT:** Fatigue. **WP:** Will-power. **PC:** Perception. **PB:** Physical Beauty. **TMR:** Tactical Movement Rate. TMR's are listed in the same order as they are listed in Movement Rates. A monster's TMR is equal to its Movement Rate divided by 50. These characteristics function in the same manner as the characteristics of player characters except for Physical Beauty, which measures the relative emotional response (in ascending order of approval from 1) of player characters to the physical appearance of the monster (but not NPC). These characteristics are given as a span of number in most cases. The GM may choose to pick a number from the span or he may randomly generate a modifier to the lowest number in the span (which serves as a base).

NA: The monster's Natural Armor, given as the number of Damage Points (DP's) absorbed by the monster's skin, scales, etc., for each Strike.

Weapons: The natural weapons of the monster in the forms of claws, teeth, talons, etc. The damage done by each natural weapon, its Base Chance and, in some cases, its possible Rank, are listed along with each weapon. Monsters always add their Manual Dexterity to their Base Chance with any natural weapon whether Ranked or not. For purposes of Grievous Injury, all teeth, horns, and tusks do type A damage. Talons and claws do type B damage. Hooves and other appendages to butt or kick do type C damage.

Comments: Any special characteristics of the monster, including its preferences in diet, treasure that it may have scavenged, etc., are discussed under this heading.

[63.2] ENCOUNTER TABLE

Environment...

CAVERN	CRYPT	FIELD	MARSH	OCEAN	PLAIN	ROUGH	RUIN	WASTE	WOODS	Dice Roll	HUMANS
+3 Rat	+5 Rat	+3 Rat	+3 Rat	+1 Human	+2 Buzzard	+5 Gnome	+3 Rat	+1 Dingo	-8 Weasel	01-05	+10 Resident
+5 Rat	+7 Rat	-4 Human	+1 Mongoose	+3 Human	+5 Buzzard	+8 Gnoll	+8 Bat	+5 Dingo	-4 Weasel	06-10	+8 Resident
+12 Bat	+10 Bat	+1 Halfling	+1 LandTurtle	+5 Human	+3 Dingo	+12 Dwarf	+8 Gnoll	-1 Jackal	-8 Wildcat	11-15	+5 Resident
+5 Gnome	+8 Gnoll	+1 Brownie	-4 Wildcat	+10 Human	+8 Dingo	+6 Hobgoblin	+10 Hobgoblin	+2 Hyena	-6 Wildcat	16-20	+15 Merchant
+9 Gnome	+2 Hobgoblin	+1 Kobold	-8 Boar	+15 Human	-2 Jackal	-5 Human	-1 Ghost	+3 Buzzard	-8 Goshawk	21-25	+5 Merchant
+3 Kobold	+1 Ghost	+3 Kobold	-3 Human	-2 Barracuda	+1 Hyena	-3 Human	-5 Human	+8 Scorpion	-4 Goshawk	26-30	+15 Soldier
+8 Goblin	+3 Ghost	+2 Hobgoblin	-1 Human	+1 Shark	-4 Human	-1 Human	-3 Human	-2 Asp	-7 O. Outang	31-35	-5 Brigand
+12 Hobgoblin	+3 Ghoul	+6 Hobgoblin	+2 Human	+5 Shark	-3 Human	-6 Wildcat	-1 Human	-1 Camel	-4 Owl	36-40	-10 Brigand
-2 Human	+5 Ghoul	+1 Ghoul	+4 Hobgoblin	+25 Human	-2 Human	-6 Leopard	+3 Skeleton	+1 Camel	-6 Bear	41-45	+10 Soldier
-1 Human	+9 Ghoul	+3 Ghoul	+5 Gnoll	+30 Human	-1 Human	+3 Neanderthal	+5 Skeleton	+1 Jackal	-8 Bear	46-50	+5 Resident
+10 Dwarf	-4 Zombie	+5 Ghoul	+5 Crocodile	-6 Eel	+3 Elephant	+6 Neanderthal	+2 Zombie	+4 Jackal	-4 Wolf	51-54	+5 Adventurer
+15 Gnoll	+1 Zombie	+1 Gnoll	+10 Crocodile	-4 Eel	+9 Elephant	-7 Boar	+4 Zombie	+5 Hyena	-4 Human	55-58	+5 Soldier
+15 Orc	+3 Zombie	+3 Gnoll	-8 Python	-4 Octopus	+4 Mustang	-6 Bear	+3 Ghoul	+6 Buzzard	-2 Human	59-62	+5 Pilgrim
-4 Bear	+1 Skeleton	+2 Satyr	-7 Mamba	-3 Octopus	+8 Mustang	-6 Troll	+5 Ghoul	+2 Tarantula	+1 Nymph	63-66	+5 Merchant
-6 Bear	+3 Skeleton	+4 Satyr	-3 Cobra	+3 MantaRay	+1 Human	+5 Human	-4 Troll	+4 Tarantula	+3 Satyr	67-70	-5 Resident
+1 Wolf	-3 Human	-3 Ghost	+20 Piranha	+5 MantaRay	+3 Human	-3 Ogre	-7 Troll	-1 Hobgoblin	-8 Python	71-74	+5 Adventurer
-7 ST.Tiger	-3 NightGaunt	-1 Ghost	+40 Piranha	+1 Harpy	-6 Cheetah	+20 Orc	-6 Ogre	+1 Hobgoblin	-6 Mamba	75-78	-10 Brigand
+6 Neanderthal	-1 NightGaunt	-1 Human	-8 Troll	+3 Harpy	-4 Lion	+1 HillGiant	-5 Gargoyle	+3 Hobgoblin	-3 Cobra	79-82	-5 Reaver
-4 Minotaur	-3 Gargoyle	+1 Human	-7 Troll	+1 KillerWhale	+3 DireWolf	+5 DireWolf	-3 Gargoyle	+5 Hobgoblin	-8 Naja	83-86	+5 Merchant
-3 Manticore	-1 Gargoyle	+3 Human	+1 Fossegrim	+3 KillerWhale	+5 DireWolf	-3 Sasquatch	-1 Gargoyle	-3 Orc	+5 Leprechaun	87-90	-5 Adventurer
-1 Manticore	-1 Wight	-3 Elf	+3 Fossegrim	-1 Merfolk	+10 Baboon	-6 Manticore	+2 Human	-1 Orc	+10 Pixie	91-93	-10 Brigand
+1 DireWolf	+1 Wight	-1 Elf	+5 Nixie	+1 Merfolk	+20 Baboon	-8 Gryphon	+5 Human	-5 Human	-8 Dryad	94-96	-5 Soldier
+1 Ogre	+3 Wight	-1 DireWolf	+10 Nixie	+5 Merfolk	+30 Baboon	-7 Hydra	+9 Human	-1 Human	-8 Tiger	97-99	-5 Merchant
-7 Troll	-1 Wraith	-8 Troll	+15 Nixie	+8 Merfolk	+1 Centaur	-2 StoneGiant	+9 Gorilla	+5 Human	-6 Leopard	100-102	-10 Resident
-8 Chimera	+1 Wraith	+3 Orc	+20 Nixie	+10 Merfolk	+5 Centaur	+3 FrostGiant	+10 Orc	+10 Human	-7 Stag	103-105	-5 pilgrim
+15 Gnome	-8 Doplanger	-8 Were	+1 Suarime	-6 Squid	+9 Centaur	-3 Hippogriff	+20 Orc	+15 Human	-5 Minotaur	106-107	-10 Adventurer
+15 Goblin	-5 Doplanger	-6 Vampire	+3 Suarime	-4 Squid	+15 Orc	-4 CloudGiant	-4 Naga	+20 Human	-4 Sasquatch	108-109	-10 Reaver
+20 Hobgoblin	-1 Doplanger	-5 Vampire	+5 Suarime	-2 Squid	+5 Human	-4 Eagle	-8 Chimera	+10 Orc	+2 Human	110-111	-10 Soldier
+20 Gnoll	-8 Basilisk	-4 Vampire	+7 Suarime	-8 WhiteWhale	+9 Human	-8 Chimera	-4 NightGaunt	+20 Orc	+5 Gorilla	112-113	-5 Merchant
+20 Orc	-7 Basilisk	-3 Vampire	+9 Suarime	-8 WhiteWhale	+12 Human	-8 Sylph	-3 Wight	+25 Orc	+10 Gorilla	114-115	-15 Resident
-2 Sasquatch	-1 Vampire	-8 Wight	-8 Wyvern	-8 Kraken	-8 Unicorn	-8 Pegasus	-2 Wraith	-8 Gryphon	+10 Elf	116-117	-30 Brigand
-7 Gorgon	+1 Vampire	-6 Wight	-7 Wyvern	-8 Kraken	-6 Unicorn	-8 Titan	-4 Vampire	-8 Basilisk	+20 Elf	118-119	-30 Reaver
-8 Doplanger	+3 Vampire	-7 Wraith	-6 Wyvern	-8 Kraken	-3 WoolyM.	-8 Roc	-7 Spectre	-8 Salamander	-6 Unicorn	120-121	-20 Resident
-7 Basilisk	-7 Spectre	-5 Wraith	-5 Wyvern	-8 Titan	-1 WoolyM.	-7 StormGiant	-8 Basilisk	-8 Phoenix	-4 Unicorn	122-123	-15 Resident
-8 Dragon	-5 Spectre	-3 Wraith	-4 Wyvern	-8 Titan	+1 WoolyM.	-8 Dragon	-8 Titan	-8 Sphinx	-8 Titan	124-125	-30 Resident

See next page for Notes.

ENCOUNTER TABLE *(continued)*

KEY: The names in each terrain column are those of the species the characters encounter when the dice roll for that species occurs. The Humans column of the Encounter Table gives the class of the humans (or humanoids) encountered followed by a number, which is added to the initial Reaction Check (see 64). Human classes include the following:

Resident: The indigenous inhabitants of the area, including local tradesmen, farmers, nobles, witches, warlocks, village idiots, constables, etc. Except in extremely dangerous areas, the locals are likely to be friendly (or at least neutral) and to be generally mundane (few heroes or great mages will be found among them). There will be exceptions to this rule, especially when the players stumble on isolated cots in the woods occupied by elderly women who keep cats. Substitute *merchant* for *resident* if at sea.

Merchant: Those traders who travel long distances between trading centers, making high profits as a result of their willingness to risk venturing through wild areas to ply their wares. Merchants will almost always be accompanied by slaves and armed body guards. They will generally carry [D + 5] x 3,000 Silver Pennies worth of treasure or trade goods. Large parties (10 or more) will usually include an Adept and/or heroic fighter (a fighter with exceptional characteristics and Rank with weapons) hired by the merchant for protection. If encountered at sea, the value of any treasure or trade goods will be tripled and at least two thirds of the party will be armed soldiers with slaves and sailors making up the balance. Sea-going merchants will always have at least one (and possibly two or three) Adepts on board ship.

Soldier: This class includes everything from individual messengers of the local potentate through medium-sized companies of condottieri. Soldier bands will include one heroic fighter for every 10 soldiers and one Adept and one military scientist in every band of 20 or more. Soldiers will usually be heavily armored (chainmail at the least) and armed and will often possess booty worth [D-2] x 100 Silver Pennies per man. If at sea, double the value of treasure carried. Soldiers encountered in military vessels at sea will always be accompanied by at least one (and sometimes more) military scientists and Adepts.

Brigands: This class encompasses thieves, highwaymen, cutpurses, pirates, and other unsavory types indigenous to the area. They will usually be lightly armed and will seldom include in their ranks adepts or military scientists, though heroic fighters will usually be present. Brigands will usually carry [D - 3] x 100 Silver Pennies worth of coins and jewelry in addition to the value of their weapons (which are often bejeweled). Seaborne brigands will have twice the treasure of their land faring brethren. Usually, brigands will be content to steal all of the worldly possessions of their victims and then allow them to depart with their lives. Seagoing brigands may, however, impress one or more of their victims as galley slaves and will sometimes amuse themselves by keelhauling the remainder of the party or otherwise killing them all.

Reavers: Reavers are much like brigands except that they are not indigenous to the area and tend to enjoy slaughter almost as much as looting. Reavers will always be accompanied by 1 heroic fighter for every 8 men and 1 military scientist per 15 men. Each party will have one (and only one) Adept along (usually one versed in the Elemental Colleges). They will always be mounted if encountered on land. They will possess the same treasure and weapons as brigands, but will be more heavily armored (chainmail or leather in addition to a cloth armor undergarment). Reavers always kill their victims, usually by torture. If they haven't the time to torture their victims on the spot, they will carry them off and torture them later. Seagoing reavers will lock any of their victims they do not make into galley slaves in the hold of the victims' ship, which they will then set afire.

Adventurer: This class includes characters similar to those of the players, themselves. Adventurers will usually be in the company of one or more non-humans or monsters. They will always be heavily armed and armored, will inevitably include one or more Adepts in their company and will possess [D + 5] x 300 Silver Pennies each on the average.

Pilgrims: All monks, holy men, wandering hermits and the like are included in this class along with religious pilgrims bound for one or another shrine. They will generally be lightly armed, wear little or no armor and include no heroic fighters or military scientists. They may number an Adept or two (usually of little note) among their company. Except for hermits, they will possess [D + 3] x 100 Silver Pennies each on the average. They will usually mind their own business, attacking only out of fear and may sometimes be robbed without a fight. If a holy man or monk is part of the company, he may secretly lay a curse on the players' characters if they do the pilgrims harm.

[63.1] DANGER TABLE

DANGER

LEVEL	Low	Small	Moderate	High	Extreme
Frequency	168	72	24	6	2
Cavern	-	10%	20%	30%	45%
Crypt*	2%	17%	27%	37%	52%
Field	25%	40%	50%	60%	75%
Marsh	5%	15%	30%	40%	55%
Plain	-	10%	20%	30%	40%
Ocean	-	10%	25%	35%	55%
Rough	-	3%	13%	25%	40%
Ruin	-	10%	25%	35%	50%
Waste	-	5%	15%	25%	40%
Woods	-	15%	25%	40%	50%
Encounter	- 25	- 10	+ 5	+ 10	+ 25

Danger Level: The relative chance of an encounter with potentially hostile NPC's or monsters, given in five increments in ascending order of danger from Low to Extreme.

Frequency: The frequency (in hours) with which the GM must make an Encounter Check depending upon the Danger Level of the area occupied by the characters.

Cavern, Crypt, etc.: The 10 major terrain types in which the characters may adventure. The percentage found by indexing the terrain type with the Danger Level is the Base Chance of any encounter (of any type) occurring when the characters are in that type of terrain. *Cavern* includes all caves, tunnels, natural caverns, and other underground areas which are not part of an inhabited dwelling. *Crypt* includes all barrows, crypts, burial mounds, graveyards, and other places of internment for the dead. *Field* includes cultivated fields, vineyards, moors, heaths, etc. (usually near inhabited areas). *Marsh* includes all swamps, metes, ponds, etc. In addition, small streams and rivers are included herein, but 10 is subtracted from the Base Chance if checking for an encounter as a result of a stream or river crossing when other terrain of this type is not present. *Plain* refers to all plains, steppes, and other more or less open and flat or rolling terrain. *Ocean* includes oceans, seas, and large lakes. If the adventurers are on a lake, the Base Chance for this type of terrain is reduced by 10. *Rough* refers to both hills and mountains, but 20 is added to the Base Chance if the characters are in mountains instead of hills. *Ruin* includes all abandoned dwellings (cities, castles, monasteries, villages, etc.). *Waste* includes all deserts, wastelands, salt flats, etc., where life is not likely to be found in profusion. *Woods* refers to all wooded glens, forests, brush land, etc., where large amounts of common wildlife are likely to be found and where few humanoids dwell. If the area is deep forest, add 10 to the Base Chance of an encounter.

Encounter: The number added to the dice roll on the Encounter Table which is used to determine exactly what type of NPC or monster is encountered.

#%: The Base Chance of an encounter in the terrain type the adventurers occupy at the current Danger Level.

(-): No chance of an encounter occurring in this type of terrain at this Danger Level.

Note: Inhabited dwellings, cities, towns, etc., have not been included on this table, since the GM will almost always prefer to inhabit these areas with monsters/NPC's of his own choice.

66. COMMON LAND MAMMALS

[66.1] Apes and Prehumans

Apes and prehumans include baboons, gorillas, and orangutans in addition to two classes of prehumans: neanderthals and sasquatches. All of these tend to be shy of humans and will usually dwell in high mountains or deep jungle. They have three times the stealth of an average human (30) and are often adept at tracking and have other talents sometimes associated with the Ranger Skill.

BABOON

Natural Habitat: Plains

Frequency: Common **Number:** 1-100 (20)

Description: Baboons are medium-sized apes, usually no more than 4 feet tall, and 120 pounds in weight. They are characterized by their large heads and long sharp fangs. Baboons generally have light brown fur, but may have brightly-colored (orange, blue, purple or red) faces and/or rumps (especially females).

Talents, Skills, and Magic: Baboons possess no special talents or skills. They are neither magic nor tool users and are only semi-intelligent.

Movement Rates: Running: 350

PS: 12-18 **MD:** 16-20 **AG:** 18-22 **MA:** None

EN: 6-10 **FT:** 10-15 **WP:** 7-9 **PC:** 17-21

PB: 6-9 **TMR:** 7 **NA:** Fur absorbs 2 DP

Weapons: Baboons cannot attack except in Close Combat. They will swarm over their victim, using their bite (Base Chance of 65%, Damage of + 4) to kill by increasing blood loss. **Comments:** Baboons tend to be vicious and unpredictable, attacking without warning. They are tribal in nature and do not fear men when in company with the rest of the tribe. They can sometimes (30% chance) be assuaged by food (usually meat).

GORILLA (Mountain Gorilla/Great Ape)

Natural Habitat: Woods, Forest and Mountains

Frequency: Rare **Number:** 1-40 (20)

Description: Gorillas reach 650 pounds and 6 + feet in height. They usually have arm spans when full grown of over 10 feet. Gorillas tend to have black fur, but older males will often have gray or silver fur. Some species are entirely white. Both males and females have prominent canines and are vicious fighters. Due to their great weight, gorillas cannot move between trees in the manner of other apes.

Talents, Skills, and Magic: Gorillas have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 350

PS: 30-40 **MD:** 20-23 **AG:** 14-17 **MA:** None

EN: 28-33 **FT:** 33-38 **WP:** 6-8 **PC:** 12-18

PB: 3-7 **TMR:** 7 **NA:** Fur absorbs 3 DP

Weapons: Gorillas may only attack via Close Combat. However, they may enter Close Combat with an entity whose combined modified Agility and Physical Strength is half or less their own by grabbing the victim and pulling him into their hex. This maneuver requires a Charge Action and is implemented in the same manner (except that the victim is pulled out of his hex into the gorilla's. Gorillas may bite (Base Chance of 30,-2 Damage) or rend (Base Chance of 50%, + 6 Damage) in Close Combat, but not in the same pulse.

Comments: Gorillas will usually flee humanoids, but will occasionally attack if led by a large, powerful male.

NEANDERTHAL

Natural Habitat: Woods, Rough, Caverns

Frequency: Rare **Number:** 1-30 (8)

Description: Neanderthals are a species of pre-human characterized by sloping foreheads, hairy bodies, limited intelligence, and a semi-erect posture.

Talents, Skills, and Magic: Neanderthals may have limited Beast Master skills and will possess most Ranger skills at Ranks 1-6 (some at higher Rank). They will have no talents and will not be magic users. Neanderthals will have only a limited tool-using capacity and will generally not use weapons more complicated than stones and clubs.

Movement Rates: Running: 300

PS: 18-25 **MD:** 13-15 **AG:** 12-14 **MA:** None

EN: 14-16 **FT:** 20-24 **WP:** 8-i0 **PC:** 13-18

PB: 8-10 **TMR:** 6 **NA:** Skin absorbs 1 DP

Weapons: Neanderthals will use rocks and sticks and sometimes simple clubs and axes. They will rarely (15%) pick up and use a dropped weapon of a more complex nature. They will be at a total loss to figure out the workings of such complex weapons as bows. They have prominent canines and will always attempt to enter Close Combat where they will bite (Base Chance of 30%, -3 Damage) in addition to striking.

Comments: Neanderthals fear other humanoids and will flee them if possible. Some, however, are cannibals and will stalk other humanoids as prey.



ORANG-OUTANG (Man-Apes)

Natural Habitat: Woods, preferably deep Forest

Frequency: Uncommon **Number:** 1-3 (1)

Description: Orang-outangs are 4-5 feet tall and may weigh up to 200 pounds. They are characterized by long, rust-colored fur over their entire body except for the chest and belly. They stand semi-erect and have long fore-limbs that reach almost to the ground. They use these limbs to assist them in running and in climbing.

Talents, Skills, and Magic: Orang-outangs possess no skills or talents and are neither magic nor tool users.

Movement Rates: Running: 300; Climbing: 100

PS: 15-15 **MD:** 16-22 **AG:** 18-23 **MA:** None

EN: 10-12 **FT:** 15-17 **WP:** 8-12 **PC:** 17-21

PB: 7-9 **TMR:** 6/2 **NA:** Fur absorbs 2 DP

Weapons: Orang-outangs attack in Melee Combat in the same manner as humans (striking with bare hands). In Close Combat, they receive 1 attack per Pulse at a Base Chance of 40% for - 1 Damage and with a possible Rank of 1-3.

Comments: Orang-outangs are not social in nature. They have a strong sense of territory and will waylay trespassers. They are vegetarians.

SASQUATCH (Yeti/Abominable Snow Man)

Natural Habitat: Woods, Rough (Lair in clearings or caverns)

Frequency: Very Rare **Number:** 1-6 (1)

Description: The sasquatch is a large humanoid being, very shy. It is covered in long brown fur which allows it to survive in even the coldest climates. The sasquatch tends to be shy of humans and will run or hide rather than attack except when its lair is threatened.

Talents, Skills, and Magic: The sasquatch is a natural tracker and forester and will possess the Ranger skill at Ranks 1-8. The sasquatch will not, however, possess any magic abilities and will not employ any skill involving tools or weapons.

Movement Rates: Running: 300

PS: 24-30 **MD:** 15-25 **AG:** 14-18 **MA:** 1-6

EN: 25-35 **FT:** 30-40 **WP:** 10-15 **PC:** 22-26

PB: 5-8 **TMR:** 6 **NA:** Fur absorbs 3 DP

Weapons: Bare hands as per the Unarmed Combat rules, but with + 1 damage. Hands may not be Ranked.

Comments: The sasquatch is a fairly docile creature, but the Yeti (the mountain-dwelling version of the species) tends to be much larger and meaner and will attack instead of running when its privacy is invaded.

[66.2] Felines

The following felines are covered in this section: cheetahs, house cats, leopards, lions, sabertooth tigers, tigers and wildcats. Pumas, panthers, cougars, jaguars and mountain lions are all similar to leopards in their size and characteristics, though not in coloration. Lynx, bobcats and ocelots all have the same size and characteristics as the wildcat, though their appearance may differ somewhat. Siamese and Burmese Temple cats have the same general characteristics as house cats, but have a Base Chance of 25% of doing - 5 damage.

With the exception of house cats, all felines attack in the same way. They have the option of either taking one bite or two claw attacks per Pulse in Melee Combat and can take one bite and four claw attacks in Close Combat. All cats will attempt to enter Close Combat when forced into battle. Individual modifiers and Base Chances are given for each feline. All felines will possess four times the stealth of the average human (40).

CHEETAH

Natural Habitat: Plains and (sometimes) Woods

Frequency: Rare **Number:** 1-4 (1)

Description: The cheetah is spotted, but without the characteristic pattern of the leopard. It is possessed of retractable claws and is leggy and slender. Its head is dog-like in appearance. The cheetah is usually a nocturnal hunter and will often advertise its presence by a hunting scream as it leaps upon its victim.

Talents, Skills, and Magic: Cheetahs have no talents or skills and are neither magic nor tool users.

Movement Rates: Running: 1200

PS: 20-23 **MD:** 22-25 **AG:** 30-34 **MA:** None

EN: 14-18 **FT:** 20-25 **WP:** 5-7 **PC:** 18-23

PB: 6-9 **TMR:** 24 **NA:** Fur absorbs 2 DP

Weapons: Bite does -2 Damage in Close Combat (Base Chance of 25%). Claws do - 3 Damage (Base Chance of 30%, possible Rank of

1-5) in either Close or Melee Combat.

Comments: Cheetahs are extremely fast over short distances, but tire rapidly. Their Movement should be quartered after their first few minutes at a dead run. If captured young, cheetahs are especially trainable. Cubs will generally sell for 300-400 Silver Pennies each.

HOUSE CAT

Natural Habitat: Fields (around people)

Frequency: Common **Number:** 1-20 (2)

Description: House cats will tend to be 10-24 inches long and weigh 12-35 pounds. The larger breeds of Siamese and Burmese cats are often bred for fighting ability and will appear more muscular and be much larger than the average house cat.

Talents, Skills, and Magic: House cats have no talents, skills, or magic. They are not tool users.

Movement Rates: Running: 450

PS: 3-4 **MD:** 19-21 **AG:** 22-24 **MA:** None

EN: 4-5 **FT:** 8-10 **WP:** 9-11 **PC:** 18-20

PB: 12-18 **TMR:** 9 **NA:** Fur absorbs 1 DP*

Weapons: House cats cannot Melee. They get one combined attack (teeth and claws) in Close Combat with a Base Chance of 20% and Damage of - 7.

Comments: *Applies only to Burmese and Siamese breeds. Familiars will frequently appear in the more or less permanent shape of house cats.

LEOPARD

Natural Habitat: Woods, Rough, Plains

Frequency: Rare **Number:** 1-4 (1)

Description: Leopards usually appear as butter-colored cats with 5 black spots. Some leopards, however, have shiny black coats and are called black panthers. In either case, they usually weigh 130-180 pounds. They hunt during both day and night, though they will usually be encountered at night.

Talents, Skills, and Magic: Leopards have no special skills or talents and are neither tool nor magic users. They do have the ability to climb trees and move between branches with ease and will follow prey into the upper branches of trees if necessary.

Movement Rates: Running: 400; Climbing: 200

PS: 22-26 **MD:** 24-30 **AG:** 28-32 **MA:** None

EN: 15-18 **FT:** 20-25 **WP:** 6-8 **PC:** 18-23

PB: 7-10 **TMR:** 8/4 **NA:** Fur absorbs 2 1~P

Weapons: Bite has a Base Chance of 30% and Damage of - 2. Claws have a Base Chance of 30% and Damage of - 3. Claws may be Ranks 1-3.

Comments: Leopards haunt game trails near rivers and streams (they sometimes eat fish). They are stealthier than most other felines and will seldom be seen except when they attack. The fur of adult leopards is worth 200-300 Silver Pennies.

LION

Natural Habitat: Plains

Frequency: Uncommon **Number:** 1-8 (2)

Description: Lions are large, tan cats. The males usually have great black (sometimes red) manes and will usually scare game in the direction of the females who are the better fighters and hunters.

Talents, Skills, and Magic: Lions possess no skills or talents and are neither tool nor magic users.

Movement Rates: Running: 450

PS: 25-30 **MD:** 20-25 **AG:** 25-30 **MA:** None

EN: 20-25 **FT:** 25-30 **WP:** 12-16 **PC:** 18-23

PB: 5-10 **TMR:** 9 **NA:** Fur absorbs 3 DP

Weapons: Bite does + 1 Damage and has a Base Chance of 35%. Claws do - 1 Damage and have a Base Chance of 45%. Males may have 1-3 Rank with claws. Females will have twice that Rank.

Weapons: Bite has a Base Chance of 20% of doing - 5 Damage. Claws have a Base Chance of 25% of doing - 6 Damage and may be Ranks 1-4.

Comments: Wild cats will usually not stray far from their lair. They may be captured and sold as exotic pets in some areas, but will usually not fetch more than 100-150 Silver Pennies. There is a 70% chance that there will be D-1 young in their lair.

SABRETOOTH TIGER

Natural Habitat: Plains, Caverns

Frequency: Rare **Number:** 1-8 (1)

Description: Sabretooth tigers are huge, dark yellow or dun colored hunting cats with disproportionate fangs.

Talents, Skills, and Magic: Sabretooth Tigers have no special talents or abilities and use neither tools nor magic.

Movement Rates: Running: 600

PS: 30-32 **MD:** 18-20 **AG:** 23-25 **MA:** None

EN: 20-22 **FT:** 33-36 **WP:** 8-10 **PC:** 21-25

PB: 7-10 **TMR:** 12 **NA:** Hide absorbs 5 DP

Weapons: Bite has a Base Chance of 50% of doing + 4 Damage. Claws do + 3 Damage and have a Base Chance of 60% with possible Rank of 1-5.

Comments: These cats have no fear of humanoids. If hungry, they will readily attack a party of adventurers. They are valuable as curiosities, and live cubs fetch 400-500 Silver Pennies each, while mature cats fetch 3 times that amount.

TIGER (including Bengal Tiger and White Tiger)

Natural Habitat: Plains, Rough, Fields and Woods

Frequency: Uncommon **Number:** 1-4 (1)

Description: Tigers are usually orange with black stripes, though some types have thick, pale fur. All weretigers will have the latter coloring when in their tiger form. Though varying greatly in size, most tigers will be between 4 and 7 feet in length and weigh several hundred pounds.

Talents, Skills, and Magic: Tigers have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 450

PS: 24-28 **MD:** 22-26 **AG:** 25-30 **MA:** None

EN: 20-24 **FT:** 25-29 **WP:** 8-10 **PC:** 18-23

PB: 5-9 **TMR:** 9 **NA:** Fur absorbs 3 DP

Weapons: Bite has a Base Chance of 45% of doing + 2 Damage. Claws have a Base Chance of 30% of doing - 1 Damage and may be Ranked 1-2.

Comments: Tigers are solitary, nocturnal hunters. They will attack humanoids with little provocation, and some have been known to develop a positive craving for human flesh. They enjoy swimming and will be undeterred by a water barrier between them and their prey.

WILD CAT (Bobcat/Marsh Cat)

Natural Habitat: Plains, Woods, Marsh, Rough

Frequency: Uncommon **Number:** 1-6 (1)

Description: There is some form of wild cat in most climes. They will vary from 2 to 4 feet in length and from 25 to 90 pounds in weight. Most wild cats have blunt tails with black tips. They often have tufted ears and are sometimes spotted.

Talents, Skills, and Magic: Wild cats have no special talents or skills. They are not tool or magic users.

Movement Rates: Running: 300-400

PS: 12-17 **MD:** 14-20 **AG:** 18-24 **MA:** None

EN: 10-13 **FT:** 15-18 **WP:** 8-10 **PC:** 16-21

PB: 8-11 **TMR:** 6-8 **NA:** Fur absorbs 2 DP

Weapons: Bite has a Base Chance of 20% of doing - 5 Damage. Claws have a Base Chance of 25% of doing - 6 Damage and may be Ranked 1-4.

Comments: Wild cats will usually not stray far from their lair. They are captured and sold as exotic pets in some areas, but will usually not fetch more than 100-150 Silver Pennies. There is a 70% chance that there will be D-1 young in the lair.

[66.3] Great Land Mammals

This section describes large mammals which adventurers are likely to encounter during land adventures. They include bears, boars, camels, elephants, oxen, stags, and woolly mammoths.

BEAR

Natural Habitat: Woods, Rough, Caverns

Frequency: Uncommon **Number:** 1-4

Description: Bears exist in any climate and have even been known to live in desert habitats. Arctic and mountain bears will be white. Other bears may vary in color from brown to black, and some will have creamy or rust tinged fur. They will generally weigh between 500 and 1500 pounds. They tend to walk on all four feet, but may stand on their hind legs to fight.

Talents, Skills, and Magic: Bears possess no special skills or talents. They are not magic or tool users. However, Shape Changers may use tools (and weapons) in their bear form.

Movement Rates: Running: 300

PS: 35-40 **MD:** 10-15 **AG:** 10-15 **MA:** None

EN: 30-35 **FT:** 35-40 **WP:** 8-10 **PC:** 18-22

PB: 6-10 **TMR:** 6 **NA:** Fur absorbs 4 DP

Weapons: Bears may make two claw attacks in Melee with a Base Chance of 35% of doing + 2 Damage and may achieve Ranks 1-4 with claws. They may bite in Close Combat with a Base Chance of 20% of doing + 4 Damage. Bears may bite and claw during the same Pulse while in Close Combat or they can attempt to "hug" their victim with a Base Chance of 60% of doing + 8 Damage.

Comments: Bears are omnivorous. They are also curious. They will, consequently, investigate and possibly attack a party of less than 6 humanoids. Larger parties will less likely be bothered. In spring, they will have 1-2 cubs in their lair. Each cub will fetch 400-800 Silver Pennies in an untrained state.

BOAR (Wild Pig)

Natural Habitat: Woods, Marsh, Rough

Frequency: Uncommon **Number:** 1-3 (1)

Description: Boars grow to 550 pounds, are covered in long, dark bristles and have long tusks. They tend to be both stupid and vicious.

Talents, Skills, and Magic: Boars have no special skills or talents and use neither tools nor magic.

Movement Rates: Running: 350

PS: 22-27 **MD:** 14-18 **AG:** 20-25 **MA:** None

EN: 20-25 **FT:** 25-30 **WP:** 4-10 **PC:** 12-16

PB: 6-10 **TMR:** 7 **NA:** Bristles absorb 4 DP

Weapons: Boars always attempt to charge their victims and either impale them on their tusks or knock them to the ground and trample them. Tusks do - 1 Damage with a Base Chance of 50% and Rank of 1-2. Feet do - 3 Damage with a Base Chance of 20%. A boar may only attack in Close Combat. He may not trample and tusk in the same Pulse.

Comments: Boars tend to be nocturnal and will seldom be encountered in daylight. They are omnivorous and will devour anything they find laying about or will kill humanoids for food.

CAMEL

Natural Habitat: Waste, Plains

Frequency: Common

Number: 1-6 (3)

Description: A camel is a tawny, thin-legged creature often used as a riding beast. Camels will have either one large hump on their back or two. If the latter is in the case, the camel is called a dromedary.

Talents, Skills, and Magic: Camels' metabolisms allow them to retain large quantities of fat and water, so they are able to survive for long periods without eating or drinking. On average, a camel can live for a week to ten days without water without suffering substantial ill effects. While valued for this trait, they are difficult to train and so will bring little money in an untrained state. Trained camels will bring 700-900 Silver Pennies.

Movement Rates: Running: 600

PS: 25-30 **MD:** 12-15 **AG:** 11-14 **MA:** None

EN: 27-30 **FT:** 20-25 **WP:** 10-12 **PC:** 14-18

PB: 7-9 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Bite has a Base Chance of 30% of doing - 1 Damage in Melee or Close Combat. Camels may kick instead of biting in Melee with a Base Chance of 25% of doing + 4 damage. Camels may only kick into their rear boxes.

ELEPHANT

Natural Habitat: Plains,

Frequency: Common

Number: 1-50 (20)

Description: Elephants are 10 to 14 feet high at the shoulder and weigh between 4 and 8 tons (with "Indian" Elephants being much smaller on the average than "African" Elephants). They tend to be gray in color, but may appear brown, yellow or red, depending upon what type of mud they have been wallowing in. Elephants are four-hex monsters.

Talents, Skills, and Magic: Elephants have no talents or skills and are not magic or tool users. They are dexterous with their trunks and can often use them to lift large burdens, shake trees, crush or throw objects (like people) without much accuracy. They have a highly developed sense of smell and poor eyesight.

Movement Rates: Running: 450

PS: 60-75 **MD:** 15-18 **AG:** 10-12 **MA:** None

EN: 40-50 **FT:** 45-55 **WP:** 10-14 **PC:** 10-12

PB: 6-8 **TMR:** 9 **NA:** Hide absorbs 5 DP

Weapons: The elephant's main weapons are his tusks, which can be used in Melee or Close Combat with a Base Chance of 15% of doing + 2 Damage. If the elephant is charging while making a tusk attack, the Base Chance is 60% and Damage is + 8. The elephant can also attack with his trunk during the same Pulse in which he Melee Attacks with tusks and has a Base Chance of 80% of doing - 2 Damage. If an elephant runs over an entity in Close Combat, he has a Base Chance of 50% of doing + 6 Damage (resolve one attack per foot, total of 4).

Comments: Elephants will usually shy away from humanoids unless provoked (70% chance that provocation short of attack will be ignored). If one elephant is attacked, all nearby elephants will come to his assistance, especially if the elephant is a cow or calf. Elephant tusks are valuable (D + 3 Silver Pennies per pound of ivory with each tusk weighing 100 pounds). Calves will sell for 1000 Silver Pennies and adult bulls will sell for three times that if unharmed. Adult females may fetch 1500 Silver Pennies if still in their breeding years.

OX

Natural Habitat: Plains, Fields (but only near man)

Frequency: Common

Number: 1-20 (2)

Description: Oxen are literally castrated cattle. This heading subsumes all such forms of domesticated beasts (water buffalo, caribou, etc.) used for pulling wagons, carts, plows, etc., or for carrying burdens.

Oxen generally have horns, but will seldom use them unless directly attacked.

Talents, Skills, and Magic: Oxen have no special talent or skill and are neither tool nor magic users. They will almost always be trained to pull a plow or wagon.

Movement Rates: Running: 250

PS: 50-60 **MD:** 7-9 **AG:** 8-10 **MA:** None

EN: 25-30 **FT:** 32-40 **WP:** 7-9 **PC:** 12-15

PB: 6-8 **TMR:** 5 **NA:** Hide absorbs 3 DP

Weapons: Oxen may attack in Melee with their horns for + 3 Damage (Base Chance of 20%). They may trample in Close Combat with a 40% Base Chance of doing + 5 Damage (4 attacks per Pulse possible).

STAG

Natural Habitat: Woods (especially deep woods or forest)

Frequency: Uncommon

Number: 1-5 (1)

Description: Stags are great male deer, boasting large racks of antlers. They will sometimes be accompanied by female deer and fawns (1-2 per couple). They generally have a tawny coat, but rare specimens are black.

Talents, Skills, and Magic: Stags have no special talents or skills and use neither tools nor magic.

Movement Rates: Running: 750

PS: 20-26 **MD:** 19-24 **AG:** 22-26 **MA:** None

EN: 15-20 **FT:** 20-25 **WP:** 10-11 **PC:** 20-25

PB: 12-13 **TMR:** 13 **NA:** Hide absorbs 3 DP

Weapons: Stags can attempt to horn with a Base Chance of 30% of doing + 5 Damage in Close or Melee Combat (possible Rank of 1-4). They can kick at a character occupying the hex opposite that they are facing in Melee Combat with a Base Chance of 50% of doing + 3 damage.

Comments: Stags will be wary of humanoids, but will not flee them. Their racks are extremely valuable (worth D10+ 1 per point hundreds of Silver Pennies). In addition, their hide will fetch 300 Silver Pennies (5 times that if the stag is black).

WOOLY MAMMOTH (Mastodon)

Natural Habitat: Plains (and sometimes Woods)

Frequency: Uncommon

Number: 1-10 (4)

Description: Mammoths are huge, hairy, evil-tempered elephantine animals growing to twice the size of elephants. Mastodons are generally longer and lower to the ground, but otherwise similar to the mammoth. Both mammoths and mastodons are four-hex monsters.

Talents, Skills, and Magic: Mammoths possess no talents, skills or magic. They are not tool users.

Movement Rates: Running: 500

PS: 65-80 **MD:** 15-18 **AG:** 10-12 **MA:** None

EN: 50-60 **FT:** 55-65 **WP:** 10-14 **PC:** 10-12

PB: 5-7 **TMR:** 10 **NA:** Hide absorbs 6 DP

Weapons: Mammoths attack in exactly the same manner as elephants, but do 1 additional point of damage per attack.

Comments: Mammoths tend to be more irritable than elephants and will be quicker to attack, but are otherwise similar. Their tusks are valued the same as elephant tusks, but weigh only 50-80 pounds each.

[66.4] Small Land Mammals

This section describes those common small land mammals which adventurers are likely to encounter and includes the following: dingoes, hyenas, jackals, mongooses, rats, wolves, and weasels.

DINGO**Natural Habitat:** Plains, Waste, Woods**Frequency:** Common **Number:** 1-12 (6)**Description:** Dingoes are wild dogs, usually between 2 and 3 feet in length and sometimes marked in the same manner as jackals. The characteristics of dingoes are the same for all types of dogs, though, unlike dingoes, other types may be trained and sold without restriction (since they do not have the savage nature of wild dogs).**Talents, Skills, and Magic:** Dingoes have no special talents or skills and do not use magic or tools.**Movement Rates:** Running: 350**PS:** 6-10 **MD:** 15-20 **AG:** 16-20 **MA:** None**EN:** 5-10 **FT:** 10-15 **WP:** 6-10 **PC:** 18-22**PB:** 10-14 **TMR:** 7 **NA:** Fur absorbs 2 DP**Weapons:** Dingoes may bite in Close Combat with a Base Chance of 65% of doing -4 Damage. They may not otherwise attack.**Comments:** Dingoes hunt in packs. They will usually refrain from attacking humanoids unless they catch an individual alone and are hungry. They can be trapped and the pups are trainable, but they cannot be sold to an individual who was not present at their training.**HYENA****Natural Habitat:** Plains**Frequency:** Common **Number:** 1-10 (6)**Description:** Hyenas are light brown, snub-snouted animals about 4 feet in length. Their hides are speckled with large dark brown rings.

They have short tails and rounded ears. The forelegs of a hyena are longer than the rear legs, so when the animal stands, it seems to slope downward from its shoulders to its tail. At night, hyenas can be recognized by their barking howl.

Talents, Skills, and Magic: Hyena have no special talents or skills. They do not use tools or magic.**Movement Rates:** Running: 350**PS:** 6-8 **MD:** 19-21 **AG:** 22-24 **M.A:** None**EN:** 7-9 **FT:** 11-13 **WP:** 8-10 **PC:** 19-23**PB:** 6-8 **TMR:** 7 **N.A:** Hide absorbs 3 DP**Weapons:** Hyenas can only attack in Close Combat and then they bite with a Base Chance of 60% of doing - 1 damage.**Comments:** Hyenas are mainly scavengers, preying on the remains of carcasses left by the great cats and other hunters.**JACKAL****Natural Habitat:** Plains**Frequency:** Common **Number:** 1-8 (2)**Description:** A jackal looks like a cross between a fox and a wolf, has a speckled grey and brown coat, and is about 3 feet long.**Talents, Skills, and Magic:** A jackal has no special talents or skills and does not use tools or magic.**Movement Rates:** Running: 300**PS:** 5-7 **MD:** 18-20 **AG:** 22-24 **MA:** None**EN:** 6-8 **FT:** 9-12 **WP:** 7-9 **PC:** 20-23**PB:** 7-9 **TMR:** 6 **NA:** Fur absorbs 2 DP**Weapons:** Jackals can only attack in Close Combat. Their bite has a Base Chance of 60% of doing - 2 damage.**Comments:** Jackals, like hyenas, are scavengers, and are none too courageous. They are curious, and will occasionally raid a human camp searching for food, but they will run at the first sign of danger.**MONGOOSE****Natural Habitat:** Woods, Rough, Marsh**Frequency:** Common **Number:** 1-20 (6)**Description:** Mongooses have light gray fur and grow to a length of about two feet. They are very common rodents in some parts of the world, and are valued as snake-killers.**Talents, Skills, and Magic:** Mongooses have no special skills or talents. They are not tool or magic users.**Movement Rates:** Running: 400**PS:** 2-3 **MD:** 26-32 **AG:** 26-32 **MA:** None**EN:** 4-6 **FT:** 6-8 **WP:** 18-20 **PC:** 20-24**PB:** 10-12 **TMR:** 8 **NA:** None**Weapons:** Mongooses get one bite in Close Combat at a Base Chance of 80% of doing - 6 Damage.**Comments:** Mongooses are especially valued as house pets and a mongoose which is trained to remain in the vicinity of a dwelling (and protect against snakes, especially cobras) will fetch 300-400 Silver Pennies. They are relatively easy to train for this task.**RAT****Natural Habitat:** Caverns, Ruins, Crypts**Frequency:** Common **Number:** 1-100 (12)**Description:** Usually about eight inches long, these animals can be any combination of shades of black, white, or brown. Some larger strains of rats can grow to 18 inches (with corresponding increase in the damage they can do and their Base Chance of biting during Close Combat -- see below).**Talents, Skills, and Magic:** Rats have no special talents, skills, or magical abilities.**Movement Rates:** Running: 100**PS:** 4-6 **MD:** 15-20 **AG:** 15-20 **MA:** None**EN:** 1-2 **FT:** 2-3 **WP:** 8-16 **PC:** 17-20**PB:** 4-8 **TMR:** 2 **NA:** None**Weapons:** Rats have a Base Chance of 75% of doing - 7 damage in Close Combat. They cannot attack in Melee Combat.**Comments:** Rats are not tool-users, but they can dig holes and gnaw through substances as hard as sandstone and lead, given enough time. When in combat they tend to head for the eyes and other unprotected areas, so the armor protection Rating of characters defending against rats should be reduced by three or four points. A character has a 10% chance of contracting a disease if he is in contact with rats for any period of time. If a character is bitten by a rat, increase chance of infection by 20.**WEASEL****Natural Habitat:** Woods**Frequency:** Uncommon **Number:** 1-2 (1)**Description:** Weasels have a brown coat during the summer, which turns white as winter approaches. They are slim, and utterly vicious. The pelts of weasels taken during winter are worth 40-70 Silver Pennies each.**Talents, Skills, and Magic:** Weasels are the only animals which can stand the gaze and breath of the basilisk, and thus they are often trained to kill them. They are, however, difficult to train and a trained Basilisk killer is worth 4,000-6,000 Silver Pennies. Other than this special ability, weasels have no talents or skills. They use neither tools nor magic.**Movement Rates:** Running: 250**PS:** 1-2 **MD:** 19-23 **All:** 25-29 **M.A:** None**EN:** 1-2 **FT:** 3-4 **WP:** 18-23 **PC:** 17-23**PB:** 10-13 **TMR:** 5 **N.A:** Fur absorbs 1 DP**Weapons:** Weasels may only attack in Close Combat by biting. Bite has a Base Chance of 75% of doing + 4 damage.**Comments:** Weasels are very curious, and they are thus fairly easy to trap. If a pair of weasels is found in spring, there is a 80% chance they will be accompanied by 4-8 young. Weasels are

bloodthirsty, and will gladly take on much larger creatures.

WOLF

Natural Habitat: Woods

Frequency: Uncommon **Number:** 2-24 (6)

Description: The color of wolves' fur varies greatly with environment, but they will usually be colored so as to blend in with their surroundings. The thickness of the fur depends on the season.

Talents, Skills, and Magic: Wolves have no skills, talents or magical abilities and are not tool users. Wolves have incredible stamina, however, and can run for literally days at a time.

Movement Rates: All-out Run: 400; Steady Run: 250

PS: 10-12 **MD:** 18-20 **AG:** 18-20 **MA:** None

EN: 15-20 **FT:** 30-35 **WP:** 18-22 **PC:** 20-24

PR: 6-9 **TMR:** 8 **NA:** Fur absorbs 3 DP

Weapons: Wolves Melee Attack with their bite. (Base Chance of 60% + 1 Damage). In Close Combat, damage from biting goes up to +3.

Comments: Wolves travel in packs, although lone wolves can occasionally be found. During the spring, a wolf's lair will be occupied by from 3-12 cubs per female in the pack.

67. AVIANS

Avians include only those species listed in this rule Section, though other Species have a flying capacity and the rules governing flying in this section apply to all species using that option.

Whenever an avian (or any other entity that is a flyer) is air-borne, the character's height above the ground and/or any obstacle may have to be noted (especially in the case of combat situations). When calculating the range between two characters when one or both are airborne, the following formula is used: $A^2 + B^2 = C^2$. A = the distance between the two characters in feet. B = the difference between the height of the two characters from the ground. C = the range between the characters. A character may not attack another character in Melee Combat when one or both are airborne unless the Range between them is 5 feet or less. A character may not attack a character in Close Combat when one or both are airborne unless they occupy the same hex and the height difference is 3 feet or less. A character may not attack another character in Ranged Combat when one or both are airborne unless the range to the target as calculated in this Section is within the maximum range of the weapon or spell the attacker is using.

The Base Chance of hitting an airborne character is always reduced by 20. The Base Chance of an airborne character hitting a target on the ground is reduced by 15 and the Base Chance of an airborne character hitting another airborne character is reduced by 10. These reductions apply to all physical combat, but not to magic.

Whenever an airborne character occupies the same hex as another conscious, unstunned character and the height differential is 3 feet or less, they are automatically in Close Combat. An air-borne character will be pulled from the air and made to adopt a Prone Position in Close Combat if the combined Physical Strength and Agility of the airborne character are less than the combined Physical Strength and Agility of the character on the ground. If both characters are flying or if the combined Physical Strength and Agility of the airborne character is equal to or greater than that of the non-airborne character, the Close Combat will be conducted with the airborne character remaining airborne and, possibly, with both characters airborne (GM's discretion as to how much weight a flying character can carry into the air in such circumstances).

An airborne character can enter the same hex as a stunned or unconscious character or as a character who is 5 feet or more above or below him without having to enter Close Combat. An air-borne character can make a Charge Attack by "diving" on the target.

The larger avians can be used as steeds or will carry characters or objects in their talons or claws. Generally, except for eagles, only Fantastical Avians will carry characters or objects.

[67.1] Common Avians

Common Avians include buzzards, eagles, goshawks, owls.

BUZZARD

Natural Habitat: Plains, Waste

Frequency: Common **Number:** 1-60 (10)

Description: These birds have dark brown plumage and thin, unfeathered necks of a tannish color. Their beaks are black and snub-tipped. They prey on the dead and near-dead (especially if unconscious).

Talents, Skills, and Magic: Buzzards can see each other miles away, and thus when one buzzard descends for a meal, others soon follow. Except for their keen eyesight, buzzards possess no special talents, skills or magic. They are not tool users. **Movement Rates:** Flying: 600

PS: 3-5 **MD:** 15-17 **AG:** 14-16 **MA:** None

EN: 6-7 **FT:** 9-11 **WP:** 8-10 **PC:** 17-20

PB: 8-10 **TMR:** 12 **NA:** Feathers absorb 1 DP

Weapons: A buzzard attacks in Close Combat with its claws and beak. The claws' Base Chance is 45r/0, for - 5 Damage, while the bite's Base Chance is 40%, for -6 Damage. A buzzard cannot attack in Melee Combat.

EAGLE

Natural Habitat: Rough (usually mountainous)

Frequency: Uncommon **Number:** 1-20 (1)

Description: Great Eagles are the largest of the birds of prey. They have a wingspan of 7 feet when full grown. Their feathers are gray except around neck and head (which is white).

Talents, Skills, and Magic: Eagles have no special talents or skills. They are not magic users and do not use tools. They do have keen eyesight.

Movement Rates: Flying: 1200

PS: 12-16 **MD:** 22-24 **AG:** 19-23 **MA:** None

EN: 9-12 **FT:** 17-20 **WP:** 11-13 **PC:** 20-24

PB: 10-12 **TMR:** 24 **NA:** Feathers absorb 2 DP

Weapons: Eagles can attack only in Close Combat with either beak (Base Chance of 50% of doing - 1 Damage) or 2 talons (Base Chance of 50% of doing + 1 Damage) without penalty in the same Pulse. An eagle may achieve Ranks 1-3 with beak and 1-2 with talons.

Comments: Eagles avoid humans except to occasionally steal goats or other small animals from human flocks. They will sometimes attack a party which ventures too near their nest.

GOSHAWK

Natural Habitat: Woods

Frequency: Rare **Number:** 1-2 (1)

Description: Goshawks are the largest of the hawks. They are almost 21/2 feet in length. The feathers of a goshawk are primarily brown, although the belly is pure white and some of the tail feathers are black. The sharp beak and claws are black.

Talents, Skills, and Magic: Other than their excellent eyesight, goshawks have no special talents, skills, or magical abilities and are not tool users.

Movement Rates: Flying: 1100

PS: 4-6 **MD:** 18-20 **AG:** 20-22 **MA:** None

EN: 6-7 **FT:** 9-11 **WP:** 8-10 **PC:** 20-21

PB: 10-12 **TMR:** 22 **NA:** Feathers absorb 1 DP

Weapons: In Close Combat, a Goshawk can attack with two claws and its beak in the same Pulse without penalty. The claw attacks have a Base Chance of 80% and do - 3 Damage, while the beak attack has a

Base Chance of 65% and does - 4 Damage. The goshawk cannot attack in Melee Combat.

Comments: Like the other birds of prey, the goshawk can be trained to serve man in captivity. It will bring 700-1200 Silver Pennies as a trained hunter. Other types of hunting birds (including goshawks and gyrfalcons) will have characteristics 1-2 less than the goshawk, will fly at speeds of 100-200 yards per minute less, and will have a value of 200-300 fewer Silver Pennies. They will otherwise be similar.

OWL

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-6 (1)

Description: Owls can be of several types, but in general they are between one and two feet in length. Coloring varies, but brown feathers speckled with grey is a common coloration. Owls' eyes are both on the front of the head, unlike most birds, and they tend to have large, dark rings around the eyes.

Talents, Skills, and Magic: Owls see well in the dark and have excellent hearing. They have no magical abilities, skills or talents and are not tool users.

Movement Rates: Flying: 600

PS: 3-4 **MD:** 18-20 **AG:** 22-24 **MA:** None

EN: 3-4 **FT:** 5-7 **WP:** 7-9 **PC:** 20-22

PB: 9-11 **TMR:** 12 **NA:** Feathers absorb 1 DP

Weapons: In Close Combat, Owls can attack with one bite (Base Chance of 55% and Damage - 6) and two claws (Base Chance of 50% and - 7 Damage) in the same Pulse without penalty. Owls cannot attack in Melee Combat.

Comments: Owls are primarily nocturnal predators, hunting small mammals as well as birds. They are said to understand human speech and to be friendly to man, often providing travelers with valuable information.

[67.2] Fantastical Avians

Fantastical Avians include gargoyles, harpies, hippogriffs, pegasai, phoenixes, race, and gryphons.

GARGOYLE

Natural Habitat: Ruins, Caverns, Crypts

Frequency: Rare **Number:** 1-10 (2)

Description: Gargoyles are humanoid in form, but they have leathery wings, sharp claws, a horn, a tail, and spiked elbows and knees. Their skin is stony in appearance, and upon contact it feels very rough.

Gargoyles have deep-set eyes, and sharp, small teeth.

Talents, Skills, and Magic: Gargoyles possess no special skills or talents. They have only limited magical abilities in general but may use tools and even weapons.

Movement Rates: Flying:400; Running: 200

PS: 14-20 **MD:** 13-18 **AG:** 12-16 **MA:** 10-12

EN: 7-10 **FT:** 18-20 **WP:** 9-13 **PC:** 12-16

PB: 2-5 **TMR:** 8/4 **NA:** Hide absorbs 8 DP

Weapons: A gargoyle can use his horn, his claws, and his bite in Melee and Close Combat. In any one Pulse, he may make up to two strike attempts with any combinations of these weapons. Base Chance for the bite is 45%, +2 Damage; Base Chance for the horn is 35%, + 1 Damage; Base Chance for the claws is 50%, - 3 Damage. Gargoyles sometimes (but not often) will use weapons (instead of claws).

Comments: Gargoyles are hopelessly evil, and will attack immediately any party that they think they have a fair chance of handling. They can sometimes be found in the service of a highly evil character, in which case they will usually show more restraint.



GRYPHON

Natural Habitat: Rough (especially mountainous)

Frequency: Very Rare **Number:** 1-7 (1)

Description: The gryphon is a large beast with the body of a lion, the head and wings of an eagle and back covered with feathers. The gryphon's claws are so large that they can be made into serviceable drinking horns. The gryphon is about 5 feet long and stands man-high when full grown. Gryphon eggs (2-5 possible per nest) are solid agate and quite valuable (4000-6000 Silver Pennies apiece).

Talents, Skills, and Magic: Gryphons have no special skills or magical abilities, but their special talent is locating buried treasure and their nest will quite often be built near such treasure which they will actively guard. A "domesticated" gryphon has a Base Chance of 60% of locating any buried treasure within a radius of 250 feet of it. Gryphons make valuable steeds, once tamed.

Movement Rates: Running: 200; Flying: 500

PS: 30-36 **MD:** 15-20 **AG:** 15-20 **MA:** 6-9

EN: 25-30 **FT:** 30-35 **WP:** 12-16 **PC:** 16-22

PB: 0-5 **TMR:** 4/10 **NA:** Hide absorbs 6 DP

Weapons: The gryphon is not a tool user, but has natural weapons in the form of beak (useable in Melee and Close Combat with a Base Chance of 65%, + 5 Damage, possible Rank of 1-3) and claws (useable in Melee and Close Combat with a Base Chance of 60%, Damage of + 5, possible Rank of 1-4). The gryphon may attack twice with claws and once with beak in the same Pulse.

Comments: Gryphons prefer solitude and will fly away when approached if possible, but will always chase and attack horses (whose flesh they prize). They are extremely valuable for use as mounts and cost accordingly (16,000-20,000 Silver Pennies). They nest in cliffsides and build their nests of spun-gold (value 8,000-10,000 Silver Pennies).

HARPY

Natural Habitat: Rough (lair in caverns or cliffs near water)

Frequency: Rare **Number:** 1-20 (6)

Description: Harpies are buzzard-like birds with the upper bodies of women. They have long claws, and pale, thin faces. They make a

tremendous amount of noise flying, and have a horrible smell.

Talents, Skills, and Magic: Harpies can speak, but have limited magical abilities and no special skills or talents. They are occasionally prophetic, although they will only speak a prophecy if it is evil and they wish to torment the listener.

Movement Rates: Flying: 500; Running: 50

PS: 14-20 **MD:** 22-26 **AG:** 26-30 **MA:** 13-17

EN: 8-10 **FT:** 14-19 **WP:** 17-20 **PC:** 10-16

PB: 2-6 **TMR:** 10/1 **NA:** Feathers absorb 7 DP

Weapons: Unless cornered, harpies do not fight man. If they do fight, they have their long talons (Base Chance of 70% + 5 Damage) to strike with, both of which can strike twice in Melee or Close Combat in the same Pulse at no penalty to the harpy.

HIPPOGRIFF

Natural Habitat: Rough (especially mountains)

Frequency: Very Rare Number: 1-12 (2)

Description: Hippogriffs are similar to Pegasi in that they are basically winged horses, but their head is that of some great bird of prey, with a fearsome beak. The head differs from that of an eagle in that it has large, feathered ears, almost like wings, at the back of the head. The front legs of the hippogriff also resemble those of a bird of prey, with huge talons and feathers. **Talents, Skills, and Magic:** Hippogriffs have no magical or other extra-ordinary abilities, talents or skills, and are not tool users.

Movement Rates: Running: 200; Flying: 400

PS: 18-20 **MD:** 19-22 **AG:** 16-19 **MA:** None

EN: 15-18 **FT:** 25-30 **WP:** 12-17 **PC:** 17-20

PS: 8-11 **TMR:** 4/8 **NA:** Hide absorbs 4 DP

Weapons: In Melee Combat, the hippogriff can attack with two claws and one bite in the same Pulse with no penalty. The bite has a Base Chance of 65% and is +4 on Damage, while the claws have a Base Chance of 55% and do +2 Damage. In Close Combat, the hippogriff can still attack with its claws normally, but the Base Chance on its bite is reduced to 35%.

Comments: Hippogriff do not like people, and generally shun any area that is inhabited. They are trainable with difficulty. Their value is 3,000-4,000 Silver Pennies untrained and 3 times that price trained. Hippogriff eggs are valuable (c. 800 Silver Pennies each) and very young hippogriffs are even more so (1400-2000 Silver Pennies).

PEGASUS

Natural Habitat: Rough (primarily mountaintops)

Frequency: Very Rare **Number:** 1-6 (1)

Description: Pegasi are winged horses with pure white coats tinged with silver around mane and flowing tail. They are intelligent for equines and can sometimes speak the common tongue.

Talents, Skills, and Magic: Pegasi have no special talents or skills except for their flying ability. They are not magic or tool users.

Movement Rates: Running: 300; Flying: 500

PS: 55-60 **MD:** 15-17 **AG:** 15-18 **MA:** None

EN: 25-30 **FT:** 50-60 **WP:** 19-23 **PC:** 16-20

PB: 16-20 **TMR:** 6/10 **NA:** Hide absorbs 3 DP

Weapons: In battle, a pegasus attacks as a heavy war-horse.

Comments: Wild pegasi are tamable with difficulty. They will only allow themselves to be bridled with gold, however. They can carry up to 300 pounds flying. They are worth, 4,000 to 5,000 Silver Pennies untamed and 5 times that amount tamed.

PHOENIX

Natural Habitat: Woods, Rough, Plains

Frequency: Very Rare Number: 1

Description: The Phoenix appears to be much like an eagle in profile but is 3 times the size of an eagle. The bird's plumage is partly red and partly gold, and is dazzlingly beautiful. The Phoenix is a four-hex monster.

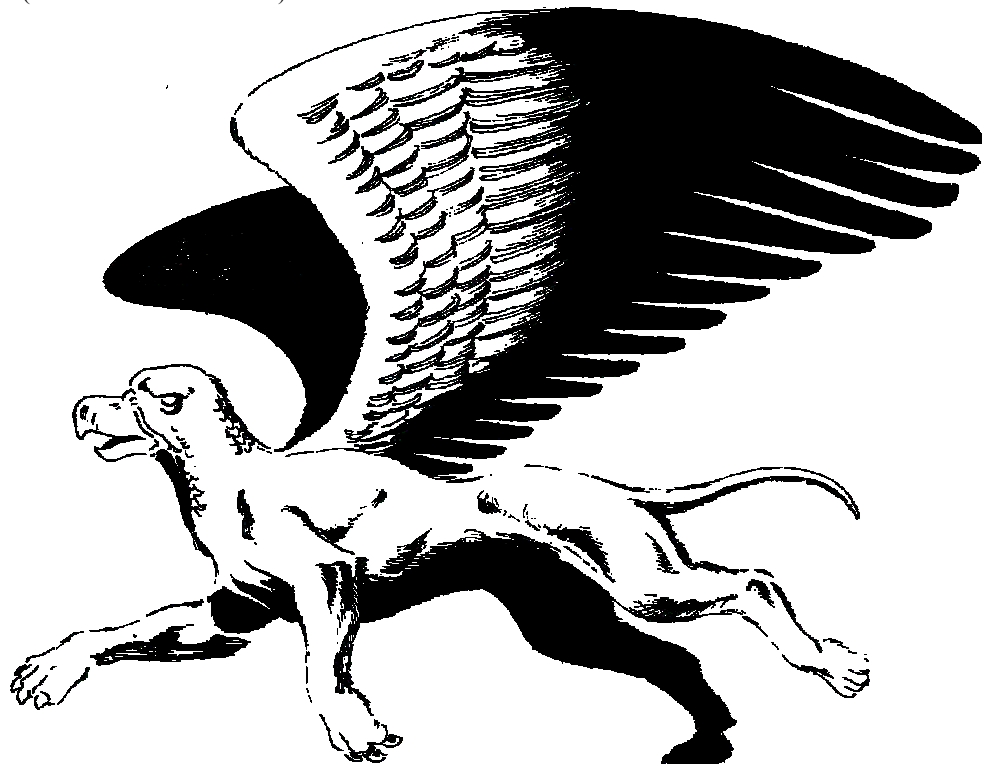
Talents, Skills, and Magic: The Phoenix is highly intelligent, although it cannot speak. It does not have any magical abilities. The distinguishing ability of the Phoenix is its ability to reproduce itself (see 'Comments'). Other than that it has no special talents or skills.

Movement Rates: Flying: 2000

PS: 17-20 **MD:** 20-24 **AG:** 17-20 **MA:** None

EN: 18-24 **FT:** 30-35 **WP:** 20-23 **PC:** 16-20

PB: 20-24 **TMR:** 40 **NA:** Feathers absorb 6 DP



Weapons: Phoenix cannot attack except in Close Combat when they can make three attacks in one Pulse without penalty: one with beak (Base Chance of 60% + 8 Damage) and two with talons (Base Chance of 650/o + 6 Damage).

Comments: Phoenix are famed for their longevity and their method of reproduction. When an old bird is nearing the end of its days (500 years) it builds a nest at the top of an oak or palm tree, and makes a pile of cinnamon and spikenard in the nest upon which it lays itself down to die. A worm springs out of the body of the dead phoenix, and after the worm has matured, it becomes a phoenix itself. It then bears the parent bird to the Altar of the Sun, where it is consumed in flames.

ROC

Natural Habitat: Mountain peaks

Frequency: Rare **Number:** 1-2 (1)

Description: Rocs are huge birds with wingspans of up to 250 feet. Except for their size, they much resemble eagles. Their body size is as a four-hex monster.

Talents, Skills, and Magic: Rocs have no special talents, skills or magic, and are not tool users.

Movement Rates: Flying: 2000

PS: 200-300 **MD:** 20-25 **AG:** 16-20 **MA:** None

EN: 150-200 **FT:** 250-300 **WP:** 16-20 **PC:** 17-21

PB: 3-7 **TMR:** 40 **NA:** Feathers absorb 8 DP

Weapons: Rocs are fearsome creatures in battle. They can engage in Melee Combat from a range of 3 hexes, and they can take three attacks in one Pulse without penalty. They attack once with a bite (Base Chance of 75%, + 20 Damage) and twice with claws (Base Chance 700/o + 25 Damage).

Comments: Rocs often swoop down from their nests to pick up elephants, etc. to take back to their lair and eat. A roc will sometimes attempt to steal a party's cart animals or riding animals, but will rarely carry off the characters themselves.

68. AQUATICS

Aquatics include only species described in this Section, though other species may have the ability to swim or breathe water. All aquatics except Dolphins and Whales can breathe water indefinitely. Dolphins and Whales can remain submerged for 5 to 20 minutes only before having to rise to the surface for air. Fish must move at least once per minute or take D-3 damage to Fatigue due to suffocation. All aquatics move within the water the same way that avians move through the air and the rules for range and combat applying to avians (see 67.) also apply to combat involving aquatics or others in an aquatic environment.

[68.1] Fish

Fish include barracuda, manta rays, pike, piranha and sharks. All fish except piranha are found in an oceanic environment. Piranha tend to be found in streams, rivers, marshes and lakes. Fish must keep a steady flow of water over their gills in order to breathe. They are non-intelligent, but very hostile.

BARRACUDA

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-6 (1)

Description: Barracuda are predatory fish about 6 feet long.

Talents, Skills, and Magic: Barracuda possess no magical abilities or other special skills or talents. **Movement Rates:** Swimming: 350

PS: 12-14 **MD:** None **AG:** 17-20 **MA:** None

EN: 6-8 **FT:** 11-14 **WP:** 8-10 **PC:** 14-16

PB: 4-7 **TMR:** 7 **NA:** Skin absorbs 4 DP

Weapons: Barracuda attack with their bite (Base Chance of 50% + 1 Damage).

Comments: Barracuda will not generally attack man unless threatened or particularly hungry. They might, however, mistake a person carrying jewelry or making quick movements for another fish and attack for that reason.

MANTA RAY

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-100 (15)

Description: Manta rays are large, flat ocean creatures. Their bellies are white, while the top is dark blue. They are triangular in shape, and reach sizes more than 20 feet across, weighing up to 3000 pounds. The eyes are set forward in front of the body on two foot long protuberances, between which rests the mouth. They have a long, very thin tail.

Talents, Skills, and Magic: Manta Rays possess no special talents, skills or magic.

Movement Rates: Swimming: 200

PS: 35-40 **MD:** None **AG:** 13-15 **MA:** None

EN: 16-19 **FT:** 24-28 **WP:** 10-12 **PC:** 12-14

PB: 5-8 **TMR:** 4 **NA:** Skin absorbs 4 DP

Weapons: Manta Rays can deliver killing blows with their massive fins in Melee Combat, crushing the ribcages of swimmers, and breaking in the sides of boats. Base Chance for the Manta: 65%, + 14 Damage.

PIKE

Natural Habitat: Ponds, Lakes, Rivers, Streams, Marsh

Frequency: Common **Number:** 1-30 (1)

Description: Pike are 2 to 4 foot long fish which specialize in the solitary hunting of other fish. They have needle-like teeth and spiky fins and are covered with tough scales. Though usually not a danger to humans, they can be called in large numbers by nixies and will attack at the nixies' command.

Talents, Skills, and Magic: Pike have no skills, magic, or talents.

Movement Rates: Swimming: 300

PS: 8-11 **MD:** None **AG:** 20-25 **MA:** None

EN: 5-10 **FT:** 10-15 **WP:** 6-8 **PC:** 14-16

PB: 5-6 **TMR:** 6 **NA:** Scales absorb 1 DP

Weapons: Pike attack in Close Combat with a Base Chance of 30% of doing - 4 Damage. In schools, each group of 5 attacks with a Base Chance of 70% of doing + 2 Damage.

PIRANHA

Natural Habitat: River

Frequency: Rare **Number:** 1-200 (50)

Description: Piranha are small fish with very sharp teeth and a vicious temper.

Talents, Skills, and Magic: Piranha have no magic abilities, talents or skills.

Movement Rates: Swimming: 300

PS: 1-2 **MD:** None **AG:** 20-23 **MA:** None

EN: 1 **FT:** 1-2 **WP:** 4-5 **PC:** 14-16

PB: 5-6 **TMR:** 6 **NA:** None

Weapons: Piranha attack in schools. Every group of ten gets one attack (Base Chance of 800/o, + 4 Damage). They can only attack in Close Combat.

Comments: Piranha are voracious. They can devour an elephant in minutes, and will immediately attack anything edible (primarily meat-bearing) which falls into the water with them.

SHARK

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-50 (5)

Description: Sharks are long fish with very sharp teeth and tough skin. A shark's color varies from light blue to white to orange, depending on the waters that they are swimming in. Sharks reach sizes in excess of 40 feet, at which point they are threats to boats as well as to swimmers. Sharks are normally two-hex monsters.

Talents, Skills, and Magic: Sharks can detect the presence of blood in the water from extremely long distances, and they will gather around the blood, working themselves up into a killing frenzy. They can also sense motion in water, especially in the form of the types of disturbances caused by swimmers.

Movement Rates: Swimming: 350

PS: 35-45 **MD:** None **AG:** 12-16 **MA:** None

EN: 25-30 **FT:** 40-50 **WP:** 8-10 **PC:** 9-12

PB: 6-8 **TMR:** 7 **NA:** Skin absorbs 7 DP

Weapons: Sharks attack via their bite (Base Chance of 40%, + 8 Damage).

Comments: As soon as blood is drawn in waters containing sharks (most waters do) there is a 60% chance that 10-60 sharks will be attracted. Sharks teeth are fairly valuable (a set might go for 100 Silver Pennies) as charms.

[68.2] Aquatic Mammals

Aquatic mammals include dolphins, great white whales, killer whales, and merfolk. They are generally moderately intelligent and neutral or, even, friendly to adventurers. Except for merfolk, they cannot remain submerged indefinitely. Merfolk must keep a steady flow of water over their gills in the same manner as fish.

DOLPHIN

Natural Habitat: Ocean

Frequency: Common **Number:** 1-20 (4)

Description: Dolphins are mammals of the sea. They grow to 12 feet in length and are basically fish-like in form (although their bodies are more cylindrical than most fish). They have long, thin snouts, and are generally greyish in color. Dolphins are two-hex monsters.

Talents, Skills and Magic: Dolphins have no talents, skills or magic.

Movement Rates: Swimming: 400

PS: 25-30 **MD:** None **AG:** 24-26 **MA:** None

EN: 12-15 **FT:** 20-25 **WP:** 15-17 **PC:** 14-17

PB: 12-15 **TMR:** 8 **NA:** Skin absorbs 4 DP

Weapons: Dolphins attack in Melee Combat by ramming with their snouts with a Base Chance of 40% and - 1 Damage.

Comments: Dolphins will sometimes aid humans in need, and will remember with a vengeance those humans who have harmed them in the past. They will never attack humans unless provoked.

GREAT WHITE WHALE

Natural Habitat: Ocean

Frequency: Very Rare **Number:** 1

Description: These creatures are the largest mammals found on sea or on land. They reach lengths of 200-300 feet, and are a truly spectacular sight when they rise three-quarters of the way out of the water, sending spray hundreds of yards in all directions. These whales are pure white in color.

Talents, Skills, and Magic: Great white whales cannot use magic and have no special talents or skills.

Movement Rates: Swimming: 700

PS: 700-1000 **MD:** None **AG:** 8-9 **MA:** None

EN: 300-400 **FT:** 500-600 **WP:** 8-10 **PC:** 12-15

PB: 4-6 **TMR:** 14 **NA:** Hide absorbs 8 DP

Weapons: Rather than doing actual damage to most creatures, the great white whale simply swallows them alive (Base Chance 50%). If a creature is swallowed alive, it is presumed dead unless it is somehow magically saved. If a creature is large enough so that it cannot be swallowed by the creature's 30 foot wide gullet, then the whale does D + 10 Damage. The great white whale can only attack in Melee Combat.

KILLER WHALE

Natural Habitat: Ocean (generally arctic waters)

Frequency: Rare **Number:** 1-25 (20)

Description: Killer whales are black on top and white on their bellies. They have fins on either side of their body, as well as one fin which sticks up from their back much like the fin of a shark. Large males reach 30 feet in length. Killer whales are 14-hex monsters.

Talents, Skills, and Magic: Killer whales have no special talents, skills, or magic.

Movement Rates: Swimming: 400

PS: 40-45 **MD:** None **AG:** 13-15 **MA:** None

EN: 35-40 **FT:** 60-70 **WP:** 12-13 **PC:** 15-17

PB: 10-12 **TMR:** 8 **NA:** Hide absorbs 3 DP

Weapons: Killer whales can attack either in Melee or Close Combat with their bite (Base Chance of 50%, + 10 Damage).

MERFOLK (Sea People)

Natural Habitat: Ocean

Frequency: Rare **Number:** 1-100 (1)

Description: Merfolk are half human, half fish, the top half being the human half. Merfolk lose 3 points of Fatigue (and Endurance when Fatigue is exhausted) for each hour they remain out of water.

Talents, Skills, and Magic: Merfolk get along very well with the indigenous life of the sea, and they can summon fish of various types, although they will only rarely summon the larger predators. Some merfolk will have powerful magic, while others will be ignorant of magic. All breathe both air and water.

Movement Rates: Swimming: 350

PS: 10-25 **MD:** 14-25 **AG:** 16-21 **MA:** 13-23

EN: 12-14 **FT:** 20-24 **WP:** 13-18 **PC:** 14-20

PB: 18-30 **TMR:** 7 **NA:** Skin absorbs 2 DP

Weapons: The merfolk ride seahorses and can use weapons underwater. They prefer pole-type weapons (especially tridents) and stabbing knives and swords. They will wear fish-skin armor (similar to leather armor) or laminated seashell armor (similar to lamillar armor) when going to war.

Comments: Merfolk will often sit on a beach, waiting to ensnare a human of the opposite sex, whom they will then bring down into the deeps with them as lovers. They give the human a cap woven of gold which has magical properties which allow the human to live and breath under water. Down under the sea, the merfolk will have cities and societies much like those on the surface, with wars, diplomacy, trade, etc. Great treasure will often be found in the sea-peoples' underwater lairs, often including gold from sunken wrecks. The merfolk are not usually hostile to man, but they will occasionally force a boat to turn back if it is trespassing on water they consider sacred or otherwise not appropriate for man.

[68.3] Others

This section includes eels, kraken, octopi, and squids. These creatures are often intelligent and usually hostile to adventurers.

EEL

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-4 (1)

Description: Eels are long, thin, grayish fish up to 7 feet in length.

Talents, Skills, and Magic: Eels have no special talents, skills, or magic.

Movement Rates: Swimming: 300

PS: 18-20 **MD:** None **AG:** 14-17 **MA:** None

EN: 8-10 **FT:** 14-16 **WP:** 10-11 **PC:** 17-20

PR: 6-8 **TMR:** 6 **NA:** Skin absorbs 3DP

Weapons: An eel attacks with its bite (Base Chance of 50%, + 2 Damage), which it can only use in Close Combat.

KRAKEN

Natural Habitat: Ocean

Frequency: Very Rare **Number:** 1-2 (1)

Description: Kraken are huge, black, fierce octupoids. They have a pointed beak and large, red eyes. A kraken's body is 30-40 feet long, and its 8 tentacles are about as long as its body. Their hide is thick and horny and they are 14-hex monsters.

Talents, Skills, and Magic: The kraken's most fearsome attribute is its ability to rip ships apart with its hideously strong tentacles. It can usually handle ships up to 40 feet in length, shredding and then entirely consuming them and their contents within (D + 2) minutes after it emerged from the depths. In addition, a kraken can use the maelstrom spell from the College of Water Magics at rank 840.

Movement Rates: Swimming: 600

PS: 100-200 **MD:** 15-20 **AG:** 12-14 **MA:** 12-15

EN: 60-80 **FT:** 80-100 **WP:** 25-30 **PC:** 17-20

PR: 1-3 **TMR:** 12 **NA:** Hide absorbs 6 DP

Weapons: In any given Pulse a kraken can attack with up to 5 of its 8 tentacles. It has two options as to what it can do with these tentacles: it can either try to damage a character with the tentacles themselves at a Base Chance of 70%, and Damage of + 4, or it can attempt to draw the adversary towards its beak at a Base Chance of 30%, and + 15 Damage. Either option can be taken with any of the tentacles.

Comments: Krakens typically live by the shores of large, salt-water bodies, pulling swimmers and small vessels down to their demise. If a kraken's lair is found, it will frequently (80%) have a large treasure (25,000-35,000 Silver Pennies in value) stock-piled. Krakens tend to be unintelligent, but grow larger and more intelligent in cold water.

OCTOPUS

Natural Habitat: Ocean

Frequency: Uncommon **Number:** 1-6 (1)

Description: Octupi are small bags of flesh with eight long thin tentacles attached. They rarely grow to larger than 6 feet, from tentacle-tip to tentacle-tip. Their color shifts with their surroundings to provide the maximum camouflage. The body is highly malleable, and can usually fit into small cracks in coral beds. Rare species of giant octupi may grow to 3 times normal size.

Talents, Skills, and Magic: When frightened, octupi can squirt a jet of dark substance into the water, obscuring vision while they make their escape.

Movement Rates: Swimming: 150; Climbing on Rocks: 75

PS: 8-12 **MD:** 15-17 **AG:** 14-16 **MA:** None

EN: 5-6 **FT:** 10-11 **WP:** 6-8 **PC:** 17-19

PB: 5-7 **TMR:** 3/1 **NA:** Skin absorbs 2DP

Weapons: In Close Combat, an octopus can attack once using its tentacles (Base Chance of 80%, - 2 Damage).

SQUID

Natural Habitat: Ocean

Frequency: Rare **Number:** 1-10 (1)

Description: These creatures are bullet-shaped, with 10 tentacles streaming from the base of the bullet. They grow to 50 feet in length, and their color changes according to the waters that they inhabit. The Squid also has a beak and large, round eyes. Squids are 14-hex monsters.

Talents, Skills, and Magic: The squid has no magic or special skills or talents.

Movement Rates: Swimming: 600

PS: 60-70 **MD:** 25-30 **AG:** 10-13 **MA:** None

EN: 50-60 **FT:** 65-70 **WP:** 10-12 **PC:** 10-12

PB: 6-8 **TMR:** 12 **NA:** Hide absorbs 5 DP

Weapons: Squids attack with their tentacles, drawing their prey in toward their beak. A squid can make up to 5 attacks each Pulse using its tentacles, but the first time that it hits something, it must cease attacks for that Pulse as it can only bite one thing at a time. The Base Chance for each attack is 25%, with + 12 Damage. The squid can also choose not to attempt to bite and merely squeeze with its tentacles, in which case the Base Chance is 50%, and Damage - 1. It can score up to 5 hits in this way.

Comments: Large squid generally prefer very deep water, and will rarely be found at the shallower depths. Squid are carnivorous, and will eat almost any meat (including man) that they can find.

69. LIZARDS, SNAKES AND INSECTS

[69.] Lizards and Kindred

The following are included in this section: basilisks, crocodiles, giant land turtles, gila monsters, hydras, land iguanas, salamanders, suarime, and wyverns. Except for wyverns and suarime, these species will be unintelligent.

BASILISK (Cockatrice)

Natural Habitat: All habitats except Plains and Oceans

Frequency: Uncommon **Number:** 1-2 (1)

Description: The Basilisk is a fat reptilian creature about 5 feet long and 2 feet in height. These are slow, heavily-armored lizards with limited intelligence. They have strong jaws with two-inch fangs. They are man-eaters, but infinitely prefer fish when they can get it. Basilisks are usually brownish in color with lighter underbellies.

Talents, Skills, and Magic: A basilisk has no skills or magical abilities to speak of, but does possess the special talent of turning a target to stone with a glance. Anyone who is within 50 feet of the basilisk may be attacked in this manner. The basilisk expends a Fire Action and the figure against whom the action is directed undergoes an attack as if from a Thrown Weapon (BC of 60%). A basilisk breathes a cone of poison gas 5 feet by 3 feet wide as its base.

Movement Rates: Running: 125

PS: 6-12 **MD:** None **AG:** 7-11 **MA:** None

EN: 12-14 **FT:** 15-20 **WP:** 12-16 **PC:** 15-20

PB: 5-7 **TMR:** 2 **NA:** Skin absorbs 6 DP

Weapons: The basilisk does not use weapons, but may bite (Base Chance of 40%, Damage + 3) during Close Combat and may use its gaze in Ranged, Melee and Close Combat and breath in Melee or Close Combat. Any hit scored with its breath does D+ 10 Damage due to poisoning (this Damage is not absorbed by armor). If a basilisk's gaze is reflected back at itself, it is killed.

Comments: Basilisks are solitary creatures, but they are willing to serve others in exchange for lavish supplies of food (12 pounds or more per day).

CROCODILE

Natural Habitat: Marsh, Lakes, Rivers

Frequency: Common **Number:** 1-50 (20)

Description: Crocodiles are heavily scaled lizards with small sharp teeth. They attain lengths of 8 feet, and weights of up to 180 pounds. Their scales are a very dark greenish-brown that blends in well with the muddy water that they love to inhabit.

Talents, Skills, and Magic: Crocodiles have no special talents, skills or magic.

Movement Rates: Running: 50; Swimming: 150

PS: 17-19 **MD:** 5-8 **AG:** 7-9 **MA:** None

EN: 7-9 **FT:** 15-18 **WP:** 7-9 **PC:** 8-10

PB: 7-9 **TMR:** 1/3 **NA:** Scales absorb 6 DP

Weapons: Crocodiles cannot attack except in Close Combat and they attack with two claws (Base Chance of 50%, - 6 Damage) and their bite (Base Chance of 10%, + 1 Damage). **Comments:** Crocodiles often lurk just below the surface of murky waters, waiting for a tidbit to enter the water. On land, however, crocodiles are rather timid, and they will slip off into the water if they sense something approaching. If a crocodile's jaws are grasped while they are still closed, it only takes a PS of 12 to hold them closed, rendering the Crocodile's bite useless. The crocodile's skin is used to make primitive armor (equal to leather) and the teeth (about 60) are valuable (100 Silver Pennies each) as charms.

GIANT LAND TURTLE

Natural Habitat: Marsh (or beach)

Frequency: Rare **Number:** 1-30 (6)

Description: Giant Land Turtles have the form of an ordinary turtle, with a thick green shell and claws instead of webbed digits. They are about 5 feet long, and weigh about 700 pounds.

Talents, Skills, and Magic: Giant Land Turtles can withdraw their head, tail, and limbs inside their shell in times of danger. They have no magical or other special abilities. If the Turtle is not withdrawn into its shell, there is a 80% chance that any blow will strike the shell anyway. If the turtle is inside its shell, all strikes will be softened by the shell.

Movement Rates: Running or Swimming: 100

PS: 20-25 **MD:** None **AG:** 5-7 **MA:** None

EN: 15-17 **FT:** 22-24 **WP:** 10-11 **PC:** 13-15

PB: 7-9 **TMR:** 2 **NA:** Shell absorbs 8 DP

Weapons: The Land Turtle can only attack by biting in Close Combat'. Its Base Chance is 50% and its Damage is -2.

Comments: Despite their name, Land Turtles spend much of their time in the water, where they will frequently be found. A land turtle is capable of carrying a large burden (up to 400 lbs.) if one is willing to keep a pace that the turtle can follow.

GILA MONSTER

Natural Habitat: Waste

Frequency: Rare **Number:** 1-8 (1)

Description: Gila Monsters are black and yellow lizards with short, thin limbs and a striped stubby tail.

Talents, Skills, and Magic: The gila monster has no special talents, skills, or magic.

Movement Rates: Running: 100

PS: 3-4 **MD:** 8-10 **AG:** 7-8 **MA:** None

EN: 4-5 **FT:** 8-10 **WP:** 7-9 **PC:** 15-17

PB: 7-9 **TMR:** 2 **NA:** Hide absorbs 2 DP

Weapons: Gila monsters can bite in Close Combat, but they cannot attack in Ranged or Melee Combat. The Base Chance for their bite is

50%, and it does - 3 Damage. If the bite penetrates any armor that might be worn to do actual damage to Fatigue or Endurance, the target takes 2 DP per Pulse (not absorbed by armor) for the next D10 Pulses, or until an antidote to the Gila monster's poison is administered.

HYDRA

Natural Habitat: Marsh, Caverns

Frequency: Very Rare **Number:** 1-3 (1)

Description: A Hydra is a nine-headed snake. They are 12 to 15 feet long, and have thick green scales. Hydras also have a foul smell and venomous breath. Hydras are four-hex creatures.

Talents, Skills, and Magic: If a hydra is hit in combat for four or more points of damage (after subtracting for the defensive benefits of the hydra's scales) there is a 70% chance that one of the hydra's heads has been destroyed. Two Pulses after a head is destroyed, two more grow back, and on the beginning of the next Pulse after that they can attack in combat. One of the hydra's original nine heads will be immortal. This head cannot be killed, and does not regenerate as do the others. Instead, if a hydra has no Endurance remaining, the head is assumed to have been cut off. If the head is cut off, it can no longer move or attack except in Close Combat. The only way to kill one of the hydra's mortal heads is to burn it while it is regenerating (a successful Strike with a torch will do this). Each time a head regenerates, the Hydra gains three points of Endurance. (Note that this will occasionally mean that a hydra will have more Endurance points at the end of a battle than before). In any event, if a hydra's Endurance is ever reduced to zero or below, all of the heads die except the immortal one mentioned above.

Movement Rates: Crawling: 200

PS: 18-22 **MD:** 19-24 **AG:** 14-16 **MA:** None

EN: 30-35 **FT:** 40-45 **WP:** 18-23 **PC:** 14-17

PB: 4-6 **TMR:** 4 **NA:** Scales absorb 7 DP

Weapons: A hydra can attack once with each of its heads. Up to six heads can attack without penalty in either Close or Melee Combat. The Base Chance for one of a hydra's heads is 55%, and each bite does + 2 Damage. In addition, if a bite penetrates a target's armor to do damage to Fatigue or Endurance, the target takes five DP per Pulse for the next D10 pulses due to the hydra's poison, which is deadly. Only antidotes specifically designed for hydra poison will be effective against their venom.

Comments: Hydras are vicious, but they are not overly intelligent. They will attack anything that approaches their lair. A hydra's poison lasts even after the creature dies, and can be absorbed through the skin without a puncture.

LAND IGUANA

Natural Habitat: Woods and Waste

Frequency: Uncommon **Number:** 1-4 (2)

Description: Iguanas are large lizards, sometimes reaching more than 3 feet in length. They are sandy to brown in color, and have ridges along their back. They have a short, thick tail, and wrinkled skin around their neck. Giant iguanas may be up to 3 times normal size and have double or triple PS, EN, and FF.

Talents, Skills, and Magic: Iguanas have no magical abilities or special talents.

Movement Rates: Crawling: 250

PS: 9-11 **MD:** None **AG:** 14-16 **MA:** None

EN: 4-6 **FT:** 8-10 **WP:** 6-8 **PC:** 10-12

PB: 6-8 **TMR:** 5 **NA:** Hide absorbs 3 DP

Weapons: Iguanas can only attack in Close Combat. They get one attack with their bite, which has a Base Chance of 50%, and does + 4 Damage.

SALAMANDER

Natural Habitat: Waste (particularly deserts)

Frequency: Rare **Number:** 1-2 (1)

Description: A salamander is a three foot long lizard, reddish brown in color, with fiery red eyes.

Talents, Skills, and Magic: Salamanders have the ability to set things on fire by concentrating their gaze. The action is deliberate, in that something will not be burnt unless the salamander wishes to burn it. Only flammable items can be ignited. If a salamander concentrates its gaze on a living creature, the creature takes D + 12 Damage. The gaze can be resisted, and only one creature can be stared at any one time. Treat the gaze as a Fire action on the Tactical Display.

Movement Rates: Running: 350

PS: 14-17 **MD:** 8-10 **AG:** 17-20 **MA:** None

EN: 12-14 **FT:** 15-20 **WP:** 21-24 **PC:** 18-21

PB: 5-7 **TMR:** 7 **NA:** Scales absorb 4 DP

Weapons: A salamander can use its gaze in Close, Ranged, and Melee Combat (range: 200 feet). In addition, a salamander can make a bite attack in Close Combat with a Base Chance of 40%, doing + 2 Damage.

Comments: Salamanders love to set things on fire in a seemingly random fashion.

SUARIME (Lizard Man)

Natural Habitat: Marsh, Caverns (near water)

Frequency: Rare **Number:** 1-50 (8)

Description: Suarime are basically humanoid, but they are reptilian in outward appearance. They have heavy scales along the entire body, and have a long, heavy tail that they can use as a weapon to knock down their victims. They also have claws and a long forked tongue. They are about 7 feet tall, and are greenish-yellow in color.

Talents, Skills, and Magic: Suarime can fight normally under water, but they must come up for air eventually, although they can hold their breath for periods of more than 5 minutes. They have their own language, but will rarely (5%) speak anything comprehensible to men. They do not normally use magic, although intelligence varies widely.

Movement Rates: Swimming: 300; Running: 100

PS: 23-26 **MD:** 8-11 **AG:** 8-12 **MA:** 10-15

EN: 14-16 **FT:** 20-24 **WP:** 14-18 **PC:** 10-14

PB: 8-11 **TMR:** 6/2 **NA:** Scales absorb 6 DP

Weapons: Lizard men generally use simple weapons like spears or clubs. The larger the weapon, the more the suarime prefer it as they greatly enjoy using their strength to the utmost. Suarime will use shields if they find them or capture them. Their claws have a Base Chance of 35% of doing + 1 Damage.

Comments: Suarime will eat anything and they feed on marsh birds and underwater creatures, but they have a fondness for human flesh.

WYVERN (Mere Dragon)

Natural Habitat: Rough (hills mostly), Woods, Marsh

Frequency: Uncommon **Number:** 1-5 (2)

Description: Wyverns are distant cousins of dragons, but are smaller and not blessed with the intelligence of dragons. Usually, 6 to 10 feet tall, the wyvern is portrayed as a one-hex character with its tail extending into its Rear hex a short distance (just enough so that it can knock a character standing in that hex off his feet). Wyverns are slate gray in color and have tough armored hides.

Talents, Skills, and Magic: Wyverns, unlike their larger cousins, are non-magical. Their shriveled front limbs are not suitable for grasping much except already subdued prey. The wyvern's tail contains a scorpion-like sting which may be used to infect a target in the hex the wyvern is facing with poison (the sting is used in an over-the-head-

attack). It may not be used to attack characters behind it.

Movement Rates: Running: 75; Flying: 150

PS: 20-30 **MD:** 10-12 **AG:** 12-16 **MA:** 8-10

EN: 25-35 **FT:** 30-40 **WP:** 10-16 **PC:** 18-25

PB: 3-5 **TMR:** 1/3 **NA:** Hide absorbs 8 DP

Weapons: In addition to its tail which may be used in Melee (Base Chance of 45%, quick-acting poison instead of Damage, no Rank) the wyvern may bite in Melee and Close Combat (Base Chance of 40% Damage of + 4, no Rank). A wyvern may not sting and bite in the same Pulse. A wyvern can attempt to knock down a character in his Rear hex using his tail. This type of attack is executed like a Shield Attack.

Comments: Wyverns do not know magic, but crave magical items and will often be found to be hoarding or wearing same. Dragons despise wyverns and wyverns fear dragons and the two will never be found in each other's company. Wyverns are, by nature, somewhat cowardly.

[69.2] Snakes

All snakes included in this section are non-intelligent and extremely hostile. Most are poisonous. They include: asps, king cobras, mambas, pythons, and spitting najas. Snakes tend to lie in wait for prey and will usually strike only from ambush or if startled.

ASP

Natural Habitat: Rough, Plains

Frequency: Rare **Number:** 1-7 (1)

Description: The asp measures up to 21/2 feet in length. It has a triangular head, flattened towards the rear, and a short, thin tail.

Talents, Skills, and Magic: Asps have no talents, skills or magic.

Movement Rates: Crawling: 150

PS: 2-3 **MD:** None **AG:** 16-19 **MA:** None

EN: 1-2 **FT:** 3-4 **WP:** 14-18 **PC:** 14-17

PB: 8-10 **TMR:** 3 **NA:** None

Weapons: The asp can only attack in Close Combat (Base Chance of 65%, - 3 Damage). If they do any effective damage, the damage is not scored against their victim but rather he suffers 2 DP/Pulse until he takes an antidote to the venom.

Comments: These snakes hibernate together during the winter, and thus very large groups may be found during hibernation.

KING COBRA

Natural Habitat: Plains, Woods, Marsh, Rough

Frequency: Rare **Number:** 1-8 (1)

Description: Growing to 20 feet, the king cobra is the largest of all poisonous snakes. It is usually dark brown in color, with a collapsible hood behind its head with a sort of horseshoe marking on its back. The king cobra is the mortal enemy of the mongoose.

Talents, Skills, and Magic: Cobras possess no talents, skills or magic.

Movement Rates: Crawling: 200

PS: 20-25 **MD:** None **AG:** 15-18 **MA:** None

EN: 12-14 **FT:** 15-20 **WP:** 14-18 **PC:** 12-17

PB: 7-9 **TMR:** 4 **NA:** None

Weapons: Despite its size, the king cobra cannot attack unless it is in Close Combat. In Close Combat it attacks via its bite (Base Chance of 75%, + 4 Damage). Damage done does not count, but if any actual damage would have been inflicted, the victim is poisoned, and suffers 2 DP per Pulse, as per nerve Venom.

MAMBA

Natural Habitat: Woods, Marsh

Frequency: Rare

Number: 1-4 (1)

Description: These snakes are not very large (less than 3 feet), but their poison fangs grow to great size. They come in either green or black, with the former a forest species, and the latter a marsh snake.

Talents, Skills, and Magic: Mambas possess no talents, skills or magic.

Movement Rates: Crawling: 100

PS: 2-3 **MD:** None **AG:** 12-15 **MA:** None

EN: 4-5 **FT:** 6-8 **WP:** 14-18 **PC:** 12-16

PB: 8-11 **TMR:** 2 **NA:** None

Weapons: The mamba cannot attack in Melee Combat. In Close Combat it can bite (Base Chance 50%, -2 Damage). Damage is only used to determine if the snake did in fact penetrate armor with its fangs for the purpose of injecting its poison. Mamba poison is among the most deadly found in nature: a victim takes 4 DP per Pulse until an antidote is taken.

PYTHON

Natural Habitat: Woods, Marsh

Frequency: Rare

Number: 1-2 (1)

Description: The python is green and black, and sometimes reaches a length of 33 feet.

Talents, Skills, and Magic: The Python can climb trees (large ones) although slowly. It has no magical abilities, skills or talents.

Movement Rates: Crawling: 150

PS: 45,50 **MD:** None **AG:** 8-12 **MA:** None

EN: 25-30 **FT:** 30-35 **WP:** 12-16 **PC:** 14-18

PB: 6-9 **TMR:** 3 **NA:** Scales absorb 3 DP

Weapons: Pythons may only attack in Close Combat. Pythons attack by biting (Base Chance of 65%, + 6 Damage). If the bite penetrates armor, it hangs on, and at the next opportunity wraps it self around its adversary, crushing the life out of it. Wrap: Base Chance of 80%, + 8 Damage per Pulse the snake squeezes, no roll needed to hit once initial squeeze has been made. Once the snake is squeezing, it can no longer bite until it has squeezed its prey to death.

SPITTING NAJA

Natural Habitat: Rough, Woods

Frequency: Rare

Number: 1-2 (1)

Description: The spitting naja is a form of Cobra, without the hood, but with the ability to spit their venom. Their scales are usually dark brown in color.

Talents, Skills, and Magic: The spitting naja possesses no talents, skills or magic.

Movement Rates: Crawling: 150

PS: 10-12 **MD:** None **AG:** 16-18 **MA:** None

EN: 8-10 **FT:** 12-17 **WP:** 12-16 **PC:** 11-16

PB: 8-11 **TMR:** 3 **NA:** Scales absorb 1 DP

Weapons: In Melee Combat, spitting najas can only spit (Base Chance of 40%). If they hit, (aiming at the eye) the person hit is blinded until the eye is thoroughly washed. Unless the eye is washed promptly, the blindness becomes permanent. In Close Combat, the naja gets a bite (Base Chance of 65%, - 2 Damage for purposes of armor penetration). The bite's damage is not actually sustained, but is rather used to determine if the snake has penetrated armor so as to allow its venom to work. The venom does 1 DP per Pulse (in addition to blinding the victim) until an antidote is administered.

[69.3] Insects and Spiders

The species included in this section tend to be non-lethal to human-sized beings individually, but most will be found, if at all, in large numbers. They include the Black Widow Spider, the Fire Ant, the Killer Bee, scorpions and tarantulas.

BLACK WIDOW SPIDER

Natural Habitat: Waste, Rough

Frequency: Very Rare

Number: 1-4 (1)

Description: Black widows are small, black spiders with thin hairless legs and a red hourglass marking on their backs. They are 2-3 inches long.

Talents, Skills, and Magic: Black widows have no special talents, skills or magical abilities. They are not tool users, but they do spin webs.

Movement Rates: Running: 75

PS: 1 **MD:** None **AG:** 18-20 **MA:** None

EN: 1 **FT:** None **WP:** 4-6 **PC:** 10-12

PB: 3-5 **TMR:** 1 **NA:** None

Weapons: A Black Widow spider can only attack in Close Combat, using its bite with a Base Chance of 30%. If a hit is indicated, do not check for damage, but instead follow this procedure: Roll D10; if the die roll is greater than the bitten creature's Armor Protection Rating, then the creature has been bitten and suffers the effects of the spider's poison: otherwise there is no effect. A black widow's poison does 3 DP/Pulse for D10 Pulses until an antidote is applied.

FIRE ANTS

Natural Habitat: Plains

Frequency: Uncommon

Number: 500-5000 (500)

Description: A Fire Ant is a bright red ant about 2 inches long.

Talents, Skills, and Magic: Fire Ants have no magic skills, talents or other special abilities. They are not tool users, but they will use twigs and leaves to cross bodies of water.

Movement Rates: Running: 150

PS: 1 **MD:** None **AG:** 11-13 **MA:** None

EN: 1 **FT:** None **WP:** 5-7 **PC:** 10-12

PB: 2-4 **TMR:** 3 **NA:** None

Weapons: A Fire Ant can only attack in Close Combat. It bites with a Base Chance of 25%. If the bite hits, roll D10. If the number rolled is more than the bitten character's Armor Protection Rating, the character takes 2 DP. Otherwise there is no effect.

Comments: Fire Ants tend to form into columns that eat through anything in their way. These insects dislike the smell of oil, and if it is put in the ants' path, they will go around it if possible.

KILLER BEE

Natural Habitat: Woods, Plains

Frequency: Uncommon

Number: 1-300 (200)

Description: A killer bee looks like a normal bee except that it is about an inch and a half long.

Talents, Skills, and Magic: Killer bees have no magic abilities or special talents or skills. They are not tool users, but do build hives.

Movement Rates: Flying: 500

PS: 1 **MD:** None **AG:** 20-22 **MA:** None

EN: 1 **FT:** None **WP:** 7-9 **PC:** 15-17

PB: 6-8 **TMR:** 10 **NA:** None

Weapons: Killer bees can only attack in Close Combat in which they can sting with a Base Chance of 50%. If a bee succeeds in stinging roll D10. If the roll is more than the armor protection rating of the stung character, the character takes D-6 Damage (not absorbed by armor). As soon as a bee hits a character (not necessarily penetrating armor via the die/roll above) it dies.

SCORPION

Natural Habitat: Waste, Rough

Frequency: Rare

Number: 1-20 (1)

Description: A scorpion is a black-colored insect about 4 inches long. The most prominent feature of a scorpion is its tail, which stretches over its back.

Talents, Skills, and Magic: Scorpions have no special talents, skills or magic.

Movement Rates: Crawling: 150

PS: 1 **MD:** None **AG:** 18-20 **MA:** None

EN: 1 **FT:** 1 **WP:** 8-10 **PC:** 11-13

PB: 4-5 **TMR:** 3 **NA:** None

Weapons: A Scorpion can only attack in Close Combat, in which it uses its tail with a Base Chance of 65%. If the tail hits, roll D10. If the die roll is more than the Armor Protection Rating of the character stung, the character takes 4 DP/Pulse for D5 Pulses, or until an antidote is applied.

Comments: An alchemist can use a Scorpion's tail to distill poison, and so a scorpion can be sold for about 50 Silver Pennies in a major town.

TARANTULA

Natural Habitat: Waste

Frequency: Rare

Number: 1-6 (1)

Description: Tarantulas are large, very hairy spiders about 4 inches across.

Talents, Skills, and Magic: Tarantulas have no special talents, skills, or magic abilities. They do not tool users and do not build webs.

Movement Rates: Running: 75

PS: 1 **MD:** None **AG:** 16-18 **MA:** None

EN: 1 **FT:** None **WP:** 4-6 **PC:** 9-11

PB: 2-4 **TMR:** 1 **NA:** None

Weapons: Tarantulas only attack in Close Combat, biting with a Base Chance of 25%. If a creature is bitten, roll D10, and if the roll is greater than or equal to the bitten creature's Armor Protection Rating, the creature suffers D-4 Damage due to the tarantula's poison.

70. GIANTS, FAIRIES AND EARTH DWELLERS

[70.1] Giant Humanoids

This Section includes all larger than average size humanoid species. Included are 6 flavors of Giants (Cloud, Fire, Frost, Hill, Stone and Storm). All types of Giants except storm Giants and hill Giants can be played by players. In general, the characteristics of Giants are the same as those included under Character Generation (IV). Other giant humanoids include Ogres, Trolls and Titans.

CLOUD GIANT

Natural Habitat: Rough

Frequency: Very Rare

Number: 1-4 (1)

Description: Cloud giants are huge humanoids between 15 and 20 feet tall. Cloud Giants will often build sky-castles on mountaintops. These will seem to float on pillars of cloud and can only be reached by a stone stairwell inside the pillars on which it floats. The pillars and the

clouds on which the castle rests will be substantial (capable of bearing weight), though they will appear to be clouds. Cloud Giants are 3-hex figures.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 600-700

PS: 24-42 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 30-48 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 12-14 **NA:** None

Weapons: Cloud Giants favor the club and the sword, and will have Rank 2-4 with these weapons. They will sometimes wear armor, although it is rare to see a Giant clothed in anything heavier than leather.

FIRE GIANT

Natural Habitat: Rough, Caverns

Frequency: Rare

Number: 1-4 (1)

Description: Fire giants are large humanoids about 12 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 15-33 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 20-38 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 8-10 **NA:** None

Weapons: Fire giants prefer the club and sword, and will have Rank 1-3 with these weapons. Armor heavier than leather is rare, although it does occur.

HILL GIANT

Natural Habitat: Rough

Frequency: Rare

Number: 1-10 (5)

Description: Hill Giants are humanoids about nine feet tall. Their features will usually be uncommonly gnarled.

Talents, Skills, and Magic: See 6.6. But note that a hill giant is not affiliated with any element in particular, and thus has expanded options as to his choice of College. His mastery of a College will usually be minimal (about Rank 3) if he does belong to a College (25% chance).

Movement Rates: Running: 350-400

PS: 12-30 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 13-31 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 7-8 **NA:** Thick hide absorbs 1 DP

Weapons: Hill giants will use all weapons, although they generally prefer simple crushing weapons like the club or mace. They will have rank 1-5 with these weapons. Hill giants rarely wear armor, although they will occasionally (20%) wear chain-mail or leather.

FROST GIANT

Natural Habitat: Rough (especially mountains)

Frequency: Rare

Number: 1-25 (6)

Description: Frost giants are large humanoid between 15 and 20 feet in height. Frost Giants are 3-hex figures.

Talents, Skills, and Magic: See 6.6.

Movement Rates: Running: 600-700

PS: 24-42 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 25-43 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 12-14 **NA:** None

Weapons: Frost giants generally use swords and axes, and will frequently achieve rank 4 or higher with these weapons. Frost giants will wear any type of armor, with metallic armor being Common.

STONE GIANT

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-6 (3)

Description: Stone giants are humanoids about 10 feet tall.

Talents, Skills, and Magic: See 6.6

Movement Rates: Running: 400-500

PS: 13-31 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 15-25 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 840 **NA:** None

Weapons: Stone Giants prefer heavy weapons like hammers and clubs. They will have rank 3-5 with these weapons. Stone giants frequently wear leather armor and carry shields.

STORM GIANT

Natural Habitat: Rough (especially mountaintops)

Frequency: Very Rare **Number:** 1-3 (1)

Description: Storm giants are huge humanoids about 20 feet tall. Storm Giants are 3-hex figures.

Talents, Skills, and Magic: Storm giants have all the talents, skills, magic, and other abilities noted in 6.6. In addition, they can control the weather, bringing rain, wind, thunderstorms, and even a fair sky.

Depending on the difference between the weather they are trying to create and the weather state at the time that they are doing so, it will be from one to three hours until the effects of their control become evident. Note that storm giants are not particularly affiliated with any of the Elementals. There is a 50% chance that a storm giant will be a member of a College. If he is a member of a College, a storm giant will have rank 3-7 with General Knowledge spells, and Rank 2-5 with those Special Knowledge spells that he knows (GM's option).

Movement Rates: Running: 700-750

PS: 27-45 **MD:** 4-22 **AG:** 3-21 **MA:** 4-22

EN: 30-48 **FT:** 18-24 **WP:** 4-22 **PC:** 5-23

PB: 5-23 **TMR:** 14-15 **NA:** None

Weapons: Storm giants prefer edged weapons, with axes being the weapons they most commonly use. They will have Rank four or better with the type of weapon that they use most frequently. Storm giants can be found in any sort of armor, although chainmail is the norm.

Comments: True to their name, Storm Giants enjoy turbulent weather, and there will frequently be a thunderstorm about their mountainous home. Those traits mentioned in 6.6 are also applicable to storm giants.

OGRE

Natural Habitat: Rough, Woods

Frequency: Rare **Number:** 1-20 (4)

Description: Ogres are large, ugly humanoid. They are 8 feet tall, have flattened noses and large, sharp teeth. They will usually be wearing rags.

Talents, Skills, and Magic: Ogres generally shun magic, although there is a 5% chance that an ogre will belong to the College of Earth Magics if he has an MA of 15. The highest rank that an ogre will ever attain with any spell is 5, and this only rarely.

Movement Rates: Running: 450

PS: 25-30 **MD:** 11-13 **AG:** 8-10 **MA:** 10-15

EN: 20-23 **FT:** 28-30 **WP:** 18-20 **PC:** 11-14

PB: 6-9 **TMR:** 9 **NA:** Thick skin absorbs 4 DP

Weapons: Ogres prefer to use large clubs over other weapons. Ranged weapons are rare, but possible. Ogres will also use shields and wear armor 80% of the time. If they do wear armor, it will usually be chainmail or lighter. In Close Combat or in the absence of a weapon ogres can also bite (Base Chance of 65%, + 4 Damage).

Comments: Ogres eat those travelers that they waylay and take their treasure. They are intelligent enough so that they will not attack a party if they are hopelessly outclassed, but they are stupid enough so that they eat, also be easily outwitted. Ogres will usually have treasure in the form of gold and gems.

TITAN

Natural Habitat: See below

Frequency: Very Rare **Number:** 1-2 (1)

Description: Titans are basically human, but they are between 20 feet and 24 feet tall. They are also unusually muscular, and appear strikingly handsome or beautiful. They can be of either sex. Titans are 3-hex figures.

Talents, Skills, and Magic: Titans are highly magical. They can turn invisible, disappear from this plane, and move through the air by willing it. They can also use spells, talents, and rituals of any one College. They are protected from physical attack by a magical aura which surrounds them. This aura also adds 40 to their Magic Resistance. They will know General and Special Knowledge of their College at Rank 10 and above.

Movement Rates: Running: 600; Flying: 300

PS: 60-70 **MD:** 12-16 **AG:** 13-17 **MA:** 19-26

EN: 30-40 **FT:** 50-60 **WP:** 17-20 **PC:** 16-18

PB: 19-21 **TMR:** 12/6 **NA:** Aura absorbs 12 DP

Weapons: Titans use human-type weapons of 4-times normal size (improve Base Chance by 20%, multiply damage by 4 after modification). They will sometimes wear armor (which functions in addition to their aura) if they are doing something which is premeditated, and they know will be very dangerous.

Comments: Titans are basically good in nature, and they will help people on occasion. They are often very touchy, however, and if they think a human is being insolent they will not hesitate to kill him, although sometimes (30%) they will just vanish. If a titan is inhabiting this plane for some reason, it will have a large castle, very substantial treasure, and numerous storm giant guards.

TROLL

Natural Habitat: Rough, Caverns, Ruins, Fields, Marshes

Frequency: Uncommon **Number:** 1-3 (1)

Description: Trolls are large green, vaguely humanoid beings with greenish black heads and extremities. They are well-muscled and long-limbed with thick, leathery skin. Their large teeth and claws are ideally suited to rending the "manflesh" they so highly prize. A full-grown troll may stand almost 15 feet high. Trolls are 3-hex monsters.

Talents, Skills, and Magic: Trolls possess no skills to speak of and are not magic-users. They may use simple weapons, but may never achieve any Rank with a weapon. Trolls possess the ability to regenerate themselves at the rate of 1 Damage Point healed each Pulse. Any damage inflicted by fire is, however, permanent and may not be healed by regeneration. Trolls are not afraid of fire.

Movement Rates: Running: 300

PS: 30-50 **MD:** 10-14 **AG:** 12-16 **MA:** 5-8

EN: 30-40 **FT:** 40-50 **WP:** 18-25 **PC:** 20-25

PB: Always 0 **TMR:** 6 **NA:** Skin absorbs 5 DP.

Weapons: A Troll may use its hands (Base Chance of 55%, Damage of + 6, no Rank) to Melee Attack or may use hands and teeth (Base Chance of 35%, Damage of + 4, no Rank) in Close Combat. It may Strike twice with hands and once with teeth each Pulse.

Comments: Trolls become enraged by the presence of fire and will kill anyone who uses it if possible. A severed portion of a troll's body will produce a new troll in 20 Pulses. The only way to prevent this or to keep a Troll from regenerating after death is to burn the Troll's corpse (or any stray pieces). A Troll is unlikely to possess or guard treasure,

but may have a few "pretties" in his possession (gold or jewelry and such). The net worth of such items will usually be no more than 500 silver pennies, but could equal 1,000 in rare instances.

[70.2] Fairy Folk

Fairy folk include brownies, dryads, elves, fossergrims, leprechauns, nixies, nymphs, pixies, satyrs, and sylphs. They are all roughly related, though their natures have diverged since the time when they could claim a common ancestor. Brownies, Leprechauns, Nixies, Pixies and Sylphs all take D-2 damage from physical contact with cold iron in addition to any other damage that may be inflicted by a weapon made of that substance. This damage is due to burning. Other fairy folk do not suffer this effect, but prefer to use substances other than cold iron for tools and artifacts. Only the Elves have overcome their fear of the substance to the extent of habitually forging and using fine iron and steel weapons.

BROWNIE (House Spirit)

Natural Habitat: Fields (usually around man or his dwellings)

Frequency: Uncommon **Number:** 1-30 (6)

Description: Brownies are "little people" similar to Leprechauns, but more sociable. They tend to be benevolent toward those who are not of Faerie (unlike their wilder kindred who despise humans).

Talents, Skills, and Magic: Brownies specialize in using minor magics to assist in keeping order, repairing minor damage, and doing light work around human dwellings. They can bless or curse crops in the same manner as a black magician. Their small help can also be turned to mischief if they are affronted in any way. This might take the form of falling roof tiles, collapsing floorboards, or other small disasters.

Movement Rates: Running: 150

PS: 7-8 **MD:** 20-25 **AG:** 20-25 **MA:** 17-19

EN: 4-5 **FT:** 10-11 **WP:** 17-19 **PC:** 16-19

PB: 12-16 **TMR:** 3 **NA:** None

Weapons: Brownies have no natural weapons. They carry small swords (treat as daggers), but do not use armor. They may also carry bows which will have the same characteristics as the Small Bow (see Weapons Table).

Comments: Brownies will aid the human inhabitants of an area in exchange for food (a dish of milk left out each night). If disaffected, they will seek out and give information to the household's enemies.

DRYAD

Natural Habitat: Woods

Frequency: Common **Number:** 1-30 (10)

Description: Dryads are insubstantial spirits living within the wood of a specific tree. They can leave their tree and wander about, but may never stray more than a mile from the tree. They usually appear in small colonies.

Talents, Skills, and Magic: Dryads tend to be Adepts of the College of Earth Magics, though some may be members of the Colleges of Illusion or the Sorceries of the Mind. They will not usually be very powerful in Colleges other than Earth, however. They have the special ability of being able to take refuge deep within their tree if threatened.

Movement Rates: Running: 200

PS: None **MD:** None **AG:** None **MA:** 8-20

EN: None **FT:** None **WP:** 12-16 **PC:** 12-15

PB: 16-24 **TMR:** 4 **NA:** None. But see below

Weapons: Dryads use no weapons of any kind.

Comments: Dryads can only be harmed if their tree is killed by chopping or burning it down. They are not usually inimical to man, though "Black Dryads" do exist who practice Druidic rites (including

blood sacrifice). They will usually aid travelers, but are mainly concerned with the well being of their trees.

ELF

Natural Habitat: Woods

Frequency: Uncommon **Number:** 1-200 (20)

Description: An elf is a lithe humanoid, slightly smaller than man-sized. They are unusually fair in appearance.

Talents, Skills, and Magic: See 6.5

Movement Rates: Running: 275

PS: 4-22 **MD:** 5-23 **AG:** 6-24 **MA:** 4-22

EN: 4-22 **FT:** 19-25 **WP:** 6-24 **PC:** 6-24

PS: 8-26 **TMR:** 6 **NA:** None

Weapons: Elves prefer bow weapons, and will have rank 4-6 with them. Spears are also commonly used. Elves will not generally wear metallic armor, although they may do so in unusual cases. The listed characteristic ranges are for NPC elves only.

FOSSERGRIM

Natural Habitat: Streams, Rivers (especially near white water)

Frequency: Very Rare **Number:** 6-12 (8)

Description: Fossoergrims look much like Gnomes and are about the same size. However, they are water dwellers and have a water-breathing capacity in addition to their air-breathing capacity. They will always be found in or near their lairs which will be located at the foot of waterfalls or rapids wherever possible.

Talents, Skills, and Magic: Fossoergrims have the ability to cast very weak and limited illusions over water so as to make shoals and rapids appear to be safe channels. They also have the ability to cast a charm over an individual, causing him to swim into their lair (which will be in an underwater cave) and be drowned. This works like a talent. Victims must roll 2 x Will-power or less or succumb to the charm.

Movement Rates: Running: 150; Swimming: 100

PS: 8-12 **MD:** 18-20 **AG:** 15-17 **MA:** 12-14

EN: 8-10 **FT:** 16-20 **WP:** 16-18 **PC:** 15-17

PB: 8-10 **TMR:** 3/2 **NA:** None

Weapons: Fossoergrims attack with their teeth in close Combat and have a Base Chance of 40% of doing - 2 Damage. They may also use small simple non-missile weapons (knives, short swords, and the like).

Comments: Fossoergrims are carnivores and especially delight in feasting on "the bigs" as they call humans, elves, and their kindred. Except for their special magical abilities which they use to lure the unwary into their halls, they possess little magic and few skills or talents. What other magic they possess will be Water Magic.

LEPRECHAUN

Natural Habitat: Plains, Woods, Fields

Frequency: Very Rare **Number:** 1-30 (8)

Description: Leprechauns are similar in almost all ways to Brownies, but wilder and shyer of man. They tend to dress in muted shades of brown and green and to seek out the deep woods where they are most at home. They have 3 to 4 times the stealth of an average human and will, as a result, seldom be seen unless they wish to speak with a party.

Talents, Skills, and Magic: Leprechauns possess the same Talent Magic as Brownies. In addition, they will usually be masters of either the College of Illusions or the College of Earth Magics. They have the ability to teleport themselves limited distances (no more than a few yards) by blinking. Leprechauns also have special skill with the Spell of Sleeping (regardless of their College) and add 10 to the Base Chance for the spell.

Movement Rates: Running: 200

PS: 7-8 **MD:** 19-22 **AG:** 25-28 **MA:** 19-21

EN: 5-6 **FT:** 10-12 **WP:** 15-18 **PC:** 14-17

PB: 9-14 **TMR:** 4 **NA:** None

Weapons: Leprechauns have no natural weapons. They will usually have Short Swords (similar to Daggers) and will use Small Bows.

Comments: If a Leprechaun is captured and cannot escape, he will buy his freedom either by revealing the location of his treasure (300-400 Gold Pieces) or by granting the warder three wishes which the leprechaun will attempt to grant in such a way that they turn to the disadvantage of the recipient (usually in some really grisly way).

NIXIE

Natural Habitat: Marsh

Frequency: Rare **Number:** 1-40 (20)

Description: Nixies are water-dwellers with pale skin (through which can often be seen green veins), golden hair, webbed fingers and toes, and gills. They have a limited air breathing capacity similar to Merfolk. They are recognizable by their sharp teeth which are covered in green slime.

Talents, Skills, and Magic: Nixies will almost always have limited abilities as Adepts of the College of Water Magics. They will have no skills to speak of, but will have the talent of being able to automatically summon [D + 1] x Rank with their talent (1, if unranked) large Pike to their aid. Since these "water wolves", as they are called, have a special fondness for Nixies, there will always be Pike in the area.

Movement Rates: Swimming: 350

PS: 13-23 **MD:** 10-20 **AG:** 14-21 **MA:** 10-18

EN: 10-18 **FT:** 12-24 **WP:** 14-20 **PC:** 14-22

PB: 8-18 **TMR:** 7 **NA:** None

Weapons: Nixies do - 2 Damage (Base Chance of 35%) in Close Combat with their bite. In addition, they will often carry fishbone weapons and shields and (rarely) wear fishskin armor (equal to leather armor).

Comments: Nixies are fond of human flesh, though they will sometimes refrain from eating a particularly beautiful humanoid member of the opposite sex in order to enjoy their company longer. They are capricious and cowardly and prefer to destroy their prey by guile whenever possible. An invitation to a Nixie feast is usually a prelude to treachery.

NYMPH

Natural Habitat: Woods, Fields (usually found with Satyrs)

Frequency: Rare **Number:** 1-30 (6)

Description: Nymphs are beautiful humanoids with goat-like lower limbs covered in soft curly hair. They generally prefer to go about naked, but will wear light robes in cold weather.

Talents, Skills, and Magic: Nymphs will have some abilities of either the College of Illusions or of the College of Earth Magic. They will have twice the stealth of humans. In addition, any male character who looks at a naked Nymph must roll 4 times his Willpower or less or he will be charmed and will desire only to spend his days frolicking with the Nymph (or her sisters).

Movement Rates: Running: 250

PS: 10-12 **MD:** 14-18 **AG:** 14-22 **MA:** 18-22

EN: 8-12 **FT:** 16-24 **WP:** 18-24 **PC:** 18-24

PB: 25-33 **TMR:** 5 **NA:** None

Weapons: Nymphs do not use weapons or fight in any way. They rely exclusively on their beauty and magic for protection.

Comments: Nymphs dislike the intrusion of humans, but will attempt to charm and seduce a particularly handsome man with their beauty (40% chance) if they do not first flee (50% chance). If they flee, they will attempt to punish those who frightened them. Nymphs can move from place to place by entering the trunks of trees and then teleporting from one trunk to another. It takes them 30 seconds to enter the trunk of a tree and 1 second to teleport to any other trunk within 100 feet of the tree they currently occupy.

Nymphs have little sense of normal human anatomy or capabilities and will kill a human lover with their demands by permanently reducing his Fatigue or Endurance at the rate of 1 point from either (GM's choice) per week until the lover dies or escapes. The lover may make a check against 2 times his Willpower at the end of each week to see if he runs away from his sweet captors (leaving behind most of his weapons, armor, and other possessions in his state of befuddlement).

PIXIE

Natural Habitat: Woods

Frequency: Very Rare **Number:** 1-100 (10)

Description: Pixies are small people about 2 feet in height, with transparent wings, pointed ears, and almond-shaped eyes.

Talents, Skills, and Magic: Pixies are naturally invisible, but can become visible at will. They can create full-fledged visible and audible illusions, and can appear to change their form. They are also able to use most counter spells, read peoples' minds, and cause disorientation and the inability to think clearly in the victims of their pranks.

Movement Rates: Running: 150; Flying: 250

PS: 3-4 **MD:** 18-21 **AG:** 17-20 **MA:** 10-15

EN: 3-4 **FT:** 8-10 **WP:** 12-16 **PC:** 10-14

PB: 10-17 **TMR:** 3/5 **NA:** None

Weapons: Pixies use daggers and bows of short range (50 feet) but with great effect. They have three types of arrow: one which does [D10]-6 damage, one that puts their victims to sleep unless they roll 4 x Willpower or less, and one that removes all memory from the victim for [D10]-4 days unless he rolls 4 x Willpower or less. The bow has a Base Chance of 60%. They may wear leather armor.

Comments: Pixies are very hard to hit in combat (- 30 from Base Chance in addition to Defense). They are highly mischievous, and they will often play pranks to annoy the foolish traveler who enters a forest where pixies are said to dwell.

SATYR (Faun)

Natural Habitat: Woods, Plains

Frequency: Uncommon **Number:** -10 (6)

Description: Satyrs have the upper halves of a man and the legs of a goat or horse. They have bristly hair, and short, black horns. Their skin is a deep mahogany in color.

Talents, Skills, and Magic: Satyrs are somewhat magical. Their magical abilities are usually focused through a pipe which they play to charm, delight, or otherwise influence those around them. They are also 3 times as stealthy as humans, and can blend in with surrounding trees (90% chance they will be undetected if they remain still). Satyrs have the same power over women that nymphs have over men.

Movement Rates: Running: 400

PS: 12-22 **MD:** 19-22 **AG:** 18-20 **MA:** 15-18

EN: 10-18 **FT:** 18-28 **WP:** 15-18 **PC:** 18-20

PB: 9-12 **TMR:** 8 **NA:** Skin absorbs 2 DP.

Weapons: Satyrs use simple weapons like spears. Usually they will have Rank 1-5 with the weapons they use.

Comments: Satyrs are much like centaurs in mentality: they enjoy drinking, dancing, and generally making merry. In general they dislike men, although they will occasionally attempt to seduce human females. They will usually be accompanied by nymphs.



SYLPH

Natural Habitat: Rough (especially mountain tops).

Frequency: Very Rare **Number:** 1-2 (1)

Description: Sylphs appear as human females, but have large, almost transparent wings. They are usually very beautiful.

Talents, Skills, and Magic: Sylphs can turn themselves invisible, and they are usually able to sense a party's intentions towards them, and so avoid harm. Sylphs are also able magicians, specializing in the powers of the College of Air Magics.

Movement Rates: Flying: 700; Running: 250

PS: 10-13 **MD:** 18-22 **AG:** 20-24 **MA:** 18-20

EN: 9-12 **FT:** 18-20 **WP:** 14-18 **PC:** 18-20

PB: 21-25 **TMR:** 14/5 **NA:** None

Weapons: Sylphs do not use weapons to attack. They use only their magic to defend themselves.

Comments: Sylphs will aid a humanoid in need or befriend one to whom they take a fancy. If somehow coerced they will have a large treasure with which they may buy their freedom but it will usually be hidden on a mountain top. It will be worth $[D + 5] \times 300$ silver pennies.

[70.3] Earth Dwellers

This section deals with those species who prefer dwelling in caverns or earthen barrows, but who are distantly related to the Fairy Folk. They include: Dwarves, Gnolls, Gnomes, Goblins, Halflings, Hobgoblins, Kobolds, and Orcs. These beings all tend to prefer cool shadows to bright sunlight, and all except Dwarves and Halflings positively dislike sunlight and will not willingly venture into it.

DWARF

Natural Habitat: Rough, Caverns

Frequency: Uncommon **Number:** 1-500 (10)

Description: Dwarves are short, stout humanoids. They usually have long beards.

Talents, Skills, and Magic: See 6.4.

Movement Rates: Running: 225

PS: 6-24 **MD:** 5-23 **AG:** 4-22 **MA:** 3-21

EN: 6-24 **FT:** 17-23 **WP:** 7-25 **PC:** 6-24

PB: 4-22 **TMR:** 4 **NA:** None

Weapons: Dwarves delight in axes and hammers and they will have Rank 2-4 with these weapons. They also commonly wear heavy armor, with chainmail being the type most frequently worn, although plate is also occasionally used. The listed characteristic ranges are for NPC dwarves only.

GNOLL

Natural Habitat: All but Waste and Ocean (Usually Caverns)

Frequency: Uncommon **Number:** 1-300 (40)

Description: Gnolls are dog-faced humanoids about 7 feet tall. They are very strong, and usually wear armor. Their skin is fuzzy, and yellowish-brown in color.

Talents, Skills, and Magic: Gnolls are good diggers if forced to do so, but they will rarely attempt mining on their own, even though they like caves. They have no magical abilities, although they will sometimes have magical items which they will rarely know how to use.

Movement Rates: Running: 250

PS: 20-23 **MD:** 13-15 **AG:** 12-14 **MA:** None

EN: 12-14 **FT:** 20-24 **WP:** 10-12 **PC:** 12-16

PB: 6-9 **TMR:** 5 **NA:** Hide absorbs 2 DP

Weapons: Gnolls tend toward the larger weapons, usually axes. They will use ranged weapons, however, and any large contingent will have a fair number of archers. They usually wear light armor (leather or cloth) but strong members of a group will sometimes have better armor.

Comments: Gnolls are very disorganized and travel in loose bands. They like to raid towns and travelers to gain plunder as they disdain to work themselves. Large bands will often have (value: $[D + 5] \times 100$ Silver Pennies per Gnoll) treasure that has been previously looted.

GNOME

Natural Habitat: Rough, Caverns.

Frequency: Rare **Number:** 1-200 (50)

Description: Gnomes are short, stocky humanoids, much like Dwarves, but even shorter (3 feet). Typically they will be dressed in chainmail or leather armor, with a heavy skullcap, although powerful gnomes occasionally wear heavier armor as they "make light of burden." Gnomes are usually brownish in color with hair between grey and white.

Talents, Skills, and Magic: Gnomes are excellent stoneworkers, and as such they can detect many things that have to do with the construction of a building or the quality of a builder's job.

Movement Rates: Running: 150

PS: 10-14 **MD:** 10-13 **AG:** 14-16 **MA:** 13-17

EN: 8-10 **FT:** 16-20 **WP:** 19-22 **PC:** 14-18

PB: 10-13 **TMR:** 3 **NA:** None

Weapons: Gnomes will use daggers, short swords, clubs, and any other weapons that they can carry easily.

Comments: Gnomes have a strong dislike for goblins, and will always attempt to attack them. Gnomes are organized into bands, each of which is competitive with the others, although not actually hostile. They are usually friendly to man, and they are very friendly with the Dwarves, their cousins, although they have a mild dislike of Elves. Large bands of

Gnomes will often (80%) have a fair amount (value: $[D + 3] \times 100$ Silver Pennies per gnome) of treasure. Gnomes found in their lair will have more treasure (value $[D + 3] \times 300$ silver pennies per gnome) as Gnomes are fond of hoarding.

GOBLIN

Natural Habitat: Caverns

Frequency: Uncommon **Number:** 4-1000 (20)

Description: Goblins are humanoid in form, but have large fangs, pointed ears, and skin ranging from brown to pallid grey. They are usually very ugly, have foul breath, and an unpleasant odor. They wear garments made out of dirty cloth, and usually wear leather armor, carrying shields. More powerful goblins will sometimes carry better armor. They are about 4 feet tall.

Talents, Skills, and Magic: Goblins are good at working with stone if forced into it, and so they are good at detecting facts having to do with stone (40% chance of detecting anything unusual or dangerous). They can see in the dark. They are excellent at torture, which they delight in. A goblin will in rare instances be an Adept of one of the Entities.

Movement Rates: Running: 150

PS: 9-13 **MD:** 8-12 **AG:** 7-12 **MA:** 10-18

EN: 6-8 **FT:** 10-13 **WP:** 8-11 **PC:** 7-12

PB: 8-10 **TMR:** 3 **NA:** Skin absorbs 1 DP

Weapons: Goblins will use any sort of weapon that their strength allows, although they generally prefer simple swords or clubs. They will also often use crossbows and slings. They may have Rank 1-3 with these weapons.

Comments: Goblins are highly evil, and will often waylay a party, killing and looting. They love to cause discord, and will be deceitful where violence will not work. Their lair (and treasure) will be well guarded. Goblins dislike sunlight, and fight at a reduction in the Base Chance of 10 when under a bright sun. They hate Dwarves and Gnomes, and will attack them whenever possible. Goblins will usually be in league with dire wolves if there are any in the neighborhood.

HALFLING

Natural Habitat: Caverns (Burrows), Fields.

Frequency: Uncommon **Number:** 1-50 (6)

Description: Halflings are small humanoids, usually less than three feet in height. They are inclined to be fat.

Talents, Skills, and Magic: See 6.7

Movement Rates: Running: 200

PS: 3-21 **MD:** 7-25 **AG:** 6-24 **MA:** 4-22

EN: 3-21 **FT:** 17-23 **WP:** 6-24 **PC:** 5-23

PB: 5-23 **TMR:** 4 **NA:** None

Weapons: Halflings prefer small weapons, maces and slings being the most common, although short swords and daggers will also sometimes be used. There is a 50o70 chance that a halfling will have Rank with at least one of the weapons that h.¢ is carrying. Rank with a weapon will never be higher than Rank 4. The listed characteristic ranges are for NPC halflings.

HOBGOBLIN

Natural Habitat: Anywhere

Frequency: Rare **Number:** 1-500 (30)

Description: Hobgoblins are particularly large and vicious creatures of basically the same strain as Goblins. They have the same fangs and pointed ears as Goblins, but they grow to larger than man sized, almost 7 feet. They are also usually equipped with better armor (chainmail being the mean) as they are very strong and can more easily carry its weight. Their skin is more hairy than goblins', although it is the same brown to greyish color.

Talents, Skills, and Magic: Hobgoblins have Goblins' stone working ability and their ability to see in the dark, but they do not dislike sunlight, and often go out in the day on raiding parties. They have the same magical abilities as Goblins.

Movement Rates: Running: 250

PS: 17-21 **MD:** 14-16 **AG:** 13-15 **MA:** 12-20

EN: 14-16 **FT:** 20-23 **WP:** 10-12 **PC:** 14-16

PB: 6-9 **TMR:** 5 **NA:** Hide absorbs 2 DP

Weapons: Hobgoblins use all weapons, and will usually use the largest weapon their strength allows. They like whips and spears with long, barbed points that break off in the wound. Hobgoblins rarely use bows, although they will use slings and javelins. Hobgoblins will have Ranks 1-3 with their favored weapons.

Comments: Hobgoblins are organized into Clans which are highly competitive with each other and with their relatives, the Goblins and Orcs. The Clans are headed by the strongest member of the group, and fights for leader of the Clan are common. Hobgoblins are often hired to lead bands of Goblins and Orcs, as their strength and size ensures that discipline will be maintained.

KOBOLD

Natural Habitat: Fields, Caverns.

Frequency: Rare **Number:** 1-10 (5)

Description: Kobolds are small, elderly-appearing Dwarvish types who wear hoods of bright colors. They are about 2~2 feet tall, and have highly gnarled faces.

Talents, Skills, and Magic: Kobolds are very useful around the house or farm, for they will perform many tasks relating to maintenance of property or animals. They have no special magical powers, and they are not as good at working with stone and at detecting unusual constructions as the Dwarves. They can see in the dark.

Movement Rates: Running: 100

PS: 7-9 **MD:** 14-17 **AG:** 15-18 **MA:** None

EN: 6-8 **FT:** 12-14 **WP:** 14-17 **PC:** 1r2-16

PB: 8-11 **TMR:** 2 **NA:** None

Weapons: Kobolds carry Daggers and Hammers (Base Chance of 10%-2 damage). They do not wear armor.

Comments: A Kobold in the house is a blessing, for they will perform all sorts of menial or semi-skilled tasks with great willingness and ability, where such is possible. They will work for only shelter and food. While travelling, they will most likely run away if they see a party at a distance, but there is a 25% chance that they will be willing to trade information and befriend a character. In general, Kobolds get along with men better even than the Dwarves. Kobolds will almost never have treasure, although if they do it will usually be something of value only to them.

ORC

Natural Habitat: Caverns, Rough

Frequency: Common **Number:** 1-1000 (25)

Description: An Orc is an ugly, stoop shouldered humanoid, much like a goblin or hobgoblin (to whom they are related).

Talents, Skills, and Magic: See 6.8.

Movement Rates: 250

PS: 6-24 **MD:** 5-23 **AG:** 5-23 **MA:** 3-21

EN: 6-24 **FT:** 17-23 **WP:** 3-21 **PC:** 5-23

PB: 2-20 **TMR:** 5 **NA:** None

Weapons: The scimitar is the favorite weapon of the ores (Rank 1-4 with the weapon is typical) although other weapons will occasionally be used. Short bows are the most common form of missile weapon. Orcs will wear armor, with leather being the prevalent type. Orcs will also commonly carry shields.

71. FANTASTICAL MONSTERS

Fantastical Monsters include a number of beings of legend, not often seen by humans and related species. They tend to make their homes in inaccessible areas where few men go. These species include: centaurs, chimaerae, giant amoebas, gorgons, manticores, minotaurs, nagas, sphinxes, and unicorns. Due to their rarity, live specimens are usually of great value in the marketplace.

CENTAUR

Natural Habitat: Woods, Marsh, Rough, Caverns, Plains

Frequency: Uncommon **Number:** 2-20 (4)

Description: Centaurs are half-man, half-horse. They are human down to the hips, but they join the body of a horse where the neck would normally be. Their lower half has hide, just as a horse, while their top half is that of a normal man.

Talents, Skills, and Magic: Centaurs can have all the abilities and skills of a human. Centaurs in general are good with bows and at hunting, and have an affinity for healing and the art of prophecy.

Movement Rates: Running: 600

PS: 10-30 **MD:** 5-20 **AG:** 10-23 **MA:** 5-23

EN: 12-20 **FT:** 20-30 **WP:** 7-26 **PC:** 10-30

PB: 12-17 **TMR:** 12 **NA:** Hide absorbs 3 DF

Weapons: Centaurs use weapons as do men. They can hold up to two Readiness Points worth of weapons, and they will usually have Rank in one or more of their weapons.

Comments: Centaurs cannot resist alcohol and become violent when drunk. Centaurs will only rarely let a human ride them, and only then at pressing need. They eat raw flesh (including human flesh), and will often abduct young maidens for food and other purposes.

CHIMAERA

Natural Habitat: Woods, Rough, Caverns, Ruins

Frequency: Very Rare **Number:** 1-3 (1)

Description: The chimaera has the head of a goat, the foreparts of a lion, and the rear section of a dragon.

Chimaerae are large (up to 12 feet long) and breath fire. They are 3-hex monsters.

Talents, Skills, and Magic: The chimaera can breath a cone of fire. Other than that, it has no special skills or magical ability. **Movement Rates:** Running: 500

PS: 28-32 **MD:** 25-28 **AG:** 15-20 **MA:** None

EN: 20-22 **FT:** 30-34 **WP:** 14-19 **PC:** 13-20

PB: 3-7 **TMR:** 10 **NA:** Hideabsorbs8DP

Weapons: The chimaera has a fire breath that it can use in Ranged and Melee combat. The range of the cone of breath is 50 feet and at the base the cone is 20 feet in diameter. All within the cone suffer D+ 15 damage. A chimera must execute a Fire action to breath in this fashion. In Melee Combat and Close Combat, the chimera has a bite like that of a huge lion (Base Chance of 75% + 8 damage).

Comments: Chimaera thrive on ruin, and the area surrounding one of their lairs will be a burned wasteland. In the area surrounding the lair, or occasionally in the lair itself, there may be victims with some treasure (25%, 1-6 bodies with 100-600 Silver Pennies, 25% each has something else of value), but otherwise chimaera do not hoard wealth as do dragons.

GIANT AMOEBA

Natural Habitat: Caverns, Ruins.

Frequency: Uncommon **Number:** 1-6 (1)

Description: A giant amoeba is a shapeless, flowing creature between 6 inches and 6 feet in diameter.

Talents, Skills, and Magic: A giant amoeba can sense any organic material within 25 feet, and will move toward the closest anything they

such material that it can sense. Giant amoeba are able to eat anything they come in contact with. They can slip under doors and through very small cracks.

Movement Rates: Crawling: 50

PS: None **MD:** None **AG:** 3-4 **MA:** None

EN: 10-12 **FT:** 20-24 **WP:** 6-8 **PC:** 6-8

PB: 3-5 **TMR:** 1 **NA:** None

Weapons: A giant amoeba does not attack, per se, but rather attempts to consume anything in its way. If a giant amoeba is ever in the same hex on the tactical display as any living creature, that creature takes 2 DP per Pulse until it leaves the hex occupied by the amoeba. Note that if a creature is fully consumed any weapons and other non-organic materials will be left behind, although all bones will be consumed.

Comments: If a giant amoeba is reduced to 0 endurance as a result of the attacks of normal (non-magical) weapons, the amoeba merely splits into two amoebas, each with half the size, endurance, and fatigue of the original amoeba. Magical weapons and magical attacks affect the amoeba normally.

such material that it can sense. Giant amoeba are able to eat

GORGON (Medusa)

Natural Habitat: Woods and Wilderness (lair in caverns)

Frequency: Very rare **Number:** 1-3 (1)

Description: Gorgons are physically humanoid, but boast a head full of writhing green snakes of a venomous nature. [they also have hypnotic, burning red eyes. Gorgons like to appear as comely maidens and often wear the attire of human females. They have large brazen claws and hog-like teeth. They specialize in enticing males who they then turn to stone.

Talents, Skills, and Magic: Gorgons possess no special skills or magic as a rule, but may learn human skills and magic. They have the special talent of turning those that look directly into their eyes to stone! Any character facing a gorgon must roll four times his Willpower or less each Pulse that he faces the beast or he succumbs to her blandishments, looks into her eyes and is turned to stone.

Movement Rates: Running: 250

PS: 10-13 **MD:** 12-15 **AG:** 10-14 **MA:** 15-18

EN: 10-14 **FT:** 15-19 **WP:** 16-20 **PC:** 16-18

PB: Always 0 **TMR:** 5 **NA:** None

Weapons: In addition to her eyes, the Gorgon may Melee Attack with claws (Base Chance of 50%, + 4 damage, Rank of 1-5) or Close Combat using claws, teeth and hair (Base Chance of 30%, 0 damage modification, but possible poisoning as from an asp bite and no Rank). Gorgons may attack using hair, teeth and claws in the same Pulse. The gorgon may attempt to turn a character to stone any time.

Comments: The gorgon's eyes only become visible at a range of 100 feet and she cannot turn a character to stone beyond that range. The attempt to turn a character to stone is automatic whenever a character faces the gorgon's front and requires no action.

MANTICORE

Natural Habitat: Rough, Caverns

Frequency: Rare **Number:** 1-6 (1)

Description: Manticores have the body of a lion, bat-like wings, and the head of a human, although larger to fit their bodies. At the tip of their tail they have up to 12 spikes, which they can launch as weapons.

Talents, Skills, and Magic: Manticores have no magical properties, and no special abilities other than the ability to launch their tail spikes.

Movement Rates: Flying: 500; Running: 350

PS: 28-32 **MD:** 20-25 **AG:** 26-30 **MA:** None

EN: 12-14 **FT:** 20-25 **WP:** 12-18 **PC:** 12-18

PB: 3-6 **TMR:** 10/7 **NA:** Fur absorbs 8 DP

Weapons: Manticores can use their tail spikes in Ranged Combat as if they were heavy crossbows. They are able to launch up to 6 of the spikes at any one time as long as the spikes are all aimed at spots within 6 feet of each other. In Melee Combat, the manticore can attack with its two claws (Base Chance of 60%, + 5 damage). Once their tail spikes are exhausted (they regenerate in about a day) manticores try to enter Close Combat as soon as possible, where they can use their claws.

Comments: Manticores like to hunt, and their favorite prey is man. They will lie in wait for a party, and then send their spikes whirling into it. If the manticore's lair is found, there is a chance (30%) that it will have dragged bodies with treasure on them into its cave.



MINOTAUR

Natural Habitat: Caverns, Woods, Rough.

Frequency: Very Rare **Number:** 1-6 (1)

Description: Minotaurs are humanoid, with the head of a bull and a very hairy hide. They have a tail, just like that of a bull.

Talents, Skills, and Magic: The minotaur has no special magical abilities or talents. They are tool users and will sometimes use simple weapons.

Movement Rates: Running: 300

PS: 22-26 **MD:** 18-20 **AG:** 14-17 **MA:** None

EN: 14-16 **FT:** 22-25 **WP:** 14-16 **PC:** 18-20

PB: 4-7 **TMR:** 6 **NA:** Hide absorbs 6 DP

Weapons: A minotaur can attack by butting with his horns, biting, or attacking with a weapon. Butt: Base Chance of + 3 damage. Bite: Base Chance of 30%, - 1 damage. A minotaur will hold Rank 1-5 with whatever weapon it uses. The minotaur can use any combination of two of these attacks in any one pulse without penalty. In Close Combat the minotaur can use only his bite, but the Base Chance goes up to 50%.

Comments: Minotaurs are particularly vicious, and will attack virtually anything that their dim intelligence tells them they have even a mediocre chance of beating. These beasts generally like the dark, and will only-rarely be found in the open after sunup.

NAGA

Natural Habitat: Crypts, Marsh

Frequency: Very Rare **Number:** 1-6 (1)

Description: Nagas are humanoid above the waist, and have the body of a serpent below. Male nagas have the upper half of a man, while nagians (female nagas) have the upper half of a woman. Both types will usually be 10-12 feet long.

Talents, Skills, and Magic: Nagas are frequently (85%) members of one of the Colleges of Thaumaturgies. If a naga is a magic-user, it will have Rank 2-8 with each of the General Knowledge spells, talents, and rituals, and will have Rank 1-5 with those Special Knowledge spells and rituals that they know (Usually 5-10 will be known). Nagas can also read the minds of any that they can see, understanding both the thoughts and intentions of the subject. This talent cannot be resisted.

Movement Rates: Swimming: 400; Crawling: 300

PS: 20-25 **MD:** 17-21 **AG:** 12-16 **MA:** 16-20

EN: 25-32 **FT:** 20-25 **WP:** 20-24 **PC:** 19-23

PB: 13-17 **TMR:** 8/6 **NA:** Scales absorb 5 DP

Weapons: Naga will use ordinary edged weapons 50% of the time, and if they do use a weapon, they will have Rank 4-6 with it. If they do not use a weapon, they can attack with a bite or a constriction attack. The bite has a Base Chance of 55% and does + 4 damage, while the constriction has a Base Chance of 40% and does + 8 damage. The bite can be used in either Close or Melee Combat, while the constriction can only be used in Close Combat. If a naga's bite penetrates an enemy's armor (i.e. does damage to the character's Fatigue or Endurance), then the victim takes 2 additional DP per Pulse for D10 Pulses because of the naga's poison. Only an antidote specifically designed for naga venom will neutralize this poison. A naga can also spit this poison up to a range of 40 feet. The spittle has a Base Chance of 30% (modified for range as an ordinary hurled weapon) and does D + 4 damage.

Comments: Nagas are often the guardians and keepers of knowledge. They seek to preserve powerful knowledge from the use of those who would not use it properly, and at the same time they try to deliver it to those who could best use it for the cause of good. This knowledge might be magical in nature, or of some other type. Nagas will use force to defend the knowledge that they guard (which will usually be in the form of a written tome) but will warn intruders beforehand, and allow them a chance to get away.

SPHINX

Natural Habitat: Rough, Woods

Frequency: Very Rare **Number:** 1

Description: A sphinx has the body of a winged lion, with the head and breasts of a woman. A sphinx is usually about 12 feet long. A sphinx has large, sharp teeth, and is a two-hex monster.

Talents, Skills, and Magic: Most sphinxes are accomplished members of a College of Magic, usually one of the Thaumaturgies. They will know all General Knowledge spells at Rank 6-9, and will know all Special Knowledge spells at Rank 3-6. In addition, a sphinx will know D10 counterspells from other Colleges. Sphinxes also have excellent senses of smell. They will be able track as if they had Rank 8 in the Ranger ability, and they will be able to detect the presence of hidden or invisible characters 75% of the time.

Movement Rates: Running: 500; Flying: 600

PS: 30-35 **MD:** 22-24 **AG:** 17-19 **MA:** 12-22

EN: 40-50 **FT:** 60-75 **WP:** 20-23 **PC:** 17-19

PB: 4-6 **TMR:** 10/12 **NA:** Hide absorbs 6 DP

Weapons: A sphinx can attack three times (once with a bite, and twice with its claws) in the same Pulse without penalty. The bite has a Base Chance of 75% and does + 8 damage. The claws have a Base Chance of 60% and do + 4 damage.

Comments: Sphinxes are proverbial riddle-lovers. They love to learn new riddles, and will sometimes let a passerby live in exchange for a good one. They also like to ask riddles, however. When a sphinx asks a riddle, it will state what will happen to a character who does not answer the riddle successfully, and what reward (usually just free passage) will be given to those who do. A sphinx will always try to keep its word as to what it will do if the riddle is answered, although there is a 2% chance that it will simply kill itself if the riddle is answered correctly.

UNICORN

Natural Habitat: Woods, Plains

Frequency: Rare **Number:** 1-8 (2)

Description: Unicorns are white equines with a single, long horn coming out of their forehead. They have a single black, 2 foot long horn set in a deer's head, very thick feet, and the tail of a boar.

Talents, Skills, and Magic: Unicorns are immune to poison, and a character who possesses one of their horns is also immune. They are also almost impossible to trap as they are very intelligent and wary. They have 5 times the strength of an average human. They are unable to cast spells in the usual sense.

Movement Rates: Running: 600

PS: 55-60 **MD:** None **AG:** 16-19 **MA:** None

EN: 25-30 **FT:** 50-60 **WP:** 20-25 **PC:** 25-30

PS: 18-20 **TMR:** 12 **NA:** Hide absorbs 4 DP

Weapons: In Melee Combat, a unicorn uses its horn (Base Chance of 60% + 7 damage). In Close Combat, it can attack with its hooves as a War-horse.

Comments: Unicorns are virtually untamable by ordinary men, but a unicorn can occasionally be tamed by a virgin (40%) as unicorns love purity and innocence.

72. CREATURES OF NIGHT AND SHADOW

The species portrayed herein include those primarily connected with night and shadow and the Powers of Darkness. They include Weres, Doppelgangers, Bats, and Dire Wolves. Other species which may be nocturnal hunters or may be at their most powerful at night are not included in this heading and are not affected by magic designed to call, communicate with, or control Creatures of Night and Shadow. Only the species listed herein are affected by these types of magic.

BAT

Natural Habitat: Caverns

Frequency: Uncommon **Number:** 1-400 (100)

Description: Bats are rodents with leathery wings. They are greyish-black in color. They are found in dark places only as they are afraid of light and fire.

Talents, Skills, and Magic: Bats can determine directions in the dark by emitting high-frequency "pips" which reflect off of the surrounding walls. They have no magical abilities or other special talents and are not tool users.

Movement Rates: Flying: 500

PS: 2-3 **MD:** None **AG:** 18-21 **MA:** None

EN: 1-2 **R'~** 2-3 **WP:** 6-8 **PC:** 14-17

PB: 7-9 **TMR:** 10 **NA:** None

Weapons: Bats can only attack in Close Combat, where their bite has a Base Chance of 40% and does - 7 damage. A character bitten by a bat has a 10% chance of contracting rabies or some other loathsome disease in addition to the possibility of infection.

DIRE WOLF

Natural Habitat: Woods, Rough, Plains, Field, Caverns

Frequency: Rare **Number:** 1-10 (3)

Description: Dire wolves are wolves the size of ponies. Dire wolves will be in league with the powers of darkness and will have almost human intelligence. Their corpses disappear back into hell (from which they are said to have sprung originally) if they are killed.

Talents, Skills, and Magic: Dire wolves have no special abilities but they are exceptional trackers. They also never forget a smell. They may possess knowledge of a limited number of spells of the College of Ensorcements and Enchantments or the College of the Sorceries of the Mind.

Movement Rates: Running: 400

PS: 22-25 **MD:** 24-26 **AG:** 18-22 **MA:** 8-12

EN: 20-23 **FT:** 25-30 **WP:** 8-12 **PC:** 19-23

PB: 4-8 **TMR:** 8 **NA:** Fur absorbs 5 DP

Weapons: Dire wolves can attack, either in Melee Combat or in Close Combat with their huge teeth (Base Chance of 65%, + 6 damage).

DOPPELGANGER

Natural Habitat: Caverns, Rough, Crypts, Woods

Frequency: Very Rare **Number:** 1-8 (1)

Description: In their natural form, doppelgangers appear humanoid, with thin arms, and sharp teeth and claws. They have thick, rubbery, grey skin, and glowing eyes.

Talents, Skills, and Magic: Doppelgangers have the ability to form themselves to look and act like any humanoid creature that is approximately their size and body weight (150-250 lbs.). Even the clothes and equipment of a person can be imitated, although magical properties will not, of course, adhere to the duplicates. Doppelgangers read the minds of the people they will later imitate so as to learn things they will need to know to duplicate the person properly. There is a 10% chance that a doppelganger's imitation will be detectable. See the rules governing multi-sense illusions in the College of Illusions.

Movement Rates: Running: 250

PS: 12-16 **MD:** 14-17 **AG:** 16-18 **MA:** 20-25

EN: 8-10 **FT:** 15-20 **WP:** 22-25 **PC:** 15-17

PS: 4-8 **TMR:** 5 **NA:** Skin absorbs 4 DP

Weapons: In their natural form, doppelgangers can make one attack with their bite (Base Chance of 50%, + 3 damage). Once having imitated something, they fight as it does/did, using the same weapons at a Rank two less than that achieved by the character being imitated.

Comments: Once a doppelganger has imitated someone, they will try to kill that individual, attacking by surprise. They will then replace that individual until they try the same maneuver with another member of the party.

WERES

Weres are humans or humanoids who are afflicted with a specific disease: Lycanthropy. They are adversely affected by the full moon and on nights when Luna (the primary moon in worlds with more than one) is full they change shape, becoming one of 5 types of creature. The were may become a Bear, Boar, Tiger, Snake or wolf. The actual type of beast the character becomes will depend on the type of beast from which he contracted his illness. The only way that a character can become a lycanthrope is if he is bitten for at least 1 point of effective damage by a character who is already a lycanthrope while that character is in his beast form. The victim will then during the next full moon (and all succeeding full moons until he is killed) assume the shape of the beast that bit him (wolf, snake, etc.). If a character is killed by a lycanthrope, he does not become a lycanthrope himself; instead, he usually becomes dinner.

A lycanthrope in his were form is always a beast. He has the characteristics of the strongest specimen of the species whose form he

has assumed. A werewolf would have the highest possible characteristics for a Dire Wolf, for example. A weresnake assumes the form of a Python, but with the bite (and venom) of the King Cobra. Werebears, wereboars and weretigers will have the highest possible characteristics for their type of beast (+ 2 to PS, EN and FT, usually).

When in their beast form, weres are semi-intelligent. Their human side is suppressed and the character is played by the GM. Weres are primarily concerned with feeding and simple survival. They will spend the entire period when the moon is full either laid up in a lair or hunting. They will attack the character's friends as readily as any other prey.

Once a were returns to his normal human shape, he will be enfeebled for D10 + 4 hours, desiring only to sleep. Upon waking, he will remember what he did in his beast form (usually with regret).

A character can be cured of lycanthropy in exactly the same manner as he is cured of a major curse. See Consequences (84.5).

When in beast form, a were can only be harmed or killed by magic or by silvered weapons. Pre-pubescent and post-menopausal individuals never suffer the effects of lycanthropy (though they may contract the disease).

73. SUMMONABLES

This section includes those entities, which normally do not appear on this plane, but are summonable from their own dimension. These entities include: demons, devils, djinns, efreet, elementals (earth, air, fire and water), hellhounds, imps, incubi, and succubi. Devils, demOris, imps, incubi, and succubi are described in the College of Greater Summonings (section 47) which is concerned exclusively with the summoning and control of these entities. The other summonable entities are described in this section.

Generally, an entity summoned from another dimension will require from 1 to 10 Pulses (5 to 50 seconds) to materialize once summoned. In some cases, entities appear in a noncorporeal form and must be commanded to take on substantial form. An insubstantial entity has no power on this plane, but cannot be harmed. An entity in substantial form, however, can be harmed and can harm others.

DJINN

Natural Habitat: Other Planes

Frequency: Very Rare

Number: 1

Description: A djinn is a male humanoid about ten feet tall, with darkly tanned skin and a black beard.

Talents, Skills, and Magic: A djinn has all the abilities of an air elemental summoned by a magician with Rank 8 in the Ritual of Summoning Air Elementals. In addition, a djinn can create matter weighing up to 200 pounds. This ability can be used once per day. The material created will have varying permanence, depending upon its solidity. Wood, cloth and other light materials will last for as long as a week, while steel, gold, or other hard substances will last only for hours. Djinni cannot be harmed by non-magical weapons.

Movement Rates: Flying: 700; Running: 350

PS: 35-40 **MD:** 20-24 **AG:** 17-21 **MA:** 12-18

EN: 20-25 **FT:** 30-38 **WP:** 20-25 **PC:** 16-21

PB: 11-14 **TMR:** 14/7 **NA:** Skin absorbs 6 DP

Weapons: Djinni prefer large, curved weapons, with a double-sized scimitar being the weapon most commonly used. Add 10 to the Base Chance of any weapon a djinn uses, and double damage done because of its size. A djinn will have Rank 4 or better with a scimitar.

Comments: Like efreet, if a djinn is discovered on this plane it will either be in the service of some character or else be trapped in some sealed container. If the container is opened, the djinn will serve whoever released it as a slave, provided that it is not asked to do anything suicidal. Having a djinn in a party can occasionally cause problems because other creatures, such as efreeti (who are deadly enemies of the djinni) will be attracted to the party.

EFREET

Natural Habitat: Other Planes

Frequency: Very Rare

Number: 1

Description: Efreeti are creatures of flame that have been trapped on this plane. They are humanoid in form, about 12 feet tall, and their dark-brown skin flickers as if it were about to burst into flame at any moment.

Talents, Skills, and Magic: An effect has all the talents and abilities of a fire elemental summoned at Rank 12. In addition an efreet can grant three wishes under certain conditions (see below). Efreeti can also become invisible at will. Efreeti cannot be harmed by non-magical attacks.

Movement Rates: Flying: 750; Running: 350

PS: 40-45 **MD:** 17-20 **AG:** 15-18 **MA:** 12-18

EN: 28-32 **FT:** 45-50 **WP:** 23-29 **PC:** 16-21

PB: 8-10 **TMR:** 15/7 **NA:** Skin absorbs 6 DP

Weapons: Efreeti use edged weapons of ordinary shape but twice normal size and weight. Improve the weapon's Base Chance by 10, and double any damage done. An effect will have Rank 4 or higher with whatever weapon it uses. In Close Combat an efreet can immolate an opponent. Such an attack has a Base Chance of 65o70, and does D + 10 damage.

Comments: If discovered on this plane, an effect will either be in the service of some character, or trapped in a sealable container, such as a bottle. If the latter is the case and the finder of the efreet releases it from its captivity, there is a 95o70 chance that the efreet will serve him willingly. The other 5% of the time the efreet will attack. If the efreet decides to serve, it will either grant three wishes, or become the character's slave for a period of 1001 days (at the liberator's option). If three wishes chosen, they must be used by the end of the day on which the effect was released. If service is chosen, the effect will perform any task asked of it that is not obviously suicidal. If a request involving physical danger to the efreet is made of the erreel, there is a 10o70 chance (+ 10 for each additional request) that the effect will rebel against its master and attack him.

Efreeti are creatures of fire, and thus they will not go to or be found in frigid climates or underwater.

ELEMENTALS

Elementals are the physical manifestations of the four primary elements: fire, earth, air, and water. They do not normally exist on this plane, but are summoned by members of the Elemental Colleges. They will always be hostile to their summoner, and will attempt to kill him if they are released from his control.

Elementals are impervious to attacks made with non-magical weapons. Magic does affect them. Each is vulnerable to its opposite element and can be damaged by attacks involving that opposite. Water and fire are opposite members, as are earth and air.

An elemental's Endurance, Fatigue, and Strength vary, according to it summoner's Rank with the Ritual of Summoning Elementals. Endurance and Fatigue vary as described in 42.7, while an elemental's Physical Strength equals a base number for each of the elementals plus five for each Rank the summoner has attained.

AIR ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare

Number: 1

Description: Air elementals appear as a whirlwind of a height equal to their Endurance. They have facial features, which will appear on one side of the whirlwind.

Talents, Skills, and Magic: Air elementals can predict weather with complete accuracy. They can increase the speed of winds up to the equal of their endurance, blowing in a line ten times their endurance in width (measured in feet). They can also create windstorms per the Windstorm Spell (College of Air Magics) at a Rank equal to their summoner's Rank plus 4. They do not need to cast the spell, but rather they can cause the windstorm just by willing it.

Movement Rates: Flying: 500 + (50 x Summoner's Rank)

PS: Base 15 **MD:** 25-30 **AG:** 32-37 **MA:** None

EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 19-23

PB: 10-12 **TMR:** 10+(Adept's Rank) **NA:** None

Weapons: Air elementals can materialize their fists to strike at their opponents. They can take two attacks in the same Pulse without penalty. The attacks have a Base Chance of 65%70, and do D10 damage, + 1 per Rank of their summoner.

EARTH ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare

Number: 1

Description: Earth elementals appear as humanoids with dirt-colored skin and gravelly eyes. They will be as tall, in feet, as their Endurance.

Talents, Skills, and Magic: Earth elementals can sink into any substance made of rock or dirt, and remain hidden with only 5% chance of detection. They have a chance equal to their Endurance of knowing the location of any intelligent creature standing on earth or rock. They can move through the earth (without creating a tunnel or disturbing it in any way) earth elementals can destroy stone structures by boring through stone at the rate of two cubic feet per Pulse for each point of Physical Strength available to the Elemental. Rock bored through in this way will be turned to dust incapable of supporting anything.

Movement Rates Running: 200; Tunneling: 100

PS: Base 30 **MD:** 10-15 **AG:** 12-17 **MA:** None

EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 16-20

PB: 5-8 **TMR:** 4/2 **NA:** 8DP

Weapons: Earth elementals pound their adversaries with their massive fists. They can attack twice in the same Pulse without penalty, and do D + 6 damage if they hit, plus one additional point for each Rank of their summoner.

FIRE ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare

Number: 1

Description: Fire elementals appear as leaping flames of a height in feet equal to their endurance. The flames are humanoid in form.

Talents, Skills, and Magic: Any flammable substances (exclusive of human-size or larger beings) that a Fire Elemental touches bursts into flames, while non-flammable substances will experience a rise in temperature equal to the Elemental's Endurance for every 10 seconds the Elemental is in contact with the substance. Elementals can instantly extinguish any normal fire within 100 feet. They can create a wall of smoke, (as per the spell from the College of Fire Magics) at a Rank equal to their summoner's Rank plus ten. They can also produce a wall of fire (as per the spell from the College of Fire Magics) at a Rank equal

to their summoner's Rank plus five. Both of the above two walls can be created as talents, without the necessity of preparing or casting a spell. Only one wall of each type can be maintained at any one time, however.

Movement Rates: Running: 400 + 10 x Summoner's Rank

PS: Base 20 **MD:** 20-25 **AG:** 25-30 **MA:** None

EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 14-17

PB: 5-7 **TMR:** 8 + (Adept's Rank/5) **NA:** 3 DP

Weapons: Fire Elementals can attempt to immolate their adversaries. The Base Chance for such an attack is 70%, and if the attack succeeds D + 2 damage is done, with an additional point added for each Rank of their summoner. If the attack is made in Close Combat, double the damage done.

WATER ELEMENTAL

Natural Habitat: Other Planes

Frequency: Very Rare

Number: 1

Description: Water elementals appear as waves, although the water does take on a basically humanoid form. The waves will be one-half as tall, in feet, as the elemental's endurance.

Talents, Skills, and Magic: Water Elementals can disappear into any body of water and become completely undetectable. They can increase the size of waves and swells as per the Spell of Wave Making from the College of Water Magics at a Rank equal to their summoner's Rank plus four. They can also produce a whirlpool as per the Maelstrom spell from the same College, at a Rank equal to their summoner's. Neither spell has to be prepared or cast, but only one can be maintained at a time.

Movement Rates: Swimming: 500 + (25 x Summoner's Rank)

PS: Base 25 **MD:** 17-23 **AG:** 16-20 **MA:** None

EN: 5-50 **FT:** 10-85 **WP:** 14-18 **PC:** 15-20

PB: 6-8 **TMR:** 10+(Adept's Rank/2) **NA:** 4DP

Weapons: Water Elementals form huge fists out of the waves. They can attack twice in a Pulse without penalty, and do D + 4 damage, plus one additional point of damage for each Rank of their summoner.

HELLHOUND

Natural Habitat: (See Below)

Frequency: Very Rare

Number: 1-10 (5)

Description: Hellhounds have the outward appearance of a Dire Wolf with reddish-brown fur and bright red eyes.

Talents, Skills, and Magic: Hellhounds, will have some ability in the powers of either the College of Illusions or of the Sorceries of the Mind. They are able to breath fire in a cone 20 feet long by 10 feet wide at the base, doing D+8 damage to all within Range. The cone will also ignite any inflammables. While on the Tactical Display it takes a Pulse for a Hellhound to breath fire.

Movement Rates: Running: 450

PS: 14-16 **MD:** 18-21 **AG:** 19-22 **MA:** 12-20

EN: 10-11 **FT:** 20-22 **WP:** 17-19 **PC:** 25-30

PB: 4-6 **TMR:** 9 **NA:** Fur absorbs 6 DP

Weapons: In Close Combat Hellhounds attack with their bite (Base Chance of 65%, + 6 damage). They cannot attack in Melee or Ranged Combat.

Comments: Hellhounds do not normally appear on this plane. They are usually brought here by a demon to guard some treasure. It is in this general capacity that hellhounds are normally found, although they are occasionally release to wander the world and cause misery as they may. Hellhounds are highly evil. They love to kill and maim, burn crops, and ruin buildings.

74. UNDEAD

Undead are player characters or NPC's who are neither alive nor dead. They cannot be killed by normal means since they are not alive.

Instead, they may be destroyed by magic and by silvered weapons, in most cases. Lesser undead include ghosts, ghouls, revenants, skeletons and zombies. Greater undead include night-gaunts, spectres, vampires, wights, and wraiths. Greater undead have the power to drain life force (in the form of Endurance and Fatigue) from living victims. They cannot affect other undead in this manner, nor can they affect extra-dimensional beings (demons, devils, etc.).

It is possible for characters to become undead in certain cases. When this occurs, the character's abilities will be altered somewhat, depending upon the type of undead he becomes. His characteristics may be decreased or increased to fall within the appropriate range for the class of undead to which he belongs, but should be altered by the GM as little as possible. For example, a character with a Physical Strength of 10 who became a vampire would have his PS increased, but probably not by more than 5 (so as to possess the minimum Physical Strength for a vampire). A character who becomes undead retains his Rank in all skills, talents and magic which are useable to him in an undead state. They may continue to acquire Experience and Rank, but all Experience costs are doubled for undead characters. Undead beings recover automatically from being stunned at the beginning of each Pulse, if they have not already recovered.

[74.1] Lesser Undead

Lesser Undead include all undead who do not have the power to drain life force from the living of this plane.

GHOST

Natural Habitat: Where human beings may be found.

Frequency: Uncommon **Number:** 1-36 (1)

Description: A ghost is the insubstantial form taken by the spirit of a recently deceased individual. It may appear in exactly the form the individual himself took in life except for a certain shimmering quality and the fact that a ghost seen in direct sunlight will tend to fade into the background. Ghosts are usually produced when an individual dies in particularly traumatic circumstances.

Talents, Skills, and Magic: Ghosts have no skills or magical powers and cannot harm living beings directly since they are insubstantial.

However, they can frighten living beings (especially the unwary) into flight. A character facing a ghost must roll 3 times his willpower or less on D100 to keep from panicking and fleeing from the ghost's presence. Add 20 to the dice roll if the ghost was unexpected.

Movement Rates: Flying: 250

PS: None **MD:** None **AG:** None **MA:** 5-23

EN: None **FT:** None **WP:** 5-23 **PC:** 5-23

PB: 5-23 **TMR:** 5 **NA:** None

Weapons: Ghosts have no natural weapons and may use no man-made weapons. They cannot harm others directly and cannot be themselves harmed by physical means.

Comments: Ghosts can be sources of information which may be wholly or partially false. They may aid characters who are willing to assist them in finishing any business they may have left uncompleted in their former life and which is in whole or in part the cause of their inability to find peace. For example, they may seek revenge on the individual(s) who brought about their end or may desire the welfare of a still living former lover to be attended to. Ghosts are usually chained to a place or object connected with their death or the fulfillment of their desires. They may not leave that place until put to rest unless wronged or cheated by a character. They will then become tied to that character, following him about, haunting him and warning his enemies of his approach until he rights the wrong he has done to them. Ghosts have only one aim: to alter the circumstances that have made them ghosts. They may temporarily assist characters in their own goals as a means of getting the characters' assistance in their quest, but only in a very limited sphere. Once their problem has been solved, they are laid to rest and immediately dissipate.

GHOUL

Natural Habitat: Crypts, Ruins, Fields

Frequency: Uncommon **Number:** 3-30 (6)

Description: Ghouls are a form of undead who specialize in devouring the flesh of the living or of recently dead characters. They are physically humanoid in all respects except that they may be ravaged by sickness or maimed by the wounds which killed them. Their undead status has robbed them of most of their intelligence and agility, but has also made them fearless.

Talents, Skills, and Magic: Ghouls possess no skills or magic. They possess two special characteristics: Any character bitten by a Ghoul will automatically die if the wound becomes infected and will rise at dawn on the day after his death as a Ghoul. Ghouls can only be killed by destroying their motor center. Thus, they are unaffected by specific Grievous Injuries.

Movement Rates: Running: 150

PS: 14-18 **MD:** 8-12 **AG:** 6-12 **MA:** None

EN: 18-24 **FT:** 25-30 **WP:** 18-25 **PC:** 10-14

PB: 1-2 **TMR:** 3 **NA:** None

Weapons: Ghouls may use their hands in Melee or Close Combat as unranked weapons. They may only Strike once per Pulse (i.e., no Double Strikes). Ghouls may Strike twice per Pulse in Close Combat (once with hands and once with teeth). Their bite has a Base Chance of 40%, damage of -4 (but with +20 to Infection Checks in addition to any modification for bites) and is never Ranked.

Comments: Ghouls, like Trolls hate fire and will immediately attack any character holding a torch in preference to all other targets.

REVENANT

A character who dies in circumstances conducive to the creation of a ghost may, at the GM's discretion, become a revenant. Thereafter, the character takes on the form of a ghost or night-gaunt (GM's discretion) chained to the place of death. The GM always plays the character. The revenant retains his previous personality and those characteristics appropriate to his new form and gains those characteristics appropriate to his undead state. Revenants can never be returned to life.

SKELETON

Natural Habitat: Any habitat where humans are found.

Frequency: Rare **Number:** 3-12 (6)

Description: Skeletons are animated figures formed magically from the bones of the dead. They are controlled and animated by the will of an Adept in the same manner as zombies are. Often they will be clothed and armed. Skeletons immediately fall apart and turn to dust whenever they cease to be animated by an Adept. Skeletons may never be Stunned.

Talents, Skills, and Magic: Skeletons have no special talents, skills, or magic. However, their special magical nature makes them immune to damage from weapons rated for A type damage (arrows, thrusting swords, stabbing weapons). They may use weapons, including Ranked weapons, shields and armor.

Movement Rates: Running: 150

PS: 10-16 **MD:** 14-18 **AG:** 12-16 **MA:** None

EN: 8-12 **FT:** 5-10 **WP:** 20-25 **PC:** 14-18

PB: 1-2 **TMR:** 3 **NA:** None

Weapons: Skeletons may attack using the unarmed combat rules, but will probably be armed with a weapon of some sort.

Comments: Skeletons are often found around old battlefields and graveyards. They need to be animated before they can attack, though. The skeletons used by an Adept need not be Human. He could animate any type of being which would then have attributes close to those it originally possessed while alive. Usually, however, Human skeletons are used since they are more easily animated.

ZOMBIE

Natural Habitat: Any habitat where humans are found.

Frequency: Rare **Number:** 6-24 (6)

Description: Zombies are another variety of living dead. In this case, the dead are animated by a spell cast by a member of the College of Necromancy. They may (when newly dead corpses are used) appear nearly normal except for a slight earthen hue. When old corpses are used, however, the zombies may be no more than skeletons held together by a few strands of sinew.

Talents, Skills, and Magic: Zombies have no skills or talents and are not magic users. Like Ghouls, they are unaffected by Grievous Injury since their motor center must be destroyed before they cease to be animated.

Movement Rates: Running: 150

PS: 10-16 **MD:** 6-10 **AG:** 4-8 **MA:** None

EN: 16-22 **FT:** 20-25 **WP:** 18-25 **PC:** 8-12

PB: 1-2 **TMR:** 3 **NA:** None

Weapons: Zombies never use weapons. They may attack with hands using the bare-handed attack rules. Their hands are never Ranked.

Comments: A zombie loses 1 point per day from his Endurance for each day that he is not reenchanting by his master.

[74.2] Greater Undead

Greater undead include all those undead who have the ability to drain life force from the living of this plane.

NIGHT-GAUNT

Natural Habitat: Ruin, Cave, Crypt

Frequency: Rare **Number:** 1-5 (2)

Description: Night-gaunts are similar to wights, but weaker. They are created whenever a wight drains the last point of Endurance from a character or whenever a character dies while still under a geas or oath. Unlike other undead oath-breakers, they will not seek to fulfill their oath in death. Instead, they will serve evil in all ways. They wax and wane substantial in the same manner as wights.

Talents, Skills, and Magic: Night-gaunts possess the same talents and skills as they did when alive (similar to wights), but they cannot use any magic except Celestial Magics. They can use weapons, armor and shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 10-20 **MD:** 10-18 **AG:** 5-15 **MA:** 15-30

EN: 10-20 **FT:** 10-20 **WP:** 20-25 **PC:** 20-30

PB: 3-10 **TMR:** 5 **NA:** None

Weapons: Night-gaunts are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a night-gaunt may drain the life-force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a night-gaunt, the contact does D10 damage. Damage inflicted on a character in this manner is never absorbed by armor.

Comments: Night-gaunts are similar to wights and are usually controlled by wights and found nearby. A night-gaunt does not create another night-gaunt or wight in the same manner as a wight does, however, Night-gaunts (like wights) can only be harmed by magic or silvered weapons.

SPECTRE

Natural Habitat: Ruin, Cavern, Crypt (usually enclosed area)

Frequency: Very rare **Number:** 1-3

Description: Spectres are undead beings half of this world and half of another plane. They enter this world most fully at night and may disappear entirely during the day. If exposed to direct sunlight, they

permanently dissipate. Spectres are humanoid in shape, but tend to show an easily discernible blue glow when viewed in the shadowed areas they prefer.

Talents, Skills, and Magic: Spectres may possess the entire gamut of human talents and skills. In addition, they are Dark Mages of the College of Celestial Magics. Their touch is ice cold and any character coming in contact with a spectre which is in full physical form suffers D + 3 damage drained directly from Endurance. A character whose last point of Endurance is drained by a spectre becomes a half-strength spectre.

Movement Rates: Running: 300

PS: 3-30 **MD:** 3-25 **AG:** 10-20 **MA:** 17-30

EN: 20-30 **FT:** 25-35 **WP:** 20-30 **PC:** 20-30

PB: 3-20 **TMR:** 6 **NA:** None

Weapons: Spectres have no natural weapons other than their touch.

They also are not weapon users even in their most substantial state.

Damage from contact with spectres is never absorbed by armor.

Comments: The characteristics and power of spectres varies in direct proportion to their substantiality. The same spectre which has a PS of 3 at noon would have a PS of 25-30 at midnight. A spectre cannot physically harm a character while insubstantial. He can perform magic. Except for the few hours when the sun is highest, the spectre may choose to be either in non-corporeal (insubstantial) or corporeal (substantial) form. It takes a spectre 12 Pulses (1 minute) to change between these forms. Spectres can only be harmed by exposure to direct sunlight or by magic. Magic does not affect spectres while in their non-corporeal form.

VAMPIRE

Natural Habitat: Wherever men are found. They make their home in Caverns, Ruins and Crypts, however, and are most likely to be found there.

Frequency: Very Rare **Number:** 1-6

Description: Vampires are human (or humanoid) beings who have entered the netherworld of "life-drinkers." They support their existence by drinking the blood of the living (or recently dead) members of their own species (but not necessarily their own race). A character becomes a vampire only by performing a Ritual of Becoming Undead or by being killed by a vampire who drains the character's last point of Endurance. A character who dies in this manner rises at sunset of the third day after his death in the form of a vampire and must, thereafter, be treated in all ways as a vampire. Once the character's last point of endurance has been drained, the character may not normally be resurrected or prevented from becoming a vampire. He may be destroyed in the same way as a vampire once he rises from the dead, but not before. Vampires always appear to be the age they were at when they became vampires. All physical wounds or disfigurements during life are, however, removed. A character may sometimes be prevented from becoming a vampire by being pinned in his coffin by a stake driven through the heart.

Talents, Skills, and Magic: Vampires retain all magical and racial skills acquired during their life and may learn any number of new skills. They lose all magical knowledge unless they were, while alive, members of the College of the Mind. All vampires are automatically members of the College of Sorceries of the Mind. Any character who was a member of this College while alive retains any Rank he achieved with the knowledge of that College.

Vampires have the following special skills. They can change shape between the following forms: Bat, rat, wolf, cloud of mist or their "natural" human shape. It takes one full Pulse for the transformation to occur. A vampire must implement only a Pass Action during a Pulse in which he attempts to change shape. Vampires are hypnotically attractive to members of their own species (including other races). They possess most of the characteristics that they did during their life except that their Physical Strength and Willpower: are both increased by 50% (round up). They gain the ability to summon control and communicate with all

common land mammals and are especially adept at communicating with and summoning bats, rats and wolves. This ability operates automatically as a talent of the same type as G-1, G-3, and Q-1 of the College of Earth Magics, except that the Base Chance is always increased by 20 when a vampire attempts to summon, control or communicate with an animal.

Vampires lose 1 point from Fatigue (and from Endurance when Fatigue is exhausted) each hour during which they do not feed. When a vampire feeds, he adds 1 point per pulse (for each 10 seconds when not in combat) to either Fatigue or Endurance (his choice) for each point he drains from his victim. The vampire's Fatigue and Endurance may never be raised above their normal maximum level by this method. A vampire whose last point of Endurance is removed because he has failed to feed is permanently destroyed. A vampire feeds by entering Close Combat with a character and drinking that character's blood or by hypnotizing the character into allowing him to drink the character's blood (using a Spell of Hypnosis). Characters hypnotized by a vampire will not resist a suggestion that they allow the vampire to feed on them.

Vampires do not cast a shadow. Their reflection does not show up in a silvered mirror, but does show up in a mirror not made with silver. They may not cross running water (streams, rivers, and the like). They must sleep from sunrise to sunset in a bed of earth taken from their grave. Vampires may not enter an inhabited dwelling unless invited in by its inhabitants.

Relics and holy items associated with the Powers of Light are repellent to vampires. So is garlic. They will not willingly come in physical contact with such items and will tend to flee them or at least stay 10 feet or more away from them. Vampires fear dogs with angel eyes (dark circles around the eyes) and will generally flee such animals.

Vampires cannot die. They can be destroyed in the following manner:

1. By direct exposure to sunlight.
2. By being staked through the heart while in their coffin.
3. By hearing the crow of a cock at dawn while out of their coffin.
4. By having their heart pierced by a silvered weapon.
5. By failing to replenish Endurance through feeding.

Vampires suffer D-5 damage from the touch of consecrated objects, but will become infuriated by their touch so that they attack the wielder of such objects instead of fleeing their presence.

Movement Rates: Running while in human form: 300. The Movement Rates for other forms (bat, rat and wolf) are as per the creatures of the same name.

PS: 15-30 **MD:** 15-25 **AG:** 15-25 **MA:** 15-25
EN: 15-25 **FT:** 20-30 **WP:** 25-30 **PC:** 20-30
PB: 12-25 **TMR:** 6 **NA:** None

Weapons: Vampires are treated in all ways as human beings for purposes of combat except that they cannot be harmed by normal weapons. They have no special weapons except their ability to drink blood as described above. This ability may not be used against characters wearing armor other than cloth, leather or wicker unless the victim is first hypnotized and opens his armor so that the vampire can reach his neck.

Comments: Vampires are not harmed by weapons other than silvered weapons. They may be harmed (but not destroyed) by magic. A humanoid character bitten by a vampire becomes a vampire under the control of the vampire that bit him if that vampire has any remaining capacity to control his victims. Otherwise, he becomes a vampire under no one's control. A vampire may control a number of his victims who have become vampires equal to half his Willpower (rounded down). A vampire's control over his undead victims is not total and the victim has a 10% Base Chance of successfully disobeying any order of the controlling vampire which would lead to his injury or destruction or which would prevent him from feeding. This Base Chance is increased

by 5 for each additional victim under the vampire's control. Control requires no concentration.

A vampire may create a telepathic bond between himself and a victim who is not undead by performing the Kiss of the Undead. The vampire opens a small wound over his heart with any handy edged weapon and forces the victim to drink the vampire's blood from this open wound. Thereafter, the vampire and the victim will have a limited knowledge of each other's thoughts and location until one or both are destroyed.

Note: A character who becomes undead can still participate in the game, but would operate under severe limits. He would, for example, be unable to travel during the day except while locked in his coffin. He would be prevented from entering certain dwellings, travelling over consecrated ground, etc. The character is always played by his original player, not by the GM.

WIGHT (Barrow Wight)

Natural Habitat: Crypts, Ruins, Graveyards, Fields & Moors

Frequency: Rare **Number:** 1-6

Description: Wights are a form of ghost. They normally appear in their human form, but vary in substantiality in direct proportion to the time of day. Bright sunlight makes them fade into the spirit world while moonlight and starlight increases their corporeality. When in a corporeal state (usually just after moonrise), they are capable of harming humans just as if they were, themselves, alive.

Talents, Skills, and Magic: Wights may exhibit any and all human skills and talents. They may use magic, but are limited to the Celestial Magics (Conjurations of Night and Stars) at Rank 10 or above due to their unique status as beings who themselves wax and wane substantial in direct proportion to the power of celestial bodies. They can use weapons, wear armor and carry shields just as they did when they were alive.

Movement Rates: Running: 250

PS: 15-30 **MD:** 15-25 **AG:** 10-20 **MA:** 15-30
EN: 10-25 **FT:** 15-30 **WP:** 20-30 **PC:** 20-30
PB: 3-7 **TMR:** 5 **NA:** None

Weapons: Wights are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a wight may drain the life force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a wight, the contact does D10 + 2 damage. Damage inflicted on a character in this manner is never absorbed by normal armor.

Comments: Wights are individuals who have died under a geas or oath which they have been unable to fulfill in life. Often, they are bound to a specific place by an oath to protect that place. They are often found guarding burial sites, especially where treasure is buried along with the body of the master the wight has been set to guard. Only magic or silvered weapons can harm a wight and these things can destroy it. An individual whose last point of Endurance is drained by a wight becomes a night gaunt upon the next moonrise, but will have all his normal characteristics halved (round down) and will exist under the control of the wight who killed them unless that wight has been destroyed. When a wight is destroyed (by magic or silver), all night gaunts under the wight's control are also destroyed.

WRAITHS

Natural Habitat: Fields, Crypts, Graveyards, Ruins, Caverns

Frequency: Uncommon **Number:** 1-10(1)

Description: A wraith is much like a wight in that he appears human and tends to wax and wane insubstantial. However, a wraith dissipates entirely in full sunlight and may never reform. Consequently, wraiths stay in dark areas where the sun does not penetrate and only come out at night. The natural pallor of a wraith is replaced by a silvery aura in bright moonlight when its power is at its height.

Talents, Skills, and Magic: Wraiths cannot harm living beings by physical means, nor can they engage in any physical skills. However, a wraith can, when its power is high, perform Celestial Magic at Rank 8 or above. The touch of a wraith operates in the same manner as the touch of a wight except that + 4 is added to the damage die roll. Even at their most substantial, they are not otherwise physical beings.

Movement Rates: Running: 250

PS: 2-5 **MD:** 2-5 **AG:** 25-35 **MA:** 15-30

EN: 15-30 **FT:** 20-35 **WP:** 20-30 **PC:** 20-30

PB: 5-20 **TMR:** 5 **NA:** None

Weapons: Wraiths have no natural weapons and cannot use physical objects. They can use magic.

Comments: A wraith may not be harmed by weapons (including enchanted weapons). It may only be destroyed by magic spells or by exposure to direct sunlight.

75. DRAGONS

Dragons are the most ferocious creatures in the DragonQuest worlds. They have a long, thin, tapering body (about 25 feet for mature males). They are generally reptilian in form, with sharp claws, a pointed tail, leathery wings, large fangs, a long neck, and spiked ridges along their backs. Their eyes glow with a shine of intelligence inherent in no ordinary reptile, however. Dragons are seven-hex monsters.

Dragons have heavy scales all over their bodies, with the exception of their undersides which are generally softer. As some dragons age, however, they accumulate and sleep on a hoard of gem stones that will become embedded in them, making them as nearly invulnerable from below as from above. A dragon's Armor Protection Rating will be between 10 and 12 from the top, and will be between 2 and 15 on the bottom, depending on the level of encrustation. There is a 50% chance that a dragon will have one vulnerable spot along the underside, regardless of encrustation. If a character knows the location of a weak spot, he has a 20% chance of hitting it on any successful Strike Check. The Armor Protection Rating at this spot will be 1 or 2.

All dragons are highly intelligent. Most dragons will be able to speak 1-5 human tongues at Rank 10, and 10-15 other human and humanoid languages at Rank 6-8. The least intelligent of dragons will be as bright as the average human, and most will be ultra-intelligent by human standards.

With the exception of golden dragons, dragons are highly malicious, loving to cause as much pain and destruction as they can. They enjoy playing with humans, manipulating and outwitting them. Their intelligence, however, gives them a sense of caution, and a dragon will not hesitate to fly away from or attempt to verbally conciliate a more powerful opponent. In times of rage, however, they sometimes become reckless, and it is at these times that they are the most vulnerable.

Most dragons are greedy, and as they age they will accumulate a tremendous hoard within their lair. Their treasure will usually be composed of gold, gems, and other items on which the dragon will make its bed. All dragons except the Black Dragon can occasionally be persuaded to reveal information or perform a service for a character if enough wealth is offered. All save the Golden Dragon will attempt merely to steal the treasure offered, if possible, unless it is well guarded or the character protects himself well in some other way, for dragons hate servitude. By the time a dragon reaches maturity, the wealth accumulated even in their hides will be worth a huge fortune.

Dragons love puzzles and word games and anything else that challenges their intellect. They love riddles and trick questions. They also enjoy flattery, although they will see through it almost all the time. Nevertheless, they will be better disposed toward a flatterer than to one who is insolent. In general, dragons are very hot-tempered and quick to respond to insult.

Dragons have incredibly acute senses of hearing, smell and sight. They can see perfectly in the dark, and they have a 90% chance per Pulse of detecting physically hidden characters. They have a 75% chance per Pulse of detecting the presence of invisible or otherwise

magically hidden creatures. They will not know the exact location of invisible creatures, although they will be able to guess well enough to hit the character with their breath weapon (if they have one and want to use it).

Dragons of all types generally prefer to live in caves, narrow at their open ends, but gradually widening into long, deep caverns. The mouth of the cavern will usually just be large enough for the dragon to pass with folded wings, while the main cavern will be spacious enough for the dragon to turn easily. A dragon's lair will usually contain a number of wards to snare the unwary before they can approach the dragon. Dragons have a fierce territorial imperative, attacking any creature that intrudes upon the area surrounding their lair, be it human, another dragon, or some other powerful creature.

The area around a dragon's lair will often be a wasteland, devastated by the creature. Dragon lairs themselves will reek horribly, with solid rock floors melted and scarred by the creature's acidic excretions. The air surrounding a dragon is noxious; a dragon's breath is foul, and its aroma sickening. Because of their smell, all creatures fight with 5 taken off their Base Chance to hit the dragon. Golden Dragons are the exception to the above, with pleasant-smelling lairs surrounded by normal countryside.

Dragons can fly according to the speed for their respective types, or they can crawl, although comparatively slowly. They can also hover motionless in the air, their wings beating furiously, creating blasts of wind beneath them.

Dragons are usually encountered alone, although rarely (10%) a lair will be occupied by a female with D-6 young dragons (40%) or D-2 eggs (60%/0).

Dragons' blood is highly corrosive; any time a weapon penetrates a dragon's armor and does damage to the creature itself there is a 30% chance that any weapon will be rendered useless, -10% per magical Rank inherent in the weapon. In addition there is a 30% chance that some of the blood will splatter onto the wielder of the weapon if the weapon was used in Melee or Close Combat, doing D + 2 damage. Armor will absorb this type of damage, but reduce the Armor's Protection Rating by 1 each time it is hit by the blood.

A dragon's gaze is transfixing, and any creature that looks into a dragon's eyes must roll 3 x Willpower or less on D100 or remain paralyzed until the dragon removes his gaze.

All dragons are able to induce fear at will in those confronting them. Characters must roll 3 x Willpower or less on D100 or run away in panic, dropping weapons and packs in headlong flight. Once a character has successfully resisted panic, he will never have to check again for the duration of the encounter.

There is an 80% chance that any dragon encountered in its lair will be sleeping, but dragons are very easily awakened. If any character is wearing metallic armor or makes a noise exceeding a whisper they will awaken instantly. Even if a party is completely silent, there is a 50% chance that their scent will be enough to awaken the dragon.

Dragons can occasionally be coerced into service if they see that there is otherwise a good chance that they will be killed. They will never submit gladly, however, and will try to rebel and kill their 'master' at the earliest safe opportunity..

All dragons know the generic true name of everything, pro-fiting from such knowledge in the ways described in the Namer College. Powerful dragons also make it a point to learn the true names of the most important individuals around them in case they should be needed at some future date.

All dragons are spell casters to a greater or lesser extent, most specializing in the College of Sorceries of the Mind. Most dragons are awesome magicians, knowing all spells rituals, or talents within their College at Ranks of 10 or higher, not to mention the many talents inherent to their species. All dragon magic functions exactly as the human magic of the same name. For range purposes, all spells are assumed to emanate from the dragon's head. Dragons can teach their spells to humans, but they will only do so for vast amounts of treasure or in exchange for some highly valuable bit of knowledge. Dragons can

use their magic while flying or hovering, but not while participating in physical combat. All dragons know all special knowledge and general knowledge counterspells for all colleges at Rank 15, unless noted otherwise.

If a dragon is slain, it can cast a death curse on its treasure. The curse can be more specific at the GM's option, but in general the curse will be one of bad luck, the effect of which is to influence any roll on D100 involving the character(s) adversely by 5. The curse can only be removed through magic as described in Adventure (IX).

The most deadly physical weapon of most dragons is their ability to breathe fire. The breath will emerge as a cone stretching from the dragon's mouth, with the length and the base of the cone varying with the type of dragon. On the tactical display the cone of fire is considered to be present until the dragon's next action (or Pass) after breathing, with all creatures entering the cone taking damage as if breathed upon. To breathe fire while on the Tactical Display a dragon must execute a Fire action. Damage from a dragon's fire depends on the type of dragon, but all dragon's fire will ignite anything flammable within the cone. Non-magical weapons or armor have a 10% chance of being rendered useless if caught by dragon's fire. In any case damage caused by a dragon's flame cannot be absorbed by armor.

Dragons can create windstorms with their wings (by executing a Pass action) if they are in an area large enough for their wings to reach their full span (30 feet). Any creature in front of a dragon creating a windstorm and within 25 feet of the dragon itself must roll 2xPhysical Strength or less on D100 or be blown D100-10 feet. Subtract 20 from both rolls if the creature rolling is wearing metal armor. All creatures will fall prone after being blown, and any creature which is blown a distance of 10 or more feet will take D-4 damage, only half of which (round down) can be absorbed by armor.

In Melee Combat a dragon can attack in any or all of three ways per Pulse without penalty. In any of the hexes of its Strike Zone it can attack with two claws and a bite, and it can attack any creature in a rear hex (a hex from which a creature attacking the dragon would get the rear bonus) with its massive tail. If a character is hit by a dragon's tail, the character's player must roll 3xPhysical Strength or less on D100 or be knocked to the ground, in addition to any damage received.

All characteristics given above as well as those for specific dragons are for mature dragons. Young dragons will have half the Rank of mature Dragons in any spells, talents, and rituals. They will breathe with a cone of half the width, depth, and damage of fully grown dragons, and cannot produce windstorms. In combat, subtract 15 from all Base Chances and 4 from the damage of immature dragons. Very old dragons will have the same spell capacity as mature dragons, but their cone of flame will be 20 feet longer and 10 feet wider and will do 2 additional points of damage. The windstorm from a very old dragon will do 2 additional points of damage, and all characters add 20 to their D100 rolls to see if they blow away. In combat, very old dragons add 15 to their Base Chance and 4 points to all damage rolls.

BLACK DRAGON

Natural Habitat: Caverns

Frequency: Very Rare

Number: 1

Description: Black dragons have reflective scales of a solid black color.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. A black dragon can also use all the talents, spell and rituals of the College of Ensorcelments and Enchantments or illusions at Rank 20. A black dragon's breath cone is 40 feet in length and 20 feet in width at the base, and does D + 15. A black dragon can breathe fire D-6 times per day, or a minimum of 1 time. A black dragon uses all counterspells at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 220-2A0 **MD:** 20-22 **AG:** 20-22 **MA:** 30-35

EN: 70-80 **FT:** 100-120 **WP:** 30-34 **PC:** 28-32

PB: 2-4 **TMR:** 17/6 **NA:** Top scales absorb 10 DP

Weapons: The Base Chance for a black dragon's bite is 50%, with damage + 12. The two claws have a Base Chance of 40%, with + 10 damage, while the tail's Base Chance is 50%, with + 6 damage.

Comments: Black dragons are questers for knowledge, and they will occasionally release those in their grasp if they can give them rare or valuable bits of knowledge.

BLUE DRAGON

Natural Habitat: Caverns

Frequency: Very Rare

Number: 1

Description: Blue dragons are sky blue, making them difficult to spot against a clear sky.

Talents, Skills, and Magic: General abilities for all dragons as noted above. A blue dragon can also use all talents, rituals, spells, etc., both general and special of the College of Illusions or of the Mind at Rank 18. A blue dragon cannot breathe fire.

Movement Rates: Flying: 700; Running: 250

PS: 230-250 **MD:** 16-18 **AG:** 15-17 **MA:** 30-35

EN: 75-85 **FT:** 100-120 **WP:** 30-34 **PC:** 28-32

PB: 2-4 **TMR:** 14/5 **NA:** Top scales absorb 11 DP

Weapons: The Base Chance for a blue dragon's bite is 50%, with damage + 10. The two claws have a Base Chance of 45%, with + 8 damage, while the tail's Base Chance is 55%, with + 6 damage.

Comments: Blue dragons are more cunning than some of their brethren and if they capture a character they will often let him live in exchange for service in the outside world. Rumors, contact with others, transport of goods, etc., will be expected of any released, and if they attempt to evade service, the dragon's wrath will be great.

GOLDEN DRAGON

Natural Habitat: Caverns

Frequency: Very Rare

Number: 1

Description: Golden dragons are bright gold in color, shining from a distance in a dazzling display. For one unfamiliar with dragons, however, there is a 50% chance that a golden dragon will be mistaken for a yellow dragon. Note that golden dragons do not have the stench of other dragons.

Talents, Skills, and Magic: General abilities for all dragons as noted above. In addition golden dragons can use all talents of the College of the Mind or the College of Illusions at Rank 18, and can use all rituals or spells, both special and general at Rank 20. Golden dragons cannot breathe fire. Knowledge of all counterspells is at Rank 20.

Movement Rates: Flying: 850; Running: 300

PS: 300-320 **MD:** 20-24 **AG:** 18-20 **MA:** 32-37

EN: 90-100 **FT:** 140-160 **WP:** 32-37 **PC:** 30-35

PB: 5-7 **TMR:** 17/6 **NA:** Top scales absorb 12 DP.

Weapons: The Base Chance for a golden dragon's bite is 65%, with damage + 11. The two claws have a Base Chance of 50%, with damage + 7, while the tail has a Base Chance of 70%, with + 4 damage.

Comments: Golden dragons are the only dragons that can be described as just. They will not attack unless provoked, and can be bargained with more readily than other dragons. They generally despise evil dragons, and will frequently attack them.

GREEN DRAGON

Natural Habitat: Caverns

Frequency: Very rare

Number: 1

Description: Green dragons have outer scales the color of dark pine needles.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Green dragons can also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 12. The

cone of fire of their breath is 60 feet long and 30 feet wide, and does D + 12 to all within the cone. They can breathe fire D10 times on any given day.

Movement Rates: Flying: 700; Running: 250

PS: 300-350 **MD:** 19-21 **AG:** 17-19 **MA:** 22-25

EN: 85-95 **FT:** 120-150 **WP:** 27-33 **PC:** 27-30

PB: 2-4 **TMR:** 14/5 **NA:** Top scales absorb 12 DP

Weapons: The Base Chance for a green dragon's bite is 60%, and damage is + 12. The two claws have a Base Chance of 50%, with + 6 damage, while the tail's Base Chance is 70%, with damage + 4.

Comments: Green dragons are quite evil, although they are curious and will question captives thoroughly before disposing of them. After a green dragon dies, for the next hour or so a sip of its blood will allow permanent comprehension and ability to speak with any normal animal or avian without damage to the drinker.

RED DRAGON

Natural Habitat: Caverns

Frequency: Very Rare

Number: 1

Description: Red dragons are fiery colored dragons, with flecks of gold along their scales.

Talents, Skills, and Magic: General abilities for dragons, as noted above. They can also use all spells, talents, and rituals, both general and special, of the College of the Mind at Rank 17. The cone of fire of a red dragon is 80 feet long and 40 feet wide at the base, and does D + 15 to any creature in the cone. The breath weapon can be used D + 3 times in any given day.

Movement Rates: Flying: 750; Running: 250

PS: 250-300 **MD:** 18-20 **AG:** 16-18 **MA:** 25-30

EN: 80-90 **FT:** 110-140 **WP:** 30-35 **PC:** 28-30

PB: 2-4 **TMR:** 15/5 **NA:** Top scales absorb 12 DP

Weapons: A red dragon's bite's Base Chance is 70%, and damage is + 10. The two claws have a Base Chance of 50%, with +4 damage, while the tail's Base Chance is 60%, with damage + 2.

Comments: Red dragons will play games with those they encounter until they tire of their pitiful struggles and then slowly kill them and take all their treasure. If a character somehow impresses a red dragon, there is a 40% chance he will be left alive.

YELLOW DRAGON

Natural Habitat: Caverns

Frequency: Very Rare

Number: 1

Description: Yellow dragons have yellowish scales. Note that when seen from distances of 100 feet or more there is a 50% chance that this dragon will be mistaken for a golden dragon, and vice-versa.

Talents, Skills, and Magic: General abilities for all dragons, as noted above. Yellow dragons also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 15. Their breath's cone of flame is 60 feet long and 30 feet wide and does D + 12. They can breathe fire D10+ 1 times on any given day. Yellow dragons use all counterspells at Rank 12.

Movement Rates: Flying: 700; Running: 300

PS: 280-320 **MD:** 20-22 **AG:** 18-20 **MA:** 24-27

EN: 80-90 **FT:** 110-140 **WP:** 26-32 **PC:** 27-30

PB: 2-4 **TMR:** 14/6 **NA:** Top scales absorb 11

DP/Strike

Weapons: The Base Chance for a yellow dragon's bite is 60%, with damage + 10. The two claws have a Base Chance of 45%, with + 5 damage, while the tail's Base Chance is 65%, with + 3 damage.

Comments: Yellow dragons have a particular fondness for gold over gems and other items of value.

76. RIDING ANIMALS

This Section is concerned with common riding and pack animals and includes descriptions of donkeys, drafthorses, mules, palfreys, ponies, mustangs, quarterhorses, and war-horses. Avian mounts, camels, oxen and other types of riding and pack animals are described elsewhere.

All of the riding animals described in this Section except the war-horse have similar combat abilities. They can attack with a kick any entity occupying the hex directly opposite the hex they are facing. Their bite can be used in either Melee or Close Combat, but their kick can only be used in Melee Combat. Only one of these two types of attacks can be made in a single Pulse. The Base Chance and Damage for each of these attacks is given individually for each animal.

Mounts are generally not adept at fighting and will only attack if directly threatened or if panicked. Only trained war-horses will intentionally enter the same hex on the Tactical Display as another figure other than their rider(s).

DONKEY

Natural Habitat: Anywhere

Frequency: Common

Number: Not applicable

Description: Donkeys are basically equine in form. They are usually grey with a darker stripe down the center of their backs. They have very large ears and reach about four feet at the shoulders.

Talents, Skills, and Magic: No special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 500

PS: 40-45 **MD:** None **AG:** 16-19 **MA:** None

EN: 18-22 **FT:** 33-38 **WP:** 10-12 **PC:** 19-21

PB: 9-11 **TMR:** 10 **NA:** Hideabsorbs3DP

Weapons: Kick: BC = 40%, + 3 damage.

Bite: BC = 25%, -3 damage.

Comments: Donkeys are common draft animals. They do not need good food, and will serve well unless mistreated. They can carry burdens of up to 250 pounds with great endurance.

DRAFT HORSE

Natural Habitat: Anywhere

Frequency: Common

Number: Not applicable

Description: Draft horses are the largest of the horses, growing to more than five and a half feet and weights of up to 2300 pounds. They have huge muscles and thick limbs, and they will frequently have hairy feet of a different color than the rest of their body.

Talents, Skills, and Magic: Draft horses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 500

PS: 60-65 **MD:** None **AG:** 13-15 **MA:** None

EN: 26-32 **FT:** 55-63 **WP:** 8-10 **PC:** 14-18

PB: 8-10 **TMR:** 10 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 35%, + 4 damage. Bite: BC = 15%, D10 damage.

Comments: Draft horses are bred to carry burdens without tiring. They can carry loads of up to 500 pounds, and have great endurance. They can be ridden, although they are not especially sensitive to a rider's wishes.

MULE

Natural Habitat: Anywhere

Frequency: Common

Number: Not applicable

Description: Mules are a usually sterile crossbreed of a mare and a jackass. A mule has a short mane, long ears, small feet, and a tail with long hairs at the end. They are usually brown, and are about four feet high at the shoulders.

Talents, Skills, and Magic: Mules possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 450

PS: 40-50 **MD:** None **AG:** 17-20 **MA:** None
EN: 20-25 **FT:** 40-45 **WP:** 10-12 **PC:** 18-20
PB: 9-11 **TMR:** 9 **NA:** Hide 3 DP

Weapons: Kick: BC = 40%, + 4 damage
 Bite: BC = 20%, -2 damage.

Comments: Mules are excellent draft animals. They are very strong, are sure footed, and have great endurance. Loads of up to 300 pounds can be carried by a mule, although such burdens are rare. Mules are highly resistant to disease (reduce the chance of infection by 10% if struck in combat). Mules generally work with little fuss unless mistreated, in which case they become stubborn and vicious.

MUSTANG

Natural Habitat: Plains

Frequency: Rare **Number:** 1-50 (30)

Description: Mustangs are wild horses. They are smaller than most domestic animals, usually about four and a half feet at the shoulder. Colors vary, but most mustangs have very long manes and tails.

Talents, Skills, and Magic: Mustangs possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-50 **MD:** None **AG:** 18-21 **MA:** None
EN: 18-23 **FT:** 36-42 **WP:** 11-13 **PC:** 20-22
PB: 9-11 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 45%, + 4 damage.
 Bite: BC = 25%, D damage.

Comments: Mustangs are generally afraid of men and will run away if they sense man's presence. They can be tamed if captured, however, and used either as riding horses or beasts of burden. They can carry loads of up to 400 pounds.

PALFREY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Palfreys are fine-featured riding horses. They grow to a little more than five feet at the shoulders, and weigh about 1100 pounds.

Talents, Skills, and Magic: Palfreys possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 650

PS: 38-43 **MD:** None **AG:** 16-19 **MA:** None
EN: 18-21 **FT:** 30-35 **WP:** 8-10 **PC:** 16-18
PB: 11-13 **TMR:** 13 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 40%, + 3 damage.
 Bite: BC = 20%, -2 damage.

Comments: These horses were bred for gentleness and appearance. They were developed to be riding horses, and are highly responsive to their riders. They can carry up to 350 pounds, but, like the quarterhorse, they are not usually used to carry burdens.

PONY

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: Ponies are small horses less than five feet high. Most are between three and four feet high at the shoulder.

Talents, Skills, and Magic: Ponies possess no special talents, magic, or other abilities. They are not tool users.

Movement Rates: Running: 350

PS: 19-24 **MD:** None **AG:** 13-15 **MA:** None
EN: 12-14 **FT:** 20-22 **WP:** 9-11 **PC:** 16-19.
PB: 10-12 - **TMR:** 7 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 20%, -1 damage.
 Bite: BC = 15%, -4 damage.

Comments: Ponies are especially gentle and easy to train. They live longer than most horses, and do not need any food other than hay and grass. Loads of up to 150 pounds can be carried without great strain.

QUARTERHORSE

Natural Habitat: Anywhere

Frequency: Common **Number:** Not applicable

Description: These horses grow to five feet at the shoulders, and weigh about half a ton.

Talents, Skills, and Magic: Quarterhorses possess no special talents, skills, or magic. They are not tool users.

Movement Rates: Running: 600

PS: 40-45 **MD:** None **AG:** 17-20 **MA:** None
EN: 18-23 **FT:** 35-40 **WP:** 9-10 **PC:** 17-19
PB: 10-12 **TMR:** 12 **NA:** Hide absorbs 3 DP

Weapons: Kick: BC = 45%, + 5 damage.
 Bite: BC = 20%, -1 damage.

Comments: Quarterhorses are very useful as riding animals. They can climb steep banks and ford water. They are extremely responsive to their rider if well trained and are able to stop or turn very quickly, suiting them for such tasks as rounding up herds. They do not have great endurance, however, and they can only maintain their maximum speed for periods of a few miles. They can carry loads of up to 350 pounds, but they are not intended to be beasts of burden, and so their spirit will be quickly broken if they are used as such. If a quarterhorse's spirit is broken, its speed will be decreased by 30%.

WARHORSE

Natural Habitat: Anywhere

Frequency: Infrequent **Number:** Not applicable

Description: War-horses are heavily built, thickly muscled and limber animals, bred to carry large burdens for extended periods. They are often five and a half feet at the shoulder, and can weigh more than a ton.

Talents, Skills, and Magic: War-horses are specially trained for combat. They panic less frequently than other horses when faced with fire, sudden movements, or loud noises. A rider can also control a war-horse's actions in combat, making the horse kick, bite, or attempt to trample an adversary. See the rules on Horsemanship. Other horses can be used in combat, but they cannot be used to attack.

Movement Rates: Running: 500

PS: 55-60 **MD:** None **AG:** 16-19 **MA:** None
EN: 25-30 **FT:** 50-60 **WP:** 9-11 **PC:** 16-18
PB: 9-11 **TMR:** 10 **NA:** Hide absorbs 3 DP

Weapons: In addition to the kick (Base Chance of 45%, + 7 damage) and bite (Base Chance of 25%, + 2 damage) of normal horses, when in Close Combat a war-horse can also attempt to trample an adversary (Base Chance of 25/0, + 8 damage). War-horses will willingly enter Close Combat if their rider directs them to do so.

Comments: These are the most intelligent and (if properly treated) the most loyal of the horses. They are responsive to a rider, but can also be used to carry heavy burdens (up to 500 pounds). Using a war-horse as a draft horse will generally lower the quality of his training for combat, however.

IX. ADVENTURE

77. PREPARATION FOR ADVENTURE

An adventure occurs whenever one or more players, in conjunction with the gamesmaster, play their characters. The adventure is the heart of the fantasy role-playing game, because it is the medium through which the gamesmaster tells a story. When he reaches an interlude or decision point, the players use the game mechanics to have their characters influence the outcome of the tale.

The most common scenario used by gamesmasters in fantasy role-playing games is that of the descent into a series of labyrinthine catacombs, or "dungeons." Of course, conceptually most dungeons make no sense (for a variety of reasons, the most blatant being the space given for creatures to live in), but it is the simplest and least time-consuming type of adventure to design. The gamesmaster should break in his regular players on such a scenario.

Before an adventure is begun, the gamesmaster must invest some of his time in readying his scenario. This requires the generation of some (if not all) of the non-player characters and monsters the player characters may meet, fleshing out the part of the world in which the adventure will occur and composing the preliminary information to be given to the player characters. A fully prepared gamesmaster will organize this data as described below.

Each player is responsible for informing the GM of any actions his character takes between his last adventure and the upcoming one. This includes necessary functions, such as the expenditure of Silver Pennies on upkeep (see 85.3). Each player is also responsible for

updating his Character Record, though the GM may waive this requirement temporarily (the necessary bookkeeping can be done at a more convenient time).

[77.1] The GM must outline the course of the adventure.

The GM plots the direction in which he wishes the adventure to go. He determines the manner in which the player characters will become part of his scenario, advancing a purpose for the characters to undertake this particular adventure. He then plots the rationale for the party's adversary, be it sentient, magical, natural, or intangible. The GM will probably wish to note all of this on a piece of paper to which only he is privy.

Some GM's will be willing to give the characters a choice of adventures; if the GM is not one of these, the players should keep in mind the time necessary to develop each adventure, and oblige him by going on the one proffered.

Example: A GM describes to his players the fate of a princess held captive by a wizard in a tower deep in the Nasty Forest.



The king has offered a not inconsiderable reward for the return of his daughter and the slaughter of the wizard and his minions. The wizard is a lonely old man who has abducted the princess for the sole purpose of introducing a love philter into her sustenance. She proved quite willing to elope with the wizard afterwards, so he left his tower guarded by a few fantastic creatures while the couple made their way south. The party, after gaining entrance to the tower, discovers they must per-sue the two. Additionally, they will find a princess not disposed to the idea of rescue, since the wizard has been accumulating quite a supply of love potions in the last few years.

NOTE: SPI supplies a full line of pre-generated adventures published both separately and in *Ares* magazine.

[77.2] The GM records the "vital statistics" of all non-player characters and monsters to be encountered.

The "vital statistics" comprise the information the GM generates in accordance with the Monster rules (see VIII). The GM must produce a value only for those entries which will affect the characters' interaction with the non-player characters or monsters. It is recommended that the GM generate 10 to 20 "spare" monsters, which can be used interchangeably on separate adventures.

The GM records the vital statistics for each of the necessary monsters and non-player characters on index cards or on a comprehensive list. Each group of monsters and non-player characters is divided so that all creatures which will be met at one time are listed under one heading (or on one index card). The GM will easily be able to consult only the pertinent listing When the time Comes.

[77.3] The GM maps the area in which the characters will adventure, drafting the plans for any structure which will be an integral part of the scenario.

A GM who wishes to develop a sophisticated world design will draw a map of the continent in which most of his adventures occur. The scale of this map can vary between 50 and 350 miles to the inch. The GM need not plot this map on any particular type of paper, though it is advisable that he draw the latitudinal and longitudinal lines before coastline and natural features (which should be done before sites of human or humanoid habitation are entered on the map).

When the GM prepares for an adventure, he should take a slice of his strategic map, and blow it up onto a hexgrid map. Each hex represents 5 miles of terrain from hexside to hexside and must be coded as to the prevalent environment (see 63.1) in the hex.

Any structure the GM expects to be carefully searched and/or examined by the player characters should be drafted on hex paper (the strategic hex grid will suffice). The scale is 5 feet per hex to match the scale of the Tactical Display.

When characters engage in combat within a

structure, the GM should treat each hex on the Tactical Display as equal to one hex on the structure map. If the player characters and their foes begin in adjacent hexes, the players can choose the exact hexside to which they face where any ambiguity occurs, unless their foes have surprised them (see 80.2).

The GM should record a legend for each map he draws. The legend for the strategic maps will usually not contain many entries, but that for a structure map will include an entry for each room of importance. It is suggested that the GM code co-ordinates on his strategic maps, and identify each room/vestibule/opening on his structure maps.

[77.4] Before the adventure begins, the players must notify the GM of all changes in status for their characters.

If a character is to expend Experience Points, to spend monies to gain an unusual piece of merchandise or service, to seek the aid of a non-player character, etc., he must do so before party organization begins (see 79). The player records all changes in status on his Character Record.

If a change of status for a character requires the attention of the GM (i.e., is not necessarily automatic), the player should resolve such an action (at the earliest convenient time) before the players gather for a new session.

78. GAME CONVENTIONS

The rules in this Section are conveniences for play purposes when translating life in a medieval fantasy world into game form. Most of these are cautions against players bending the rules at opportune moments. The GM will, as he becomes comfortable with a style of refereeing, modify these conventions to suit his own tastes.

[78.1] The time scale for a campaign should be either two or three game days to one real day.

The GM is responsible for monitoring the passage of time in his campaign. He determines and informs his players of the conversion rate from game time to real time. The GM may choose the simplest timekeeping method, which is doubling or trebling the time since he last met with his players, or he can set up a calendar, which allows him to keep current on the seasons of the year and the ascendant aspects (see 7). A calendar will be preferable in most cases, since several Colleges of magic are affected by phases of the moon and seasons of the year.

A game day is equal to the relational period of the GM's world (which, in most cases, will be approximately 24 hours).

In the event that the GM and players could convene more than twice in one week, or if the game time spent on an adventure is three-quarters or more of the game time that should have passed between sessions, the GM should adjust the time scale so that the characters have one-quarter of the game time that should have elapsed.

Example: Given the time scale of three game days to one real day, four real weeks would equal twelve game weeks. However, a party spent ten game weeks on an adventure, so the GM, in order to make up for the discrepancy, should give the players an extra week to make the total non-adventure game time equal to one-quarter of twelve.

[78.2] The GM adjusts the passage of time during an adventure to the level of activity.

When the player characters are interacting with monsters or non-player characters, or amongst themselves, the GM should run the encounter in real time. A similar time scale should be used when a character uses an information-gathering ability. For example, if the characters are negotiating with a prospective employer in a tavern, or if an astrologer character is divining the future, the GM and the players enact the scene in detail.

When the player characters have instructed the GM to speed the passage of time until they are interrupted, the GM pauses only to make Encounter Checks (see 63.1), etc., and to give the players status reports. The players must decide how often they wish to have these status reports. For example, the characters have decided to journey along the imperial highway one hundred miles. They request that the GM give them a status report every four hours. Unless something untoward should occur, the GM will allow them four hours progress and inform them that nothing has happened during the last four hours. When night approaches, he will suggest that the adventurers look for shelter for the evening. The players will then inform him of their watches, and ask him for a status report every time the watch is changed.

The GM should interject information about the periods between status reports whenever a character would normally notice something of interest. For instance, if a ranger character travels with a party about to walk into an ambush, and his ability to detect such operates successfully (see 60.2), the GM alerts the players to the impending danger.

[78.3] When combat occurs on the Tactical Display, there should be no lapses of time between player announcements of character intentions and resolution of them.

After determining the order in which all creatures (including the player characters) on the Tactical Display may take action, the GM paces the combat in that strict sequence. When it is a character's turn to take action, his player must announce within five seconds what his character will do, or the character is assumed to take a Pass Action. The leader (see 79.1) must do the same for each non-player character in the party, and the GM should do the same for each of the party's opponents.

If the players wish to discuss tactics amongst themselves during combat, they must do so while the GM is determining the result of a particular action. Anything said by one character to another during combat can be overheard by their opponents, though it may not be understood, depending on the language used. A wise party will devise a battle plan to be used in combat situations

so that they will not be at a disadvantage when surprised.

The leader is responsible for listening to the GM's announcements about enemy activity, wounds suffered by his comrades, etc.

A military scientist character can allow a party some planning time during which they will not be overheard by the enemy (see 58.5).

[78.4] Any player may, at the GM's discretion, suspend the passage of time by requesting a clarification of a relevant point by the GM.

[78.5] A player may change the action he announces for his character to a Pass Action (only) up to five seconds after he either announces it or is interrupted by another player protesting his choice.

[78.6] A player may appeal a decision made by the GM which he feels to be arbitrarily or improperly resolved.

The player has as much time as the GM will grant him to state his case. The GM can either modify or reverse his earlier decision, or stand behind it. The GM's word is always law in regard to his world; a player can protest, but may not change, an event which occurs in another's fantasy world.

79. ORGANIZING A PARTY

The players must determine the composition of the party before their characters leave the relative safety of their current place of residence. The party consists of each character represented by a physically present player. In addition, the GM should prepare some non-player characters with abilities complementary to those of the player characters. These non-player characters may usually be hired through the auspices of the Adventurer's Guild.

A character of a player not attending the current session may only be brought along with the express permission of his Player. That player would do well to leave general instructions on how his character will act with the GM (these instructions are inviolable if applicable to a given situation). The performance of such a character is controlled by the leader of the party, unless his player's standing orders are to the contrary.

When the players have assembled those who are going on the adventure, they should discuss general strategy and a tentative battle plan (see 78.3). When the characters are pro-vised and a leader has been appointed, the adventure may commence.

[79.1] The players should elect one of their number to be the leader of the party.

The leader should not only be the best qualified character for the position, but the most experienced player as well, because his decisions will usually directly affect the outcome of any adventure. A leader is not absolute necessary but one's presence will usually prove advantageous for ease of play. When a party needs information or descriptions of events or locations, it is much easier if these descriptions are given to the group as a whole and the leader in particular, who may then react for the party. Listening to one person is much easier for the

GM then trying to interpret the frantic ravings of six people.

In combat, the leader may add his Military Scientist Rank (if any) to the Initiative die roll. If the leader is involved in Melee or Close Combat (or otherwise incapacitated) the character with the highest Perception who is unengaged becomes the leader for purposes of the Initiative die roll (only).

The leader announces the general activities undertaken by the party during the Adventure Sequence. **Example:** "We wish to travel along the footpath through Linden Woods until further notice."

Though the non-player characters hired to accompany the player characters are usually controlled by the GM, any reasonable request by a representative of the party will be heeded by a non-player character. The leader usually gives the orders for the non-player characters in a party; if there is a disagreement as to what the actions of a non-player character should be, the majority of the players rule. The leader counts as two players for determining the actions of non-player characters.

[79.2] Before an adventure is begun, the player characters should agree to the division of spoils.

Generally, that which can be garnered on adventure is separated into three categories. Magical treasure encompasses anything which is magical or has magical properties in and of itself. Unusual treasure includes captives, beings trained by a beast master, objects with a greater intrinsic than monetary worth, objects which cannot be used by all in the party, and objects which are particularly suited for one character (e.g., a family heirloom). The remainder of the treasure is assessed by its monetary value.

If only the player characters are going on an adventure, they may make whatever agreement between themselves they wish. If they wish to bring along any non-player character, the NPC will require that a standard Adventurers' Guild contract (or a reasonable facsimile thereof) be signed by everyone in the party.

The Adventurers' Guild will draft any contract in language acceptable to the local legislative bodies for a fee ranging from 10 to 100 Silver Pennies, depending on the complexity of the terms of the desired agreement.

The Guild is also willing to guarantee arbitration and enforcement of a contract which it has drafted. These services are free to a guild-member in good standing (see 79.3), as are copies of the standard Guild contract. If a being who is not a member of the Guild wishes arbitration of a Guild contract, he must pay 50 Silver Pennies per hour of arbitration (the GM may either require the enactment of the arbitration scene or may determine the number of hours required to reach a decision based on the ramifications of the case); if such a being wishes the verdict enforced, he must state so when the Guild contract is signed and pay a fee of 500 Silver Pennies.

When the Adventurers' Guild enforces one of its contracts, the beings against which it has

decided have 10 hours to deliver the object of dispute to the plaintiff. Unless the loser in arbitration has successfully petitioned for an extension to that deadline (which must be for a good reason, such as the item in question being 12 hours' ride away), he must deliver unto the plaintiff or be blacklisted by the Guild. A blacklisted person may not hire from the Adventurers' Guild, and there is a 2000 Silver Penny reward for his apprehension and delivery for incarceration in the Guild dungeons.

[79.3] A character may become member in good standing of the Adventurers' Guild by tithing 5% of all monetary gains to the Guild, or a minimum of 200 Silver Pennies per annum.

If the Guild discovers that a member has withheld its portion of his gains, he must make restitution within 10 days or be blacklisted (see 79.2).

If a guildmember cannot afford his tithe to the Guild, he is given a three-month grace period in which to acquire the 200 Silver Penny minimum annual fee. If he cannot raise the necessary money, he must spend two months in service to the Guild, or be blacklisted.

A character may buy out of the Guild (i.e., renounce his membership) by paying 100 Silver Pennies for each year he has been a member of the Guild. He must settle all accounts with the Guild beforehand (e.g., a character cannot resign immediately after gaining a huge treasure), and may not rejoin the Adventurers' Guild for a period of at least one year.

[79.4] The standard Adventurers' Guild contract requires as equitable a distribution of treasure as is possible amongst the free-beings in the party.

1. Every signatory to this agreement is entitled to one full share, unless a) the party, by majority vote, allows up to one extra full share for a being or beings who provide the party with information or services vital to the completion of their mission, or b) a signatory agrees to receive but a half-share, in exchange for protection, whenever possible, from physical and magical harm by those receiving full shares. **N.B.:** The latter clause is often a bone of contention when a dispute is presented to the Guild for arbitration. One who receives a full share must prove that he was in imminent danger of serious injury or loss of life if he fails to protect a half-share member of the party.

2. A signatory forfeits any right to treasure if he: a) attacks another party member without provocation, or b) deserts the party voluntarily (those who have been spirited away or accidentally separated from their comrades are obliged to attempt to rejoin the party at the earliest convenient time.)

3. A signatory forfeits one-half of the treasure due him if he: a) does not perform according to a pre-arranged battle plan which does not endanger him any more than others in the party, b) is responsible for the death of a party member, c) is responsible for the failure to attain the goal of the adventure through an error of commission or omission, or d) is found to be stealing from the party.

4. If a party member is killed, rendered incapable (e.g., comatose), or involuntarily removed from the midst of the party, that being's heirs are still entitled to his portion of the treasure gained by the remaining party members (see clause 6 below).

5. If a party member is killed or rendered incapable, the surviving party members are obliged to return his body (or what remains of it) to the place from which they started, unless forced to abandon the body because its recovery would imperil others in the party.

6. If a being has not designated one to whom he wishes his effects and share given in his absence and/or to whom he wishes his body given in the event of his death, the Adventurers' Guild will take responsibility for either or both.

7. Monetary treasure must be converted into currency or specie and divided evenly amongst all shareholders. Any party member may choose to buy a particular item at value rather than have it sold to an outside purchaser; if more than one member wishes to buy the same item, all submit sealed bids, with the highest sum gaining its bidder the item in question.

8. Each full shareholder may, at the beginning of the adventure, state one item which he wishes if the party should find it. Unless some other party member also wishes the item, the claimant receives the object of his fancy, but is not entitled to any other unusual or magical treasure.

9. Each full shareholder is entitled to one unusual or magical item before anyone receives a second item. Partial shareholders (including those with an excess of a full share) may gain items before single shareholders gain their second items. A partial shareholder may gain items in proportion to one share (e.g., a half-shareholder gains one item every two rounds, if there are sufficient items to be divided).

10. As long as the provisions of Clause 9 are met, the party may give an item to a particular member by majority vote. If no general agreement can be reached as to which person receives which item, a fair random method should be implemented to assign the items in order.

The Guild stands in for dead or absent party members; failure to provide a satisfactory explanation of why a person is missing by those present can result in blacklisting by the Guild.

[79.5] An arbitrator of the Adventurers' Guild may place a "true speech" compulsion upon a being present at an arbitration session.

A being may attempt to resist a true speech compulsion. Active or Passive Resistance to such a compulsion is often construed as an admission of guilt by Guild arbitrators.

While a true speech compulsion is upon a being, he must make declarative statements which are true whenever he speaks. If he temporizes, misstates himself, or exaggerates, his vocal apparatus will become paralyzed, making it difficult to talk properly. If a being lies while under a true speech compulsion, his tongue will cleave to the roof of his mouth and he becomes mute for (D 10 + 1) days.

Example: If a character allows a fellow adventurer to die through his inaction, he could

say "I did not kill him" while under a true speech compulsion. If he said "I did not directly contribute to his death," he would find it difficult to articulate, and if he said "I did not contribute to his death," his tongue freezes in place.

80. THE ADVENTURE SEQUENCE

Three different time scales can be used during an adventure. The GM switches between these scales as the pace at which action occurs changes with each new situation. The choices are as follows:

1. The Trek/Wait Stage: The GM resolves the actions of several minutes, hours or days in a short space of real time, because the players have chosen an activity which need not be monitored closely (such as laying in wait until night falls). The GM allows time to pass, until one of the conditions described in Case 78.2 occurs.

2a. The Encounter Stage: The GM operates on an equal real time to game time correspondence, because the player characters are interacting with NPC's or monsters (i.e., beings controlled by the GM) in a more or less peaceful fashion.

2b. The Chase Stage: Either the characters controlled by the players or the creatures controlled by the GM are pursuing the other. The action is resolved in segments of one minute of game time, though it may become necessary to merge with the Tactical Procedure as the two groups come into proximity with each other. Magic and Ranged Combat are possible during the Chase Stage; the GM is responsible for informing the players of the rough distance between them and their foe(s).

3. The Tactical Stage: The GM resolves combat in accordance with the Tactical Procedure in V. The player characters and the GM-controlled creatures are placed in position by the GM on the Tactical Display.

The GM need not inform the players of the interchange between stages, because it will become obvious as he adjusts his moderating manner to the different time scales.

[80.1] The real time allotted to the players to discuss the actions of their characters depends upon the current stage.

The players have up to 30 minutes or one-tenth the game time to be spent on a single action, whichever is less, to decide on what their characters will do during the Trek/Wait Stage. The characters are assumed to be engaged in a similar conversation in tones appropriate to the occasion (e.g., hushed if hiding from a lynch mob).

The players have up to one full real minute for each game minute during the Chase Stage to talk with each other. Their conversation is assumed to be that of their characters; if their foe has some method of overhearing the characters, the GM should have the foe act on this information.

Unless a player prefaces a remark he makes during the Encounter Stage with a comment to indicate that he is not speaking for

his character, anything he says can logically be assumed to be said by his character.

Rule 78.3 covers how and when players may speak for their characters during the Tactical Stage, and the restrictions on players co-ordinating with each other.

[80.2] One side in a combat may gain a free Pulse of attacks if it surprises the other.

One side may gain the advantage only if the other is either unaware of the first's precise location (though a possible surprise victim may be aware of a foe lurking in the general vicinity) or if the other does not entertain suspicions of the first being hostile.

If one side in a combat is eligible to be surprised, the GM assigns a readiness factor, much like a difficulty factor (see 4.1), to account for the preparedness of the side which may be surprised and the ability of the other side to keep secret its intentions and/or location. The lower the readiness factor, the greater the chance for surprise. Multiply the readiness factor by the highest Perception value of any being on the side which may be surprised. If the GM's percentile roll is less than or equal to this number, combat is resolved normally. If the roll is greater than that number, surprise has been achieved.

[80.3] The Chase Stage applies whenever the player characters conduct an extensive search of a non-deserted area.

If the GM has prepared a "dungeon" scenario, the characters' actions will be resolved using the time scale of the Chase Stage, until they become involved in combat, converse with the GM's creatures, or leave the area.

81. MONETARY MATTERS

The GM is advised to limit the money that the player characters can gain during a campaign year. He should keep in mind that an upper middle class income will be between 6000 and 8000 Silver Pennies per game year, that a man who earns 20,000 Silver Pennies per year is reckoned wealthy, that an income of 100,000 Silver Pennies per year is the province of the verb 'rich, and sums above a quarter million Silver Pennies are rarely accumulated by any but royalty. A beginning adventurer will probably fit into the upper middle class bracket, and, if his "career" progresses well, should achieve a yearly income averaging out at about 50,000 Silver Pennies. Only the extraordinarily successful or fortunate will garner in excess of 75,000 Silver Pennies annually over a multi-year period.

All of the prices in these rules are based on the assumption that the GM is allowing his player characters (presuming they are competent) no more than the sums described in the above paragraph. If the GM does decide to circulate more money than is recommended, it is his responsibility to cause an inflationary spiral to affect the prices the characters must pay. If the GM increases the characters' monies without compensating for it, money will become less and less important in his campaign.

[81.1] The value of a coin is determined by its weight and metal of which it is made.

	COPPER FARTHING	SILVER PENNY	GOLD SHILLING	TRUESILVER GUINEA
Abbrev.	cf	sp	gs	tg
Weight	4 oz	1 oz	1 oz	2 oz
Conversion	4/1sp	12/lgs	21/ltg	-

The Platinum Shilling (P.S., weighs 1 oz.) is not in regular circulation, and is worth one-and-one-half times the value of a Gold Shilling.

Other common coins include the ha'-penny, threepence, and sixpence. The values and weights of these coins correspond to those of the Silver Penny.

[81.2] The Adventurer's Guild will bank money and/or valuables At a fee of 2 Silver Pennies per 500 ounces per month.

If money and/or valuables deposited with the Guild has a weight not divisible by 500, round up to the nearest five-hundred weight. A guildmember pays one-half the price to bank with the guild.

The Guild will place money and/or valuables in safekeeping until the depositor redeems his property, or until the value of the deposit covers the banking fee. The Guild does not extend credit when it comes to banking fees.

[81.3] The Basic Goods Cost List is an anthology of the prices and weights of common items likely to be used by adventurers.

While the list is lengthy, it is by no means comprehensive. When a character wishes to purchase a common item not found on the list, the GM should scale the price in accordance with the already evaluated items. Furthermore, the prices given on the Cost List are averages. Fish, for instance, will be much cheaper in a maritime town than in an inland city.

The weights are given so that players can calculate how much their characters are carrying, which affects the rate at which they lose Fatigue Points while marching (see 82.2).

See Basic Goods Cost List on page 144.

82. FATIGUE LOSS AND RECOVERY

Characters have a tendency to lose Fatigue Points in the course of adventures. A fatigued character must engage in some restful action to recover lost Fatigue Points. Sleep, as might be expected, is the best way to become refreshed, but there are several other options available to the character who wishes to remain alert.

[82.1] The rate at which a character loses Fatigue Points is determined by how tiring his main activity for each hour is.

A character can lose Fatigue Points when he engages in any activity more stressful than a leisurely walk. There are four classes of activity which can fatigue a character:

- 1. Light Exercise** includes moderate to brisk walking, riding slowly or at a moderate pace on a docile mount, etc.
- 2. Medium Exercise** includes jogging, riding on a cantering mount, light construction or precision work, etc.
- 3. Hard Exercise** includes paced running, riding at a gallop, hard manual labor, etc.
- 4. Strenuous Exercise** includes constant sprinting, breakneck riding, and generally those actions with which the character pushes his body to its practical limits.

It is possible for a character to achieve a level of performance more taxing than Strenuous Exercise, which requires superhuman exertion. This type of activity is governed in part by 4.1, and the GM will have to determine how many Fatigue Points are lost by a character conducting such actions.

A character's degree of exertion is judged each hour. Since a character does not necessarily choose to do the same activity for an entire hour, the GM must average out the levels of activity achieved at different times within the hour. If the GM is consistent with his guidelines for what type of activity constitutes which of the four types of exercise, the players will be able to keep a running total of their characters' Fatigue Points without forcing the GM to stop play to consider the matter.

[82.2] A character is limited in the weight he can bear; if he engages in exercise, he may become fatigued more quickly because of the objects he carries with him.

The Fatigue and Encumbrance Table (82.9) lists the maximum weight a character may carry.

A player must determine the total weight his character is carrying if the character is to engage in light or more stressful exercise for a significant length of time during a day.

When a creature has a Physical Strength value greater than 40, the GM divides that value by 40. Multiply the quotient by the entry for 40, and add the entry corresponding to the remainder to determine that creature's capabilities.

[82.3] The Fatigue Point loss for a character engaged in either or both magic or combat is not calculated using the provisions of rule 82.

The only Fatigue Points lost for casting magic, being affected by magic, skills, or physical attacks are those lost per the appropriate rules (i.e., the deductions for casting, using skills, or being successfully struck).

[82.4] The Fatigue Point loss rates given in these rules assume that the

character is in good health and is well fed.

If the character is not in condition, the GM should shift up Physical Strength rows and/or shift weight columns to represent debilitating effects upon the character. The shift of weight columns should also be accompanied by a corresponding decrease in the maximum weight allowable for that character.

[82.5] The Fatigue status of a character need be calculated only before he enters into combat or wishes to perform magic or, if he does neither, once for the entire day.

Procedure

1. Cross-reference the character's Physical Strength and the weight he is carrying.
2. Read down this column until it intersects with the row corresponding to the character's rate of exercise.
3. Multiply the resulting number (Fatigue Points lost per hour) by the number of hours during which all three factors (Physical Strength, weight carried and rate of exercise) remain constant.
4. Perform this calculation once for each time one (or more) of the three factors changes.
5. Add each separate product (i.e., sub-total) to determine the total Fatigue Points expended by the character so far.

If a character's Fatigue Point total is reduced below zero, he is exhausted (see 82.6). His Fatigue is considered zero, if he should become involved in combat.

[82.6] An exhausted character is limited in the activities he may choose to do, and is worse in the performance of his abilities.

A character may choose to exert himself after his Fatigue Points are reduced to zero for a period during which he would normally expend (if he had them) one-half his initial Fatigue Points (round down). Unless he succeeds in a Willpower Check every (2x Endurance) minutes, he will collapse if he reaches or tries to exceed this limit. An exhausted character must sleep for as much time as he was performing at least light exercise while exhausted *before* he may recover *any* Fatigue Points (see 82.7).

If an exhausted character wishes to engage in Strenuous Exercise, he must succeed in a separate Willpower Check.

Add *one* for each half-hour (or fraction thereof) that a character has been exhausted to any percentile roll to resolve the use of one of that character's abilities (e.g., to strike a blow during combat).

[82.7] A character may regain Fatigue Points by resting or eating a hot meal.

A character may never have a Fatigue Point total greater than his Fatigue value.

A character recovers Fatigue Points according to the following schedule:

Activity	Fatigue Points/hour
Relaxation	1
Nap	2
Sleep	3
Eat Hot Meal	2

1. A character's Fatigue Point total may benefit from a hot meal no more than *three* times during a 24 hour period, and each time must be separated by at least 4 hours.
2. If a character's Endurance is less than 10, he recovers *one-half* of a Fatigue Point less per hour or meal, and if his Endurance is less than 5, he recovers *one* less Fatigue Point. However, a character must always recover a minimum of *one-half* a Fatigue Point when resting.
3. If a character's Endurance is from 21 to 30, he recovers an additional *one-half* of a Fatigue Point per hour or meal. Each succeeding ten point Endurance bracket carries an additional *one-half* Fatigue Point per hour or meal bonus.

[82.8] The weight borne by a character may temporarily reduce a character's Agility.

Procedure:

1. Cross-reference the character's Physical Strength and the weight he is carrying.
2. Read down this column until it intersects with the row which reads "Agility Loss."
3. Deduct the resulting number from the character's Agility until there is a change in the weight he bears (at which point the subtraction must be recalculated).

A character is considered to have a minimum Agility of 1 for all other game functions. The character's current Agility is used as a basis for determining his TMR.

[82.9] Fatigue end Encumbrance Chart
(see page 144)

83. ADVENTURE ACTIONS

There will be very few player characters who will not be adventurers, in the full sense of the word. Consequently, these rules have concentrated on those segments of life of which adventurers will partake most often. The clearest portrayal of the dramatic difference between routes a character can take to success in his vocation is in the skill descriptions. However, that Section does not include the common denominator between player characters: abilities that are always possessed by all adventurers. These abilities are described in this section.

[83.1] An adventurer is able to perform actions necessary to survival in his profession in an efficient manner.

It is to be assumed in all rules concerning the amount of activity an adventurer may accomplish that adventurers are an above average lot of people and should not be compared to present day humans. Also, when compared to non-adventuring members of their respective races, adventurers have, on the average, 50°70 higher numerical totals in all characteristics.

Unless rules specify an amount of time

an activity takes to perform (picking a lock, for example), the GM should always give the benefit of the doubt as to the characters' efficiency, perseverance, reaction time, etc., whenever these qualities are called into play.

[83.2] An adventurer will use horsemanship to direct animals which he rides.

An adventurer may use his horsemanship with any animal or monster which he would ordinarily ride (such as horses, donkeys, camels, elephants, etc.). Enchanted or Fantastical monsters do not necessarily fall into this category, and the GM must make rulings governing these situations.

The character's player will roll percentile dice whenever his horsemanship is called into play. A character's horsemanship is equal to [modified Agility + Willpower]/2 + (Rank x 8)]. In the above equation, round all fractions down. The type of mount a character is riding will modify his horsemanship as follows:

Donkey	- 10	Palfrey	+ 15
Mustang	- 12'	Warhorse	- 5'
Quarterhorse	- 10	Camel	- 15
Dire Wolf	- 10	Mule	- 8
Draft Horse	- 5	Pony	+ 10
		Elephant	- 10

*-rating unless trained by rider; in that case, 0. The GM should also take into account the familiarity the character has with the individual animal type and apply modifiers thereby (i.e., the first time a character finds himself atop a camel should be worth at least an additional - 15).

A character's horsemanship is called into play whenever he wishes his mount to perform an unusual or difficult action. Also, every Pulse in combat a horsemanship roll must be made. Any mount can be directed into moving at a walking pace or even a brisk trot; an unusual or difficult action would be to break into a gallop or charge, jump an obstacle, etc. During combat, horsemanship is called into play during every Pulse to a) keep the mount controlled, b) regain control if it is lost, and c) direct the mount to take any specific Action. Remember only a Warhorse can be directed to enter into Close Combat by its rider, and all other mounts will only attack if directly assaulted.

A successful roll (equal to or less than the modified percentage) will result in the mount obeying the directions of the rider. A roll above the modified percentage but *less* than the modified percentage + the rider's Willpower indicates the mount either does nothing or continues to do whatever it was doing. A roll above *both* of these indicates the mount will either disobey the rider, buck, attempt to throw the rider, or some other unpleasant result. The actual occurrence must be decided by the GM and should become worse the farther the roll is above the modified percentage.

If the GM judges the rider has totally lost control of his mount, the rider may take no other action until he has regained control (presuming he managed to stay mounted).

Using horsemanship while in combat may be done in combination with any other Action.

A trained horseman receives certain abilities as he rises in Rank:

Rank 3	May use two-handed weapons
Rank 5	May fire a weapon while moving
Rank 7	May use two one-handed weapons at once

[83.31] An adventurer can use stealth to move as soundlessly and unobtrusively as possible.

An adventurer may use his stealth ability only if he has adequate cover (i.e., space in which to conceal or obscure himself) in the area he wishes to traverse, he is appropriately clad (e.g., not in plate armor or luminescent clothing), and he is not currently under observation by the being(s) from whom he is attempting to conceal his presence.

The GM will roll percentile dice to determine if a character is able to use his stealth ability successfully. The GM only makes such a check if there is a reasonable possibility that the character could be detected. The GM makes one check each time the character attempts one continuous action, or each time an unexpected change of condition has a significant effect upon the character's chance of remaining hidden (e.g., one of the beings under surveillance heads for a room which happens to be through the doorway in which the character is hidden). The GM may modify the success percentage.

A character's base chance of using his stealth ability is ([3 x Agility] + [5 x Rank])%. The greatest Perception value of the beings who may be able to discover the character using the stealth ability is subtracted if those beings are unaware of the character's presence, or *three* times that Perception value if they are. If the GM's roll is equal to or less than the success percentage, the character is undetected. If the roll is between the success percentage and that percentage plus the character's Agility, he has made a slight noise or given a being a glimpse of himself, and *may be* (at the discretion of the GM) discovered. If the roll is greater than or equal to the success percentage plus the character's Agility, he has been discovered.

[83.4] During the course of his adventures, an adventurer will need to travel rapidly overland.

Overland movement rates and the Fatigue expenditure of that movement is detailed in the Overland Movement Chart (see page 147).

84. CONSEQUENCES

The three spells and rituals described in this section are used by Adepts for vengeance upon adventuring beings. Usually, magic is intended to cause an immediate effect; the consequences of these abilities will, however, dog the unfortunate adventurer for great lengths of time. The cost to use these powerful magics is high: the caster must either make personal sacrifices, or spend a great deal of time to implement one spell or ritual.

[84.1] All spoils and rituals given in a listing in this section can be used by Adepts of any college.

Except where noted in the effects part of a description, an Adept casts the spells and rituals herein via the usual procedures for magic (see VI).

[84.2] A geas is a compulsion laid upon a being.

Specialized Knowledge Spell

RANGE: The caster must be able to clearly see and be able to communicate with the person to be compelled.

DURATION: Until removed, fulfilled or target dies

EXPERIENCE MULTIPLE: 250

BASE CHANCE: Always successful (see below)

RESIST: Must be accepted (see below)

EFFECTS: A geas is an obligation to complete a quest, an injunction against the performance of a particular action, or a requirement to respond in the same fashion to particular stimuli.

A being to be compelled must acknowledge his acceptance of the geas. Furthermore, the caster must believe that the being *deserves* the geas, or the being must truly wish (i.e., is not forced by physical or magical means) to have an unmerited gear placed upon him. The caster specifies the nature of the gear in 25 words or less, and the GM will use the most liberal interpretation of that wording to the benefit of the compelled being.

A caster's Rank with the geas spell does not affect his chance of casting the spell; he is always automatically successful if he satisfies the prerequisites. The Rank equals the effectiveness of the geas, expressed in percentage terms. If a geared being directly contravenes the letter of a geas, he has a chance of dying equal to the caster's Rank with the gear spell at the time it was cast upon him. A compelled being will begin to feel weak or ill when he first takes an action counter to the restriction of the geas, and will become increasingly afflicted as he pays less and less attention to the letter of the geas. There is no limit to the Rank of a geas.

If the letter of a quest geas is fulfilled by the compelled being, he is no longer subject to that geas. The other two types of geas (for and against a given action) last indefinitely. A geas can be removed automatically by the one who placed it upon the compelled being. A geased person cannot attempt to free himself from the compulsion, but may have an Adept with Rank greater than that of his geas try to do so. The Adept must inscribe a triangle about the compelled, and perform the ritual of geas removal for 12 consecutive hours. If the triangle is silver, the compelled being does not suffer the penalties for ignoring the gear during the ritual.

The Adept attempting to remove the geas has a success chance equal to five times the difference between his Rank with the spell and the Rank of the geas in question. The GM rolls percentile dice: if the roll is less than or equal to the success percentage, the gear is removed. If the roll is greater than the success percentage, the Rank of the geas is increased by *one*.

Full Geas: If one has a Rank greater than 50 with the gear spell, he has the power of full geas. A full gear can be placed upon a being without his consent, though he may passively (but not actively) resist such a geas. Additionally, one with the power of full geas may automatically remove (without the support of a triangle and 12 hours of ritual) a gear which is at least 5 Ranks less than his Rank with the spell.

[84.3] A minor curse causes its victim to suffer from a non-fatal malediction.

The spells Evil Eye (G-9 of the College of Ensorcelments and Enchantments), the Damnum Minatum (G-4 of the College of Black Magics) and backfire (see 30) results above a roll of 61 are minor curses.

[84.4] A major curse is an insidious and deadly spell.**Specialized Knowledge Spell**

RANGE: (20 + [15 X Rank]) feet

DURATION: Until removed or target dies

EXPERIENCE MULTIPLE: 750

BASE CHANCE: 15 O7O (see below)

RESIST: Both Passively and Actively (see below)

EFFECTS: An Adept's Endurance *value* is decreased by *one* whenever he inflicts a major curse upon a being. There are several types of major curses:

Affliction: The Adept may choose to torment or kill his target. If the effects of the affliction curse are intended to be deadly, the target may not die as a direct result of the curse before (24 - Rank) hours have passed. The following list of sample affliction curses is provided to give the GM a guideline as to what major curses should be allowed in his campaign.

1. Target becomes totally blind, deaf or mute.
2. Target becomes senile.
3. Target suffers from virulent disease (a favorite is open running sores).
4. Target is transformed into a frog or other small creature (the kiss of royalty of the opposite gender will remove such a curse).
5. Target's nervous system ceases to send impulses across his synapses (he becomes completely numb).
6. Target falls into century-long sleep (see note to 4).

Ill Luck: Add *two* times the Rank the Adept has achieved with the major curse spell to *any* percentile roll involving the target's use of any of his abilities. This may not be applied favorably.

Doom: A doom is a pronouncement, by the Adept, upon an event that will occur in the target's future (**Example:** "You will die by the hand of a loved one."). The statement, which must be indefinite, will be true unless removed. The GM should be careful as to what precisely he allows for dooms.

Deathcurse: At the moment of his death, an Adept may automatically cast a major curse (unless backfire occurs). The being at which it is cast may *not* resist the curse. A death-curse must be an affliction, ill luck or doom.

Note: Lycanthropy (see 72) is considered a major curse.

[84.5] A Remove Curse Ritual is a Special Knowledge ritual that can sometimes save a being from the consequences of a major or minor curse.

EXPERIENCE MULTIPLE: 500

EFFECTS: Every curse is rated by the Magical Aptitude (MA) of the Adept who cast it. If the

curse is natural (such as Lycanthropy), it is assumed to have a MA of 20, unless the GM increases or decreases the potency of the curse.

Minor Curse: The Adept must inscribe a triangle or symbol of power about the cursed being, and perform this ritual for *six* consecutive hours. The Adept's chance of removing the minor curse is equal to (15 + [5 x Rank] - [MA of curse])%.

Major Curse: The Adept must have a Magical Aptitude greater than that of the curse. He must inscribe a triangle or symbol of power about the cursed, being, and perform this ritual for *eighteen* consecutive hours. The Adept's chance of removing the major curse is equal to ([Difference in MA] + [2 x Rank])%. If the major curse is a deathcurse, add only *one* times the Rank.

When a ritual of curse removal has been completed, the GM rolls percentile dice. If the roll is less than or equal to the success percentage, the curse is removed. If the roll is between one and two times the success percentage, the curse remains in effect. If the roll is equal to or greater than twice the success percentage, the MA of the curse is increased by *one*.

Precious Metals: The use of triangles or symbols of power fashioned of varying amounts of precious metals causes an addition to the success percentage, per the following schedule:

Metal	Add	Cost
Silver	+ 3	1000sp
Gold	+ 7	10000sp
Platinum	+ 10	15000sp
Truesilver	+ 15	20000sp

85. RECUPERATION AND UPKEEP**[85.1] The rate at which Endurance Points are recovered depends on how active the injured being is.**

If a being expends and/or loses no more than *one-half* his Fatigue Points (round down) for *three* consecutive days, he regains *one* Endurance Point at the end of the third day. Otherwise, he recovers an Endurance Point at the end of the following (i.e., fourth) day.

If a being is given ministrations from a physicker's kit, his body requires *one* less day to regain an Endurance Point.

[85.2] Injuries which are not quantified as Endurance Point losses (e.g., hamstring muscles) heal at the same rate as they do in this world.

The GM should assume that an Endurance value of 15 indicates a body which heals in average time. Values greater than 15 will allow a being to heal more quickly, while values lower than 15 will cause a corresponding extension to the time required.

[85.3] A character must spend money between adventures on his upkeep.

A player chooses a life-style for his character by the amount of money he has the character spend on upkeep.

Life-Style	Expenses/Week
Subsistence	20 sp
Moderate	45 sp
Comfortable	65 sp
Expensive	100 sp
Extravagant	150 sp and up

The above sums will purchase food and lodging for a week, including drinks at bars, laundering of clothes, etc. Any permanent acquisitions (such as clothes and furniture) must be paid for separately.

A character who lives at subsistence level temporarily reduces his Fatigue and Endurance to *three-quarters* (round down) value. A character who cannot even afford (or does not wish to pay for) that minimal expense temporarily reduces his Fatigue and Endurance to *one-half* (round down) value. It can be assumed that a destitute (or extremely penurious) character survives by rooting through garbage heaps for his daily fare and sleeping in the cold outdoors.

86. HOW EXPERIENCE IS GAINED

A character's progress in his trade is measured in Experience Points, which are gained at the conclusion of an adventure, and as a result of constant practice. The GM is the sole dispenser of Experience Points; he makes his determination of the award for each player character based on the following rules. A character improves his abilities as he gains experience.

The GM is enjoined to keep his Experience Point awards within the limits given here. A player wants a sense of accomplishment when he acts the part of a character in a role-playing game, and the GM should be moderating partly for the purpose of giving a fantasy game an aura of verisimilitude. The distribution of too many Experience Points to the player characters will result in the characters becoming disproportionately powerful, and therefore (goes the reasoning) the players have performed exceedingly well. This short-term gain belies the long-term disservice the GM and players have done to themselves: the exploits of the characters will have been cheapened by the ease which one can become a mighty hero or wizard.

[86.1] The GM should make one set of Experience Point awards for every five hours of effective play during one session.

The players are effectively playing their characters when the characters are attempting to complete a mission (i.e., discounting time spent by players in eating or arguing, or time spent by players on inconsequential activities).

The five hour measure of time is intended as a flexible guideline. If the GM runs an especially long play session, he will probably want to reward the players for their patience and sustained acting of their respective character parts. The totals listed in 86.2 are also intended as guides for awards given during an unfinished adventure.

[86.2] The base Experience Point award for a character at the

conclusion of an adventure depends upon the character's proficiency and the success or failure of the common mission.

A character is considered to be at mercenary level until he graduates to adventurer level. If such a character is with a party that fails (to accomplish their mission) his base award is 600 Experience Points.

A character is considered to be at adventure level if he has at least 8 abilities Ranked 4 or greater. If such a character is with a party that fails his base award is 1200 Experience Points.

A character is considered to be at hero level if he has at least 8 abilities Ranked 8 or greater. If such a character is with a party that fails his base award is 1600 Experience Points.

The base award for a character is *doubled* if the mission of his party succeeds. **Note:** An ability is defined as anything a character can do that is Ranked, including all languages, spells, talents, rituals, skills, weapons, etc.

[86.3] The base Experience Point award can be increased or decreased by increments of 10% for special circumstances.

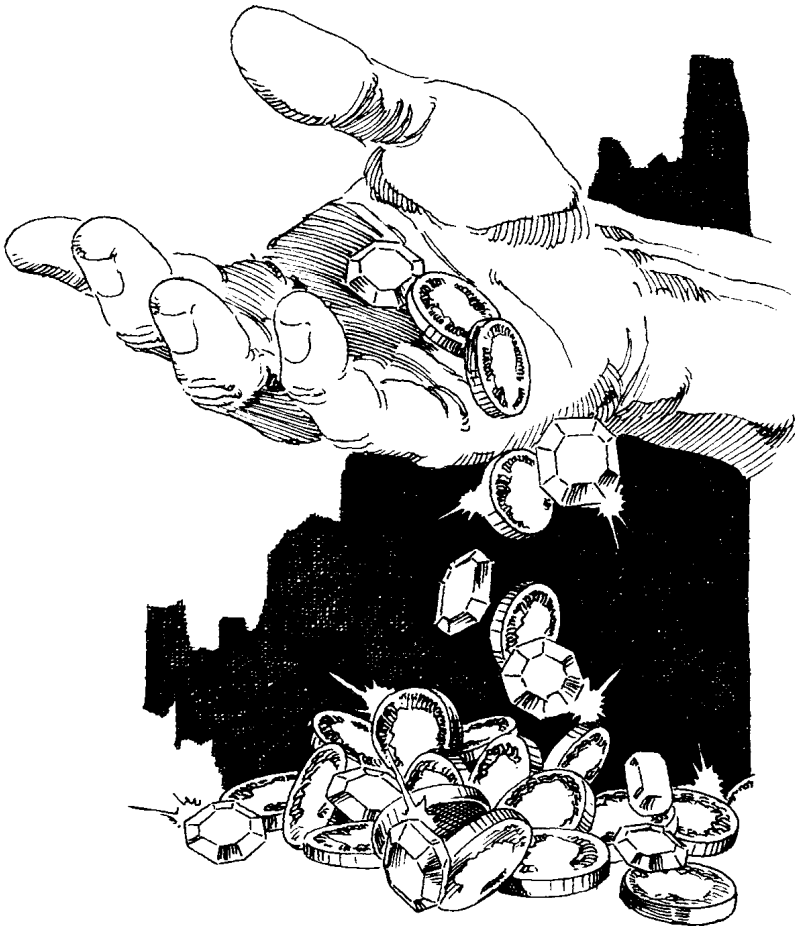
There are two categories for which a player character can gain or lose Experience Points, depending on the player's performances. A good/bad performance adjusts the Experience Point (EP) total by 10%, an exceptional/terrible performance adjusts the EP total by 20%, and an excellent/abysmal performance adjusts the EP total by 30%.

1. How well or poorly the player portrays his character within the adventure. The character will gain EP's as the player adds new dimensions to his personality and/or when he takes an action of note (which may be to the detriment of the party) which illuminates an aspect of his personality. The character will lose EP's when the player has him perform in a manner inconsistent with his stated purpose or beliefs. Also crucial in this regard is for a character to act with all the knowledge (or, more importantly, lack thereof) which he would actually become privy to.

2. How well the character performs while executing his duties as an adventurer. Thus, the fighter who stands up to the gryphon to allow his companions to escape, the thief who disarms the trap in time, the Adept whose spell work was crucial to the success of the adventure, all these should be given bonuses. Similarly, failure in one's appointed job should deserve a penalty (if failure wasn't enough penalty in and of itself). The GM should award these with care and be conservative else other players feel cheated due to the lucky rolling of one player.

[86.4] A character can gain Experience Points for practicing his abilities while not on an adventure.

Proficiency Level	EP/Day
(see 86.2)	
Mercenary	15
Adventurer	30
Hero	50



87. HOW EXPERIENCE IS USED

The player adds Experience Points awarded to his character to the Experience Point Brink on his Character Record. If the character has spent the requisite amount of time and Experience Points to improve in an ability or vocation, the player notifies the GM, debits the Bank, and adds to the Rank or index. A player may expend earned Experience Points for his character anytime but when on adventure. A player may not spend Experience Points not in his character's Bank; once a decision has been reached about where Points are to be allocated, they may never be recovered.

The player translates Experience Points into increases in Rank or to indices (e.g., characteristics) for his character. All Experience Point costs may be found on the Experience Point Cost Chart (87.7) or in spell and ritual descriptions (see VI).

[87.1] Experience Points costs may be modified by a character's race (see 6), but the time required to gain Rank is invariable.

A player may declare that his character is beginning to spend the necessary time to improve in an ability or vocation *before* he gains the necessary Experience Points. If the character does not have the correct amount of EP by the time he has completed the first requirement; he has one month to gain that amount. If a character gains the necessary EP within the one month time limit, he must spend an extra day in study and/or practice to gain in Rank. Otherwise, the character forfeits the time already spent.

A character must satisfy all requirements to increase his Rank by one in an ability or skill before he again increases it by one. Thus, a character may never "skip" Ranks.

A character must have attempted an ability or skill on the adventure previous to a gain in Rank in that ability or skill.

[87.2] The value of a characteristic may be increased immediately by the expenditure of the proper amount of Experience Points.

The players will note, if they study the Experience Point Cost Chart, that there is a separate EP charge for the first point added to a characteristic and another/for all subsequent points added to that characteristic. While a characteristic is less than its original value, the player may pay the lesser of the two Experience Point costs until he has restored the characteristic to its original value.

A characteristic value may never be increased during an adventure, and only by 1 point at a time between adventures, regardless of the amount of time or Experience Points available.

[87.3] A character must spend Experience Points, time and money to improve his Rank with a weapon.

A character is assumed to be *unranked* with any weapon until he improves it to Rank O.

A character must practice with a weapon for a number of weeks equal to *two* times the Rank he is to achieve (e.g., 10 weeks to achieve Rank 5). He must practice with an instructor of Rank at least equal to that which he seeks to achieve for one of those weeks. Unless another player character is willing to serve as instructor for a reduced fee, the character must pay (Rank Squared x 10) Silver Pennies for the service. A character may practice with up to *two* weapons at the same time.

[87.4] A character must spend money and time to learn a spell or ritual, and Experience Points and time to increase his Rank with it.

A character begins knowing all General Knowledge Spells and Rituals of his College. If, for some reason, he should forget such a spell or ritual, he may re-learn it from a fellow Adept of his College for a fee of 100 Silver Pennies and one week's study.

A character does not know any Specialized Knowledge Spells or Rituals when he begins. The character must spend a number of weeks equal to the ordinal number of the spell (if it has one) divided by *two* (round up) to learn a specialized spell or ritual. In addition, the character must pay (200 x Ordinal Number) Silver Pennies to an Adept who knows the spell. A spell or ritual has no ordinal number attached to it (those in 84, for example), it costs two weeks and 100 Silver Pennies to learn it.

A character need not expend Silver Pennies to gain Rank with a spell or ritual once it is learned, but he must study the spell for a number of days equal to the Rank he is to achieve, and a ritual for a number of weeks equal to the Rank he is to achieve. He need not study with an instructor.

A character may learn a counterspell for a flat fee of **2000** Silver Pennies (a Namer pays only **500** Silver Pennies) from one who knows the counterspell. In all other respects it is treated like a spell.

A character may study two spells or one spell and one ritual concurrently. He may never study two rituals at the same time. The maximum Rank a character may attain with any spell or ritual is 20.

[87.5] A character must spend Experience Points, time and perhaps money to increase his Rank with a skill. (See 8.6 and 48 on how skills are acquired.)

A character must spend a number of weeks equal to the Rank he is to achieve with a skill practicing it. He may wish to acquire the services of an instructor to aid him in the learning process; this will cost him (150x Rank) Silver Pennies for his mentor's time, unless he can make a deal with a player character of appropriate Rank. A player may practice up to *two* skills at the same time. If the character is taught by someone of greater Rank in the skill, *decrease* any Experience Point cost by *10%*.

If the character learns from a book (the availability of which is up to the GM), verbal descriptions or practices with someone of equal

or lesser Rank in the skill, any Experience Point cost is unmodified.

If the character practices with no useful outside assistance, any Experience Point cost is *increased* by *25%*.

This modification is applied in *addition* to any modifiers because of race.

[87.6] The abilities described in the Adventure rules are improved in a manner similar to the abilities in other rules.

All spells and rituals described in Consequences (84) are learned and improved upon in the same manner as College magic (see 87.4). These spells and rituals do *not* have to be used on adventure to be improved (exception to 87.1).

The horsemanship and stealth abilities (see 83.2 and 83.3) are considered to be at Rank 0 for all characters when they begin. They may be improved immediately by the expenditure of Experience Points, provided it was used on the previous adventure.

The GM and the players are encouraged to invent other "Adventure" skills for their campaign. They should be fairly simple to use, easy to advance in Rank, and be closely related to the world the GM has created.

[87.7] The requirements noted above for the advancement of skills are ultimately up to the discretion of the GM.

The restrictions on ability advancement (time, teachers, Experience Point costs, etc.) are all designed to control character advancement and retain the verisimilitude of growing, evolving, *persons*. Characters which advance too quickly soon become simply a group of skills, spells, and numbers rather than an individual whose personality has had a chance to grow with his abilities. We want no cardboard heroes in any DragonQuest campaign. On the other hand, advancement which plods along (like the proverbial slow boat) leads to the worst situation of all -- player boredom. Players who don't feel as if their adventuring is making any discernible difference in their characters will soon tire of what they see as a "no-win" situation -- they must gain Experience Points to advance their skills, and Experience Points are closely tied in with success, and highly ranked skills lead to successful adventures, but to raise their skills to a high rank they must get good EP awards, but if the GM is very conservative in his awards, why bother?

The GM should feel free to circumvent any strictures the above rules have placed on ability advancement. If the character has performed in a manner with his ability which the GM feels would merit either a reduction of the time needed, the Experience Point cost, or the need for a teacher, he should allow it. This relates performance in the campaign more closely with ability advancement, which is all the Experience Points system attempts to do in the abstract, anyway. These circumstances are totally under the auspices of the individual GM and are his responsibility to deal out and balance.

[81.4] BASIC GOODS COST LIST

Name	Weight	Cost	Name	Weight	Cost
CLOTHING^a					
Cloak	5 lb	8 sp	Hand cart	75 lb	12 gs
Tunic	12 oz	3 sp	Rowboat	500 lb	65 gs
Long pants	20 oz	5 sp	Cutter	600 lb	115 gs
Short pants	14 oz	1 sp	10 ft Sailboat	1000 lb	95 gs
Shirt	12 oz	2 sp	Carrack <i>masted & 40 oars</i>	15 tn	1100 gs
Robe	3 lb	6 sp	Small galley		
Hat, hard	12 oz	2 sp	40 oars only	12 tn	10250 gs
Hat, soft	9 oz	3 cf	Large Galley		
Blouse	12 oz	4 sp	<i>masted & 80 oars</i>	40 tn	18000 gs
Money belt	12 oz	4 sp	Large Galley		
Weapon belt, waist	14 oz	4 sp	80 oars only	35 tn	16500 gs
Weapon belt, shoulder	1 lb	5 sp	Barge	10 tn	2900 gs
Jacket	2 lb	6 sp	War Horse	½ tn	85 gs
Full length coat	5 lb	8 sp	Palfry	800 lb	60 gs
Sandals	8 oz	1 cf	Quarterhorse	750 lb	75 gs
Walking shoes	1 lb	3 sp	Pony	500 lb	32 gs
High boots	3 lb	6 sp	Mule/Donkey	450 lb	17 gs
Low boots	2 lb	4 sp	Mustang	600 lb	40 gs
Hip boots	4 lb	6 sp	Drafthorse	1500 lb	50 gs
Scarf	5 oz	3 cf	Ox	2000 lb	6 gs
Gloves	10 oz	1 sp	ADVENTURE EQUIPMENT		
Mittens	12 oz	2 cf	Large leather sack	15 oz	3 sp
Face Mask	8 oz	3 cf	Small leather sack	10 oz	2 sp
FOOD & OTHER PROVISIONS^{b,c}					
Quart of milk	32 oz	1 cf	Large burlap sack	13 oz	1 sp
Pint of mead	16 oz	1 cf	Small burlap sack	8 oz	2 cf
Pint of ale	16 oz	1 cf	Leather backpack	8 lb	14 sp
Quart of wine	32 oz	2 cf	Leather shoulder pouch	1 lb	2 sp
Dried meat	1 lb	1 sp	Belt sheath		
Salted Meat	1 lb	3 cf	large weapon	2 lb	3 sp
Fowl	1 lb	5 cf	Belt sheath		
Fish	1 lb	2 sp	small weapon	28 oz	2 sp
Sack of grain	1 lb	1 cf	Shoulder sheath		
3 course meal	-	1 sp	large weapon	2 lb	3 sp
1 day's rations per person	14 oz	6 cf	Shoulder sheath		
1 day's rations group of up to 8	86 oz	11 sp	small weapon	30 oz	2 sp
1 week's rations per person	95 oz	10 sp	Quiver		
TOOLS^d					
Shovel	7 lb	3 sp	20 arrows	3 lb	6 sp
Pick	8 lb	3 sp	Quart wine skin	8 oz	2 sp
Mallet	8 lb	2 sp	Quart flask	10 oz	3 sp
Stake	1 lb	1 cf	Large wood chest	26 lb	2 gs
Nails, 100	3 lb	2 cf	Small wood chest	10 lb	10 sp
Spike	2 lb	2 cf	Metal chest	20 lb	4 gs
Chisel	1 lb	1 sp	Cask	18 lb	1 gs
Hammer	1 lb	1 sp	Barrel	15 lb	10 sp
Wedge	3 lb	2 cf	Wood keg	12 lb	8 sp
6' x 4' x 1" hardwood plank	9 lb	2 cf	Bucket	4 lb	3 sp
6' x 4' x 1" softwood plank	7 lb	2 cf	Tarp ^e	8 lb	4 sp
Saw	2 lb	2 sp	Blanket	3 lb	1 sp
Two-man saw	4 lb	5 sp	Sleeping sack	4 lb	3 sp
TRANSPORTATION^f					
Wagon	800 lb	140 gs	Cauldron	35 lb	3 gs
Horse cart	325 lb	5 gs	12 Candles	2 lb	2 cf
Carriage	2800 lb	375 gs	Candle lantern	1 lb	3 sp
			Pint of oil	20 oz	2 sp
			Oil lantern	2 lb	6 sp
			Torch <i>already oiled</i>	3 lb	2 cf
			Flint & Steel	10 oz	1 sp
			10 Gauge Wire		
			100 ft	3 lb	6 sp
			½" mountain rope		
			10 ft	2 lb	1 sp
			1" mountain rope *		
			10 ft	4 lb	2 sp

Name	Weight	Cost	Name	Weight	Cost
Climbing pick	4 lb	8 sp	Large mirror	1 lb	13 sp
Grappling hook			Small mirror	10 oz	8 sp
3 prong	2 lb	5 sp	Map case	11 oz	4 sp
12' ladder	16 lb	1 gs	Dozen quills	2 oz	3 cf
Short oar	8 lb	4 sp	Ink	1 oz	1 cf
Long oar <i>for galley and carrack</i>	14 lb	8 sp	5 sq ft parchment	5 oz	1 sp
Saddle	11 lb	18 sp	Physiker's kit	1 lb	3 sp
Harness	4 lb	10 sp	Trap container ^h	Var	Var
Saddle blanket	2 lb	1 sp	ARMAMENT		
Saddle bags	5 lb	8 sp	<i>For the weights and costs refer to the indicated rules: Armor (18.1); Shields (17.5); Weapons (20.2).</i>		
Pack bags and harness	10 lb	10 sp			

NOTES: - = No value. **Var:** The GM should determine the variable weight or cost depending on item type, condition, quality, or availability. **A:** Clothing (other than armor) the character wears does *not* count toward the total weight he carries (see 82.2). **B:** These foods are presumed to be in an edible condition. **C:** Some items must be stored in a container, in which cases the container is *not* included in the values listed for the item. The character should purchase the containers separately, from the adventure section of the list. **D:** These are for new or nearly perfect tools. **E:** Oars and paddles must be purchased separately. Horses and other beasts are *not* included in the weight or cost of any of the items on the list. **F:** All horses and beasts are purchased to be trained, and the amount of training performed is reflected in the cost. The GM should reduce the price of an untrained horse or beast at least half. **G:** The tarp contains nine grommets and can be strung up a number of ways. A Ranger of Rank 3 will be most adept at the use of a tarp. The GM should scale another character's ability according to this. **H:** A trap container has a variable weight and cost, depending on its Rank. The cost of a trap is [150 + (Trap Rank 20)]. The weight of the trap is totally dependent on the materials used in its construction.

[82.9] FATIGUE AND ENCUMBRANCE CHART

Physical Strength	Weight of Load (lbs)									Max
	0	0	0	10	18	25	35	40	50	
3-5	0	0	0	10	18	25	35	40	50	50
6-8	0	0	10	15	20	30	50	60	75	75
9-12	0	10	15	20	30	50	70	80	100	100
13-17	10	15	20	30	50	70	90	100	125	125
18-20	15	20	30	40	60	90	120	130	150	150
21-23	20	30	50	60	80	120	160	170	200	200
24-27	30	40	60	70	100	140	180	190	225	225
28-32	40	50	80	90	120	160	200	210	250	250
33-36	50	60	100	120	160	200	240	250	275	275
37-40	60	70	120	150	190	225	270	290	325	325

Rate of Exercise

FATIGUE POINT LOSS/HOUR ▶	Weight of Load (lbs)								
	0	0	0	½	½	1	2	3	5
Light	0	0	0	½	½	1	2	3	5
Medium	0	0	½	½	1	1	3	4	6
Hard	½	½	1	1	2	3	5	6	8
Strenuous	2	2	3	3	4	5	6	7	9

AGILITY POINT LOSS IN COMBAT ▶

Weight of Load (lbs.):	0	1	2	3	5	7	9	10	12
0	0	1	2	3	5	7	9	10	12

Weight of Load (lbs.): The weight, in pounds, that a character is carrying, rounded off to the nearest entry on the appropriate Physical Strength row (if the weight is exactly between two entries, use the greater one). The Basic Goods Cost List (81.4) should be used to calculate total weight. **Note:** A mount can carry weight for a character while he is riding. **Max:** The maximum load, in pounds, that a character can carry for a sustained period of time. **Rate of Exercise:** See 82.1. **Agility Points Lost:** The temporary Agility Point loss suffered by a character toting the given weight in combat. Use the procedure in rule 82.5 to use this chart.

[87.8] EXPERIENCE POINT COST CHART

CHARACTER GENERATION		
<i>Characteristic</i>	<i>First Point</i>	<i>Each Extra Point</i>
Fatigue	2500	2500
Endurance	5000	2500
Perception	1000	750
All others	5000	5000
See 87.2		

MAGIC

Whenever a character wishes to achieve the next Rank with a Talent, Spell, or Ritual, multiply that Rank by the Experience Point Multiple of that Talent, Spell, or Ritual. The result is the number of Experience Points to be expended. This total may be modified if the ability to be raised is a *General Knowledge Spell* or *Ritual* and the Adept's MA is *greater than 15*. In that case, for every point above 15, the total EP cost is reduced by 5%; e.g., achieving Rank 3 with a spell whose Experience Point Multiple is 300 by an Adept with an MA of 19 costs $(300 \times 3)=900$; $(900 \times 80\%)=720$ Experience Points. See 87.4.

ADVENTURE											
Spells and rituals described in Consequence (rule 84): See Magic portion of this chart.											
Rank >	0	1	2	3	4	5	6	7	8	9	10
Stealth	0	500	1000	1500	2000	2500	3000	3500	4000	4500	5000
Horsemanship	0	125	250	375	500	625	750	875	1000	1125	1250
See 87.6											

COMBAT

Swords:	0	1	2	3	4	5	6	7	8	9	10
Dagger	25	25	50	100	200	400	700	1500	3000	4000	-
Main-Gauche	50	50	100	200	400	1100	1500	3000	3000	3000	4000
Short-Sword	100	100	200	400	700	1500	3000	-	-	-	-
Falchion	25	25	50	100	200	400	700	1500	3000	-	-
Scimitar	100	100	200	400	700	1500	3000	3000	3000	-	-
Tulwar	100	100	200	400	700	1500	3000	3000	3000	-	-
Rapier	200	200	200	200	200	500	500	2000	4000	4000	3000
Sabre	150	150	200	500	1000	2000	2000	2000	-	-	-
Broadsword	50	50	100	200	400	700	1500	-	-	-	-
Estoc	75	75	150	200	500	1000	2000	4000	4000	3000	-
Hand & a Half	100	100	200	400	500	900	1700	2000	-	-	-
Claymore	50	50	100	200	400	700	1500	1800	-	-	-
2-handed sword	50	50	100	200	400	700	-	-	-	-	-

Hafted Weapons:

Axe, Hand	100	100	200	500	1500	-	-	-	-	-	-
Axe, Battle/Giant	75	75	150	200	500	1000	2000	4000	-	-	-
Axe, Great	150	50	100	200	500	1000	3000	5000	-	-	-
Club, Crude	25	25	50	-	-	-	-	-	-	-	-
Club, Giant/War	25	75	150	300	500	700	-	-	-	-	-
Mace/Giant Mace	50	50	100	200	400	700	-	-	-	-	-
War Hammer	50	50	100	200	400	700	-	-	-	-	-
War Pick	75	75	150	200	500	1000	-	-	-	-	-
Flail	25	25	50	100	200	400	-	-	-	-	-
Morningstar	100	100	200	400	700	1800	-	-	-	-	-
Mattock	50	50	100	200	400	700	-	-	-	-	-
Quarterstaff	75	75	150	200	500	1000	2000	4000	4000	3000	-
Sap	25	75	150	250	-	-	-	-	-	-	-

COMBAT (continued)

Pole Arms:	0	1	2	3	4	5	6	7	8	9	10
Javelin	50	50	100	200	400	800	1400	2000	2000	2000	3000
Spear/Giant Spear	100	100	200	400	700	1800	-	-	-	-	-
Pike	200	200	400	700	1500	3000	-	-	-	-	-
Lance	250	400	700	1000	1700	3500	-	-	-	-	-
Halberd	100	100	200	400	700	1500	-	-	-	-	-
Poleaxe	100	100	200	400	700	1500	-	-	-	-	-
Trident	200	200	400	800	1400	3000	-	-	-	-	-
Glaive/Giant Glaive	50	50	100	200	200	200	500	800	1500	3000	-
Missle Weapons:											
Sling	200	200	400	700	1500	3000	3000	3000	3000	-	-
Short Bow	100	100	200	400	700	1500	3000	3000	3000	-	-
Long Bow/Giant Bow	300	200	500	1000	2000	2000	2000	2000	3000	-	-
Composite Bow	200	200	400	700	1500	3000	3000	3000	3000	-	-
Crossbow	100	100	200	400	800	1000	-	-	-	-	-
Heavy Crossbow	100	100	200	400	800	1000	-	-	-	-	-
Spear Thrower	25	25	50	100	200	400	700	1500	3000	4000	5000
Blowgun	25	25	50	100	200	400	700	1500	3000	4000	5000
Thrown Weapons:											
Throwing Dart	200	100	200	500	1000	2000	2000	2000	2000	2000	2000
Boomerang	100	300	500	1000	1200	1500	1500	1500	-	-	-
Grenado	25	50	75	100	150	-	-	-	-	-	-
Entangling Weapons:											
Net	150	150	300	600	1300	-	-	-	-	-	-
Bola	200	200	400	700	1500	2000	5000	-	-	-	-
Whip	150	150	500	900	1400	2000	3500	4000	5000	5000	6000
Special Weapons:											
Rock	25	25	100	150	200	300	500	-	-	-	-
Cestus	30	40	50	100	200	400	700	1500	3000	6000	-
Garotte	100	200	300	600	-	-	-	-	-	-	-
Shield	25	25	50	100	200	-	-	-	-	-	-
Unarmed Combat:	150	300	450	600	800	900	1500	3000	4000	5000	4000

Note: Some weapons are limited insofar as the Rank which a character may achieve with them is concerned. A "-" indicates that the Rank cannot be achieved with that weapon.

Character Record Abbreviations

AG = Agility (the modified totals for AG and MD should be placed above the slash); **AG MOD** = Agility loss due to armor; **CL** = Weapon class; **DEF** = Defensive percentage (if that percentage includes Shielding, unshielded percentage should be written above the slash); **DM** = Damage modifier; **DU** = Spell duration; **EN** = Endurance; **EXM** = Experience Multiple; **FT** = Fatigue; **HAND** = Which hand is primary; **IV** = Initiative value; **MA** = Magical aptitude; **MD** = Manual dexterity; **MD MOD** = Manual dexterity loss due to shield type; **MR** = Magic resistance; **PB** = Physical Beauty; **PC** = Perception; **%** = Percentage chance to perform skill or spell; **PROT** = Armor protection; **PS** = Physical strength; **RG** = Range of weapon or spell; **RK** = Rank; **SC** = Strike chance; **TMR** = Tactical movement rate; **USE** = Types of combat in which weapon may be used; **WP** = Willpower; **WT** = Weight.

EXPERIENCE POINT COST CHART *(continued)*

SKILL

	Rank										
	0	1	2	3	4	5	6	7	8	9	10
Speak Language ^A	200	75	125	300	550	850	1350	1700	2250	2900	3500
Read & Write Lang. ^A	250	100	150	350	700	950	1500	1850	2500	3200	4000
Alchemist	800	350	1200	2650	4350	6500	8650	11100	12750	14500	17000
Assassin	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100
Astrologer	400	150	500	1150	2050	3100	4400	5900	7500	9400	11500
Beast Master ^C	600	250	750	1700	2900	4200	5750	7550	9500	11700	14100
Courtesan ^{B,D}	250	100	200	500	950	1450	2050	2800	3600	6300	8000
Healer	1000	400	1600	3500	5800	8400	11400	14700	18500	22500	26750
Mechanician	600	250	650	1500	2600	3900	5300	7000	8850	10900	13000
Merchant ^E	300	125	300	850	1400	2200	3400	4200	5300	6800	9500
Military Scientist	300	125	350	950	1500	2350	3100	4150	5400	6750	10000
Navigator	400	150	400	900	1550	2400	3350	4450	5750	7100	10500
Ranger	600	250	800	1650	2750	4100	5650	7350	9300	11400	13250
Spy ^F	500	200	600	1400	2400	3600	5000	6600	8400	10400	12600
Thief ^F	750	300	1050	2350	4000	5750	7900	10250	12900	14850	16000
Troubadour	250	100	200	500	1050	1450	2100	2800	3900	4600	7000

When a character desires to rise in Rank he consults the line appropriate to the skill he has practiced. He then cross-indexes this row with the column for the Rank one above his current Rank. The result is the number of Experience Points, gained through practice of the particular skill needed to rise from the previous Rank to that Rank. This total may be modified by the character's race (see 6) and his condition when he attempts an increase in Rank (see 48).

NOTES:

A. If the character is more proficient at speaking a language than reading & writing in that same language, then the cost to rise in Rank for reading & writing is halved, until the Ranks are equal. The reverse is also true. See 49.2

B. Depending on the character's personal characteristics the courtesan may pay 10% more, or maybe even 10% less, Experience Points to rise in Rank. See 54.1 for an account of the specific conditions.

C. A Beast Master may acquire the ability to train additional types of creatures after he reaches Rank 10 through the expenditure of additional Experience Points. See 53.3

D. Once a Courtesan has reached Rank 10, he may expend 1000 extra Experience Points per ability in order to gain additional abilities within his profession. See 54.2

E. After attaining Rank 10 the merchant may expend additional Experience Points in expanding the list of his areas of expertise. See 59.6

F. If a character is more proficient at thieving than spying, then the cost to rise in Ranks in spying is halved, until the two Ranks are equal. The reverse is also true. See 61.1

G. After attaining Rank 10 it is possible for the Troubadour to add more abilities to his repertoire through the expenditure of 500 extra Experience Points per ability. See 62.1

[83.4] OVERLAND MOVEMENT CHART

RATE OF EXERCISE>

TERRAIN	LIGHT	MEDIUM	HEAVY	STRENUOUS
Cavern	5 / -	10 / -	15 / -	20 / -
Field	15 / 15	25 / 25	30 / 40*	35 / 50*
Marsh ¹	- / -	5 / 5	10 / 10*	15 / 15*
Plain	15 / 15	25 / 25	30 / 40*	40 / 50*
Rough ²	10 / 5	15 / 10	20 / 15*	25 / -
Waste ³	10 / 5	15 / 10	20 / 10*	- / -
Woods ⁴	10 / 5	15 / 10	20 / 15*	25 / -

The number before the slash indicates movement in miles per day on foot; the number following the slash indicates mounted movement (assuming horses). Rates for other animal types must be adjusted by the GM. The day assumes a total of 8 hours marching. Effects of adverse weather must be adjudicated by the GM. Any paths or roads negate the effect of other terrain, and the Plain movement rates are used. (-): Movement type impossible at this exercise rate.

1. Movement rates assume some sort of passable terrain; total swamp is impassable except (sometimes) by canoes.
2. If terrain is mountainous, halve rates on foot and prohibit mounted movement.
3. If terrain is desert, the GM should apply strictures regarding the effects of heat, dehydration, etc.
4. If terrain is deep Woods, halve the movement rates.

* In these exercise rate categories, horses' maximum rates will deteriorate 33% per day. They can travel at these rates for approximately 4 consecutive days and then they will die.

A **DragonQuest** Capsule Adventure

The Camp of Alla-Akabar

Introduction

The Camp of Alla-Akabar is a *Dragon-Quest* adventure to be played in about eight hours by one or two players with one character each. It is designed to be presented as a single adventure, although it can easily be incorporated into an existing campaign.

Before play begins, the GM should read and familiarize himself with the character descriptions and possible situations. *The Camp of Alla-Akabar* relies primarily on the players discerning clues presented to them by the GM during encounters. Further explanation starts in Chapter IV.

II. How to Read the Maps

Two maps are provided with the adventure, one for the overland journey and one for the layout of the camp. Both maps are on hex grids; the scale for the overland map is 1 hex/2 miles, and the scale for the camp is 1 hex/5 feet. **Note:** If the GM wishes to place the adventure on the *Frontiers of Alusia* map, he should use Jungbar (hex 30-098) as the town and Korvin's Wells (hex 43-099) as the oasis. He should adjust all descriptions to fit if he does make this change.

III. Briefing for the Players

After many weeks of travel, the characters arrive in a large coastal town with their resources dangerously low. The characters find an inn and have dinner. After their meal, the bartender starts a conversation with the characters, as they are new faces in town. Explaining their plight and need for employment, they are told of the public notices posted in the town square.

The characters adjourn to the square, where they indeed find notices of openings. Only one draws their interest:

ENTERTAINERS WANTED

Seeking skilled male and/or female entertainers for engagement in small settlement beyond the mountains. Must be willing to travel through rugged

terrain; Prima Donnas need not apply.

See Rory at the Inn of the Daring Damsel between sundown and closing.

A few simple questions around town inform the characters that beyond the mountains lies the desert, where there are reports of marauding tribes of bandits. Few people from the town have any reason to go into the desert, as they rely upon trade arriving in town to supply all their needs.

At the Inn of the Daring Damsel, the characters are led to a back room, where they meet a halfling who introduces himself as Rory. He will ask them their specialties as entertainers as well as request a brief demonstration of their best work.

If sufficiently impressed with the audition, Rory will explain that he is acting as an agent for a travelling band in the desert who is seeking some diversion after completing a long and exhausting trek. He will ask questions about the characters' abilities to handle themselves in tight situations, as there is a chance the audience may become rowdy and downright unruly.

If the characters fill the bill, Rory will take their names, saying they have a good chance. He will answer any questions the characters have about where and for whom they may be employed.

Rory explains, in answer to any questions, that he is the personal manservant for Alla-Akabar, a leader of a tribe of bedouins who have spent the better part of the last year to the north. They rest near these mountains every year around this time; the tribe leaves the town alone, so no one bothers the tribe. Rory is in town to pick up supplies for the camp and find suitable entertainment for the men. Transportation will be provided to and from the camp, and the engagement should be no longer than a week. For these shows, the characters will be paid by Alla 500 Silver Pennies, plus whatever gratuities are thrown from the crowd.

Later that evening, the characters are approached by a man wearing a cape whose face is shadowed by a large hood. He asks if he may sit with them and introduces himself as Xarak. Wondering if they are contemplating taking the employment in the camp of Alla-Akabar, he informs them that — if they are — he has an offer which may be of interest to them.

He is seeking information concerning two women, named Kerona and Shyrila, who were taken by the tribe almost a year ago. He

wishes to know where they may be and what, if anything, has happened to them. He says he does not care how this information is obtained, so long as it is the truth.

He further informs them that he is offering a bonus. He will pay them 300 Gold Shillings each to get the information, and he will add on 200 Gold Shillings more if, in addition to getting the information, they can eliminate Alla-Akabar and bring back some proof that he is dead.

If the characters accept the offer, Xarak will stress that time is of the essence, and the information retrieval and the killing should be accomplished as quickly as possible. Xarak will stay to answer any questions he can (see Chapter IV), and then he will bid the characters good night and good luck.

Later that night, Rory appears and tells the characters they have been hired on as entertainers and will meet them late in the morning by the stables with horses and mules packed for the journey to the camp.

When they meet Rory, they will immediately leave and set out toward the mountains. At the end of that day, they follow a ravine and arrive at the edge of the desert. There the halfling starts transferring the supplies to a number of camels which he tethered there on his way into town. The next morning, after making sure that everyone is clothed properly to guard against the dangers of crossing the desert (see Chapter V), the party sets out across the sands.

After two days of travel, the party enters the camp of Alla-Akabar.

IV. Briefing for the Gamesmaster

The Camp of Alla-Akabar is designed such that at least one character should be able to skillfully entertain the camp. They should not be allowed to fake it without failure. Thus, Troubadour or Courtesan skills are needed, and creative use of Talent Magic would come in handy. An Assassin skill might help in the attempt to kill Alla.

Rory and Xarak were telling the truth as far as they went; in fact, they are working together. Xarak has been waiting for Alla's tribe to make their annual encampment near this town. He waited for word of Rory's arrival in town and approached him about the possibility of an alliance. Rory was open to such an offer, as he is becoming more and more disgusted with the treatment he receives in camp. He was leery of becoming too involved, as Alla has shown qualities of omniscience. Xarak explained how he could keep Rory separate from the scheme by approaching the entertainers after Rory informed him who the most likely candidates were. **Note:** If the GM incorporates this adventure into his campaign, he may have to go through several characters before finding suitable ones.

There are some things, other than his complicity, which Xarak will not discuss with the party. If questioned, he will give a description of the two women (see Chapter VI for details), but he will not reveal that they are really his wife and daughter, who were taken during a raid. He will not tell the party

that his daughter wears an amulet similar to his, as he believes she is not in the camp. The GM should refer to Xarak's description in this Chapter for full details concerning the amulet and Xarak's appearance.

Rory will give the physical details of the camp as he knows them, and he will speak of the people in the camp during the overland trip. Full descriptions of the camp and its inhabitants are covered in Chapters VI and VII.

There are things neither Xarak nor Rory can know which present major obstacles to the party in completing the mission. It is up to the players to piece together the clues obtained through encounters with NPC's. Among these facts are the following:

1. The daughter has become Alla-Akabar's mistress.
2. The daughter is being kept drugged.
3. Alla's bodyguard, Garn, is a hobgoblin who is much more than he appears to be.

There is also a time factor to be considered. Xarak has told the party the deed must be done quickly. While he was discussing the deal with Rory, a bedouin from the camp who had come into town on his own had overheard their plottings. Xarak and Rory managed to capture him and are keeping him alive, trying to get information out of him, but he will not talk. They have decided to proceed with their scheme. At the end of three days, or at the GM's discretion, this captive will have managed to escape and made his way to the camp, arriving early on the morning of the fourth day to reveal Rory's treachery. Xarak will not mention the captive to the party, as he fears this would cause them to think again about his proposal and turn it down.

Xarak is in his mid-forties. He is very mysterious, because he wishes to maintain a low profile for fear of repercussions from his revenge. He is not trained as a fighter, although he has gotten some instruction in the use of a dagger, so he will under no circumstances accompany the party. He is obsessed with gaining what he feels is his rightful revenge, but he places finding his wife and daughter even higher. Xarak's physical characteristics are:

PS: 12 **MD:** 13 **AG:** 11 **MA:** 6
PB: 10 **EN:** 14 **FT:** 18 **WP:** 22
PC: 13

Xarak has no magical abilities, and he is Vernal-stars aspected. He is a Rank 10 Merchant and a Rank 5 Mechanician. He speaks Common and Elvish at Rank 8, and reads and writes Common at Rank 8. He carries a dagger concealed in his cloak and can use it at Rank 5.

Xarak's hair and beard are grey with white at the temples. His left cheek is scarred and shows no sign of ever receiving the care of a Healer. His face has become a permanent mask of grimness and resolution. His eyes are always watchful and slightly glazed with obsession.

Xarak's description should only be given by the GM if the players are inquisitive and ask for it. If they do, the GM should include that Xarak is wearing an amulet with a stylized design of a bird in flight. It is an inch

and a half in diameter and shows a high quality of workmanship.

Xarak spent many years building up a profitable system of trade routes and amassing a sizeable fortune. He met Korena during one of his journeys and they were soon wed. Shyrila, their daughter, was the pride of Xarak, and he loves her dearly. He had taken her and Korena on one of his trading journeys when she turned 16 as he believed she should begin learning about the world. It was during that trip that his caravan was attacked by Alla's men and his wife and daughter abducted.

Xarak survived the attack, just barely, and was left for dead until found by some peaceful nomads. Since then, he has traveled in hope of uncovering news of his family's fate, until it became obvious there was only one place to find out...in the camp of Alla-Akabar. Realizing he lacked the proper training to execute such a mission, he began to formulate plans.

Xarak will stay in town until the party returns or he receives word that Alla is dead or is searching for the man behind the plot to assassinate him.

If Xarak's daughter is returned to him in good health, he will lavish a reward of an additional 500 Gold Shillings on the party.

V. The Desert

It is important to retain the flavor of the desert nomadic life throughout the adventure. This should begin when the party transfers their supplies to the camels in the mountain camp. If one of the characters is a Ranger specializing in Waste, the GM must decide how aware of survival techniques in the desert he is.

Travel in the desert with a horse is impossible, as the beasts will become exhausted and die trying to make it through the soft sand. By the same token, characters will find walking through the desert with the aid of a specialized Ranger will fall into the Medium Exercise range on the Fatigue and Encumbrance Table. Without the specialized Ranger, walking falls into the Heavy Exercise range. This fatigue loss applies only if the characters have taken some precautions against dehydration and exposure (wrapping themselves in burnouses or some sort of flowing robe-like garments). If the characters must make a hasty exit without such precautions, they will lose one Endurance Point for every day exposed, in addition to the fatigue loss. The GM should give some indication of these consequences during the adventure, as the party's escape should be planned or else they may die on their way back.

There is a further loss of 1/2 Endurance Point per 4-hour period if the party fails to take water into the desert. Also, wearing any armor other than Cloth will result in another loss of 1/2 Endurance Point per day, multiplied by the armor's weight factor.

The GM should consult the Overland Encounter Table (VII) for the possibility of sandstorms and their effect upon the party if they are caught in one.

If members of the party have lost half their original Endurance, there is a 50%

chance per day that hallucinations will set in, or they may start to wander aimlessly.

VI. Description of Non-Player Characters

1. ALLA-AKABAR

Somewhere in his thirties, the charismatic and handsome (Omar Sharif is a good role model) Alla-Akabar leads his band of 45 bedouins in a life of prosperous pillaging and looting. He is always charming, and his men are fiercely loyal to him, ready to eliminate any who pose a threat to him. Alla is Sun aspected, and his physical characteristics are:

PS: 17 **MD:** 18 **AG:** 14 **MA:** 6
PB: 21 **EN:** 14 **FT:** 22 **WP:** 19
PC: 15

Alla is a Rank 10 Military Scientist, a Rank 6 Ranger (specializing in Waste), a Rank 5 Healer, Rank 2 Thief, Rank 3 Courtesan, and a Rank 10 Beastmaster specializing in Great Land Mammals, Humanoids, and Lizards. He uses a Scimitar and a Dagger at Rank 7. In camp, he rarely goes about armed, relying on his men's loyalty and the protection of Garn. He can speak, read, and write Common and Bedouin at Rank 8, and speak Hobgoblin at Rank 5.

Alla has become almost a demi-god to his men. He treats them fairly when it comes to dividing treasure and captive women. His men have prospered under his command. The bedouins have stayed with him for a long time, and some have come back on a regular basis, as they respect and revere him as a leader.

Alla continuously amazes his men by anticipating their wishes. If a man expresses fear, Alla is soon there to comfort him without anyone reporting the circumstances. Other examples of past behavior include...

...A man who received word that his family was being thrown out of their home for non-payment of rent was presented with a fine gem from Alla's own coffers and aided in returning to his home. The man and the camp were awestruck by this unrequested generosity.

...Several times overly greedy bedouins plotted to steal from the general fund. Before any of their plans came to light, Alla had them whipped, claiming their evil intent was known to him, and he knew they had to be punished.

...The few times plots have been hatched to assassinate Alla, he always seemed to know about them even as the ideas formed. He has dealt with these types most firmly.

Alla, while a brilliant tactician and awesome warrior, does tend to flamboyance. He enjoys the adoration of his men and cultivates it. He views each man as a part of his own family, to be treated with kindness and tolerance. Outsiders are another matter. Alla, while he may only punish members of the tribe, will swiftly execute visitors who break rules or try to bring ill to his men.

He does have one weakness, though: Alla is quite a ladies' man. Female visitors to the camp will find themselves the object of his attentions if they are fairly pretty. Alla has always had first choice of female captives and his men acknowledge this right. This situation does not please Alla's wife, but it never seems to bother his mistress.

There is a very definite reason for Alla's omniscient, mystical powers: Garn.

2. GARN

Visitors to the camp, when introduced to Alla, will not help but notice the rather large individual who usually accompanies Alla: his bodyguard, Garn.

Garn is a hobgoblin who usually dresses in little more than pants. He is often seen wandering aimlessly about the camp carrying his war club or whip. The bedouins do not socialize with Garn for several reasons. One is that Garn is physically intimidating, being slightly more than seven feet tall and rather imposingly muscled, covered with coarse dark hair. Also, Garn doles out punishment when Alla calls for it. He may flog, burn, or flay the offender and do all this before hanging him out to dry in the sun. The third reason they do not communicate is that Garn does not speak and seems to understand only Hobgoblin.

Alla speaks fluent Hobgoblin, so he can issue orders to Garn, and in public Garn "speaks" only to Alla through use of a sign language. Because of Garn's apparent ignorance, the bedouins have no fear about vocally taunting him or speaking freely while he is around. But they never stop Garn when he sticks his head through the opening to their tents or helps himself to a piece of fruit or food anywhere he finds it. Garn's physical characteristics are:

PS: 21 MD: 16 AG: 15 MA: 20

PB: 6 EN: 16 FT: 23 WP: 12

PC: 14

NA: Hide absorbs 2 Damage Points.

Garn is Death aspected, uses his War Club at Rank 4, his Scimitar at Rank 5, his Whip at Rank 10, and both his Garrote and Spear at Rank 3. He is also a Rank 5 Assassin, Rank 7 Ranger (specializing in Waste), and has Rank 5 with Stealth.

In truth, Garn is neither mute nor stupid. He is in fact a very practiced Adept of the College of Necromantic Conjurations and has the following spells and ranks (Spell Code/Rank Achieved): T-1/6; G-1/6; G-3/5; G-6/3; G-7/10; G-9/3; G-10/10; Q-1/1; S-1/4. He also speaks, reads, and writes Hobgoblin, Common, and Bedouin at Rank 9.

Garn's potential was recognized early by a powerful mage of the College of Necromantic Conjurations who took in the young hobgoblin as a protege. Garn learned quickly and decided to seek his fortune in the civilized world. Although Garn entered town well dressed and obviously cultured, the townspeople reacted to him as to a monster and fell upon him. After resoundingly beating Garn, they dragged him down to the river and threw him unceremoniously in.

This entire episode was witnessed by a much younger Alla-Akabar, who was at the

time a third-rate cutpurse. He did not share the people's revulsion to Garn and, after they dispersed, dove in to rescue the hobgoblin. Garn listened to Alla's proposal: separately they were ineffectual, but if they worked together they could become a potent force. Garn considered the words carefully and finally decided to throw in his lot with Alla, who soon formed his band.

Garn's meanderings through the camp are responsible for Alla's omniscience. Since the men speak freely when he is about, he is in a perfect position to eavesdrop. He reports everything to Alla, who acts upon the information he thus obtains.

Garn is often frustrated having to play the hulking brute, as he gets no intelligent conversation from anyone but Alla. He spends his nights in the tent next to Alla's practicing his spells and rituals after making sure no one is about. He accepts Alla's pendants for lavish loving and winsome women, but warns Alla they will prove his undoing.

If the party decides to test Garn and manages to surprise him, there is a chance he will utter some simple words if he fails to roll under 4 x his Perception.

3. ALLA'S MISTRESS

Alla is rarely seen about the camp without the company of his young mistress. She is a lovely young thing with tanned skin and light blonde hair, who spends most of her day lounging about the tent or just outside or hanging onto Alla's arms. She is always displaying her devotion to Alla and her love for him is obvious. She wears houri garb of silks and some bracelets, rings, and other jewelry. If the party checks out the jewelry, they will find it to be first class work, especially her amulet — one and a half inches in diameter, featuring a stylized design of a bird in flight. She is never referred to by name, just as "Alla's Woman," or by Alla as his "Little Flower," or "Star of the Desert." The Mistress' physical characteristics are:

PS: 12 MD: 18 AG: 20 MA: 8

PB: 21 EN: 10 FT: 14 WP: 11

PC: 6

Sun aspected, she can read, write, and speak Common at Rank 8 and speaks Bedouin at Rank 4. She is also a Rank 2 Merchant and Rank 6 Courtesan. She can use a Dagger at Rank 3.

The mistress is Shyrila, Xarak's daughter, who is being kept drugged by tranquilizers and love potions. If spoken with, she will appear to be an air-head with brief moments of lucidity. While under the influence of the potions, she is devoted to Alla and will fight rather than leave his side. Twenty-four hours after the last dosage she will regain her common sense and identity. She will become shocked at the state of her clothes and the amount of make-up she is wearing and may blame whoever is around unless calmed down and acquainted with the facts. She will be very eager to rejoin her father, whom she thought dead. It would be inadvisable at this point to remind Shyrila that, for the past year, she has been the sexual plaything of a man with a lot of imagination.

The party will not immediately recognize her from Xarak's description. If asked to describe the woman he is looking for, Xarak will describe the younger woman as a fresh-faced young girl with medium-brown hair, inquisitive eyes, and a ready smile. She now has her hair bleached and, at Alla's command, overdoes her make-up and underdoes her clothing.

Korena, when last seen, had dark brown hair, with a good figure and a Physical Beauty of 19. She was in her late thirties when abducted; it is up to the GM to decide what has become of her.

4. DELIAN

The presence of Shyrila is a major source of annoyance to Alla's wife, Delian. She is still quite beautiful but, in Alla's estimation, getting on in years (she just passed 25). Desperately in love with her husband, she is biding her time until he tires of his current fling, as he always does. But this affair has gone on longer than the previous ones, and she is growing increasingly perturbed. Delian's physical characteristics are:

PS: 13 MD: 15 AG: 18 MA: 5

PB: 20 EN: 12 FT: 20 WP: 14

PC: 10

Sun aspected, she speaks Common and Bedouin at Rank 8 and is a Rank 7 Courtesan. She is also Rank 4 with a dagger (which she is not at all hesitant to use), kept in her section of Alla's tent under her pillow.

Delian knows about when the mistress arrived, but she does not know her real name. Delian does remember how the girl looked at first and the fact her hair has been bleached. She also remembers at first the girl would put up a fight, but "Alla must have won her over."

Her dislike of the girl is pronounced, and she will be amenable to a plot to kidnap the girl, but will immediately report to Alla any inkling she has as to a plot to hurt him. By doing this, she feels she will prove her worth to Alla. Occasionally out of sheer loneliness, Delian takes a lover. If Alla hears of anyone mistreating Delian, he will kill the person responsible.

Delian believes what everyone believes about Garn, so the players will gain no new insights here.

5. RORY

There are seven halfling servants working in the camp at any one time. These halflings have average characteristics and may be created as the GM needs them. The one exception is Rory.

Rory is Alla's personal servant and acts as major domo for the rest of the servants. He has served Alla for a number of years, hoping by providing excellent service that Alla may one day set him free. He lays out Alla's clothes after he has cleaned them, cooks all of Alla's personal meals, and keeps Alla's headquarters neat. Rory's physical characteristics are:

PS: 9 MD: 17 AG: 14 MA: 5

PB: 15 EN: 15 FT: 15 WP: 20

PC: 16

Rory has no special skills or talents, nor does he have Rank with any weapons, as he was taken during a raid on a settlement of halflings and pressed into service. He does speak Common at Rank 8 and Bedouin at Rank 5, and is Moon aspected.

Rory has been biding his time hoping to be released, but has become disillusioned. Because Rory knows if the party's purpose is discovered he will be punished, he agreed to Xarak's deal only after Xarak planned to approach the party separately. To make sure no suspicion falls on him, Rory will not allow the party to use his food to poison Alla and, while he will talk to the party, he will not help them in the execution of their assignment.

Rory is more nervous since returning from town, as he wonders if Xarak can hold the captured bedouin until the deed is done. Upon arriving back in camp, Rory will be surreptitiously preparing to escape when the party has killed Alla or under the cover of any disturbance. He will try to make sure of what happens so he can report to Xarak.

Rory knows when Shyrila arrived, but does not know her name or how she is being kept. He did not associate the painted hussy with the virginal girl Xarak described. He knows of Delian's growing hatred for the girl and the general happenings around camp. He does not know about Garn.

6. TALAN

When Alla realized he would need a constant supply of potions to keep Shyrila interested, he decided he needed a skilled alchemist. Until then, he needed potions only to eliminate enemies and quiet his slaves. He found Talan in a city to the northwest, glutted with alchemists. Talan was open to the proposal despite Alla's reputation, simply because he was and is too busy working on his magic and mixtures to care much about what goes on around him. If engaged in conversation, he will talk shop, but will become bored and cut short any conversation on other subjects. Once he begins talking about alchemy, he may (60% chance) talk about the potions he supplies for Alla's mistress. Talan's physical characteristics are:

PS: 9 MD: 12 AG: 13 MA: 23
PB: 12 EN: 12 FT: 16 WP: 21
PC: 12

Talan is also an Adept of the College of the Sorceries of the Mind and has achieved the following Ranks (Spell Code/Rank Achieved): T-1/3; T-2/5; T-3/4; G-1/2; G-2/2; G-5/8; G-7/9; Q-1/4. He can read, write, and speak Common at Rank 9 and speaks Bedouin at Rank 4. He is a Rank 8 Alchemist (specializing in potions and medicines), Rank 3 Healer, and Rank 2 Astrologer. If Alla is uncertain before a raid, he will go to Talan to get a feeling of how the skirmish will go. He also possesses Rank 2 with a Dagger, but is certainly no fighter and would more than likely be oblivious to a major invasion. He is Sun aspected.

Talan provides a combination of potions: Control Person, Binding Will, and love philtres of various descriptions. All these are provided for Alla's use. A more complete listing of the ingredients can be found in the description of his tent in Chapter VII.

If asked about Alla's omniscience, he will relate how he has oftentimes gone to Alla suggesting they make a potion using this talent, but Alla has always refused.

7. THE BEDOUINS

There are 45 to 50 men in the camp. They are pleased with their latest haul, but are waiting for Alla to arrange to have a fantastic piece of jewelery sold so the proceeds may be divided. They are loyal to Alla and will follow him blindly. Average characteristics for the bedouins are:

PS: 21 MD: 18 AG: 15 MA: 7
PB: 12 EN: 16 FT: 24 WP: 15
PC: 10

All bedouins will have Rank 1 to 3 with Scimitar, Spear, and/or Bolo. They speak Bedouin at Rank 8 in addition to their 20% chance for speaking Common at Ranks 1 to 5. Among them, they will have some Beastmaster skills (Ranks 1 to 5), Ranger skills (Ranks 1 to 4), Thief and/or Spy skills (Ranks 1 to 5). The lieutenants will have slightly higher characteristics and Ranks than the rest of the men have.

The bedouins will wear no armor in camp except when on guard duty over the treasure or slaves or when going into battle. Even then they wear only leather armor lest they start roasting in the desert heat. Suggested encounters for the bedouins can be found in Chapter VII describing the camp.

If asked about the two women, there will be a 12% chance the bedouin asked will remember Alla pulling a girl out of the slave pen, but will not be sure at all what happened to her. If the bedouins are asked what happens to captured women in general, they will state most are sold at slave auctions. There is a 23% chance they will tell the characters Alla keeps a record of slave transactions in with his maps and plans in his quarters. Given a detailed description of Shyrila and Korena, there is an 18% chance they will be remembered as the girl who is now Alla's mistress and an older woman who may have been a close friend or relation.

8. THE SLAVES

The bandits have taken prisoners on their raids and are preparing to sell them at the marketplace.

If the party decides to try to gain information or assistance from the slaves, it should be noted while they have skills, their depleted condition and lack of upkeep in these skills will make their effectiveness very low. They know nothing about Korena and Shyrila. If called upon to help with the entertainment, they will be too weak, thin, and ineffectual to make a difference.

If the party tries to enlist the slaves' help in a revolt, they will find no allies in the pen. If freed, the slaves will just break into a mad rush to get away from the camp (this will provide a diversion, if that is what the characters want).

VII. The Camp

9. BACKGROUND

At the end of each year's raids, the bedouins look forward to returning to the

oasis which they have made their safe haven. While at the oasis, they relax and celebrate. The highlight of this respite is always the entertainment Alla provides for his men.

The men will be eager and friendly with the entertainers, as they are hoping for an exciting evening. If a female is included in the party, word will rapidly spread through camp, bringing every bedouin to see how pretty she is. But male entertainers will also be welcomed, as the bedouins enjoy acrobats and jugglers.

The tribe's reaction to the entertainment will depend heavily on the type being presented. If the entertainers depend upon the spoken word (ballad singing, anecdotes, etc.), most of the tribe will not understand Common and will not be amused. Non-verbal forms (talent magic, acrobatics, mime, dancing, etc.) must be judged separately by the GM based on his estimation of the act's effectiveness. If the entertainers are not sufficient, Alla will pay them off after the first night and see that they get back to town.

All entertainment, punishment, and proclamations are presented to the men in the open area in the center of the tents. At night, two large bonfires are maintained in this area as indicated.

10. ALLA'S TENT

The camp consists of 15 circular tents, each approximately 15 feet in diameter. Upon their arrival, the party will be escorted to the largest of these tents (Tent 1), where they will be greeted by Alla (accompanied by his mistress), his lieutenants, Delian, and Garn. This meeting will be held in section C of the tent, where Alla conducts all his professional business. Section A is where Alla's mistress sleeps, and he spends most of his nights there. Delian sleeps in section B, dreaming of the day when Alla tires of the young girl.

Alla's tent is strewn with large pillows and cushions, which are used as chairs. Two short tables are in evidence, set with bowls of fruits or other delicacies in the manner of a buffet. Hanging lamps illuminate the entire area. In section A, there is a medium chest containing Alla's maps of the desert, plans for future raids, and records of the tribe's transactions.

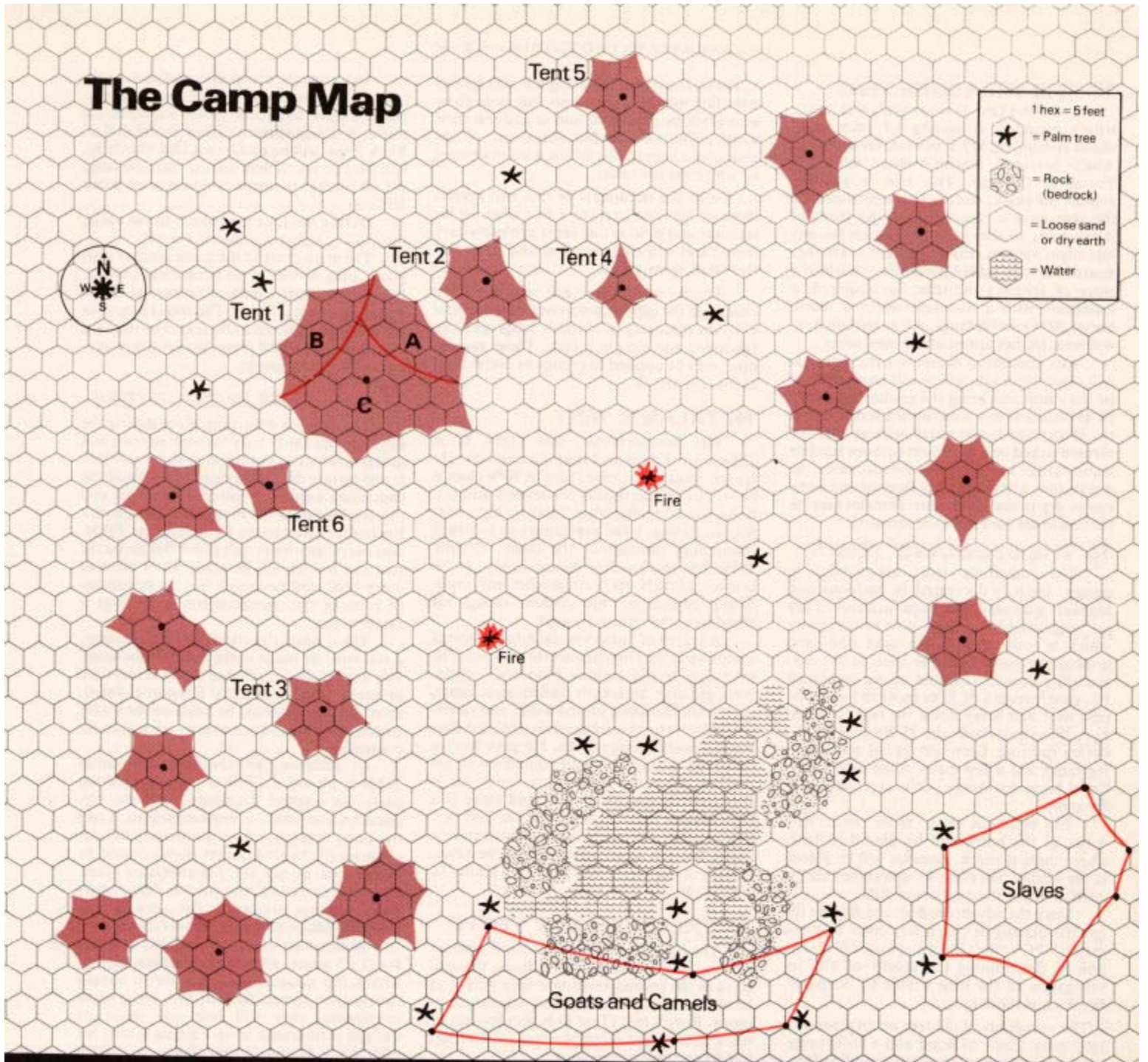
11. GARN'S TENT

Next to Alla's tent are Garn's quarters (Tent 2), which he occupies alone. The two tents appear to be separate, but there are concealed slits in both tents allowing access to one from the other. Garn and Alla often meet late at night to discuss strategy and the state of the camp. Alla makes sure the mistress is asleep by using potions.

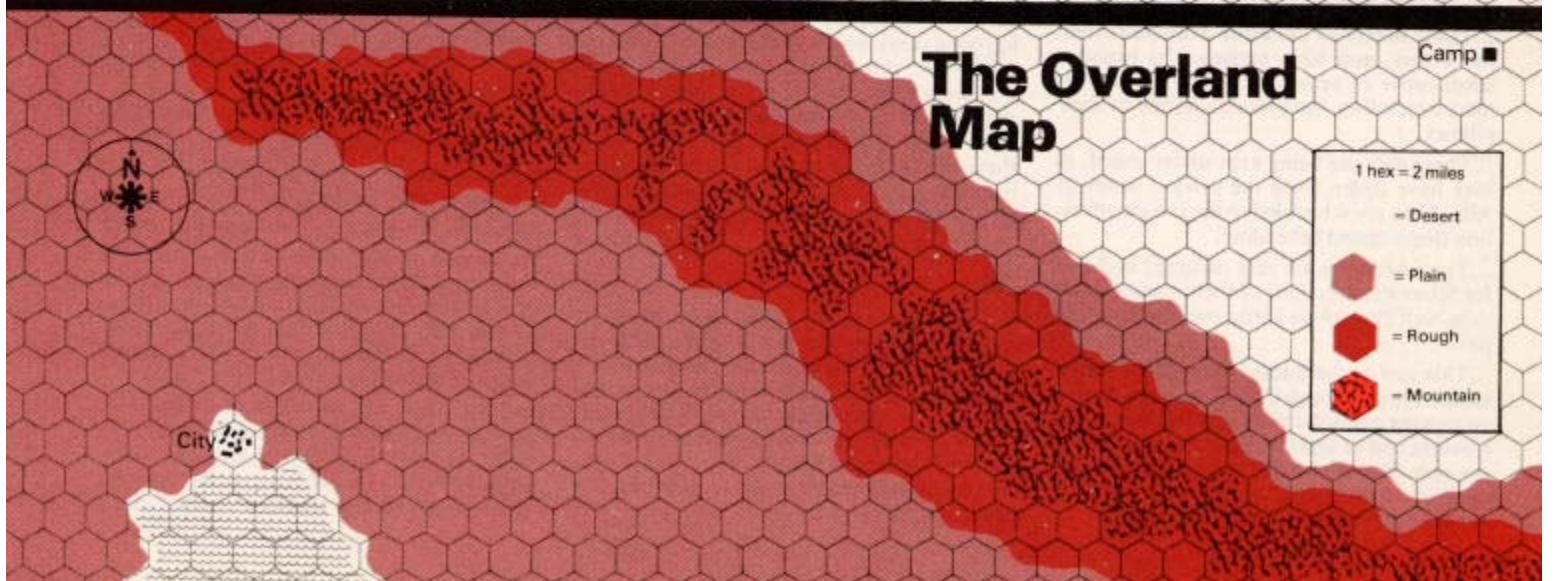
Garn's tent is rather spartan compared with the rest of the camp. Garn owns a war club, whip, gilded scimitar, and dagger. Garn is very alert to strange sounds coming from Alla's tent, and the slightest suspicion will bring him padding silently through the slits to investigate after grabbing his whip and scimitar.

If Garn happens upon intruders in Alla's quarters, he will first attack with the whip, then with the scimitar. If there is more than one intruder, Garn will use his spells to confuse them and then attack.

The Camp Map



The Overland Map



12. THE TREASURE TENT

In a tent (Tent 3) near Alla's will be the tribe's treasure, consisting of four small chests containing 513 Truesilver Guineas and Alla's personal treasure chest with 279 Truesilver Guineas. This tent is guarded around the clock, and the two guards outside the tent have a clear view of the front of Alla's tent, so they may also watch for any late night visitors. Inside the tent is another guard. He is an added precaution to watch a piece of jewelry the tribe has acquired, a medallion with a diamond set in it worth about 200 Gold Shillings. All guards on duty will wear leather armor under their robes.

Any attempt to overpower these guards will result in shouts which will rouse the rest of the camp and bring the unchecked wrath of 45 bedouins down on the heads of the party. If captured, the party will at best be thrown naked into the desert without food or water after having been blindfolded. At worst, they will be publicly flogged and hung out to dry in the desert sun. Females may be thrown to the men and then tortured.

13. THE BEDOUNS' TENTS

The remaining tents are similar in design. Each is decorated in cushions and blankets with very little hard furniture. They are supported by a single pole in the center which is embedded in the sand (the sand around the oasis is firmer than in the surrounding desert). It would take a combined Physical Strength of 30 or more to knock the post over and bring down the tent. In addition, these poles will take 25 Damage Points before splitting. Each tent has its own hanging lamp and a few botas filled with water. Other botas are hung at various points about the camp.

The bedouins share these tents. Any males in the party will be placed in tents where there is room. Females will be placed in the smaller tent (Tent 4), unless they are invited to stay in the quarters of Alla.

Since the adventure does not require the specific placing of characters other than the major NPC's, the GM should use his discretion in determining the results of any investigation of the tribe's tents by the party. Some suggestions are...

...The occupants of the tent are of a particularly lusty frame of mind and a trifle impatient for the women Alla will be sending for.

...These bedouins are more avaricious than the others, and have managed to hoard a small cache of gems (worth 500 Silver Pennies) which they have hidden in one of their pillows.

...These men are being kept under guard, as they have stolen from the private stores of Alla. They are scheduled to die at a combination flogging and beheading.

...These bedouins are very occupied in dicing for Silver Pennies. One of them speaks Common well enough to invite the characters to join.

...This tent is the quarters for Alla's lieutenants. They all speak Common to one degree or another and will tell of past raids and great treasure and of their allegiance to Alla. They are very respectful when speaking to Delian, and one of them may be carrying a torch for her or, indeed, may be her current lover.

...These men are initiating an intramural wrestling match in the camp. All male characters will be invited to join in and test their mettle. The GM should make one of the bedouins a very strong fellow who challenges all who enter the camp.

...One of the occupants of this tent spends most of his time keeping a fine edge on his scimitar and bolo skills. He is probably very manic and will challenge any and all to test their skill against him.

These encounters are suggested to challenge the players' survival instincts and keep the discovery of Xarak's daughter from becoming too simple a task. These suggestions may be applied to groups or individuals as the GM sees fit.

14. TALAN'S TENT

The northernmost tent (Tent 5) is Talan's workshop and sleeping quarters. He spends most of his time there (a 90% chance he will be in) perfecting his serums and potions. Occasionally, when Talan makes a mistake in mixing, a flat explosion can be heard resounding throughout the camp. Usually Talan has managed to escape injury, so he brushes himself off, extinguishes any smoldering embers on his clothes, shrugs his shoulders, and returns to work.

A search of Talan's workshop will reveal a wide variety of ingredients for potions. The inventory would include bloodroot, cyclamen, ginseng, amaranth, belladonna, caper, coriander, earthnut, jimson weed, and valerian. Talan's stores were severely depleted during the past raiding season. He gave Rory a shopping list of herbs and equipment to get for him when Rory went into town. He is very anxious for his return, and there is a 75% chance that Talan will be the first person to greet the party when they arrive in camp. He can be seen every night, however, making a delivery sometime after dinner to Alla's tent.

15. THE SERVANTS' TENTS

The halving servants bed down wherever there happens to be room. Rory, though, stays in the second small tent near Alla's, as he must be ready to answer his master's summons. Rory's tent (Tent 6) is very sparse; he has a bedroll and a few changes of clothing, but no personal possessions.

Since returning to camp, however, Rory has been sneaking food into his tent (containers of rice, dried meat, some fruit) as he is preparing to leave when and if the party kills Alla. If the party manages to sneak up to Rory's tent at night, there is a 20% chance they will find him preparing a small travelling bag. Rory is not overly brave, and he will tell all when threatened with pain or death.

16. OUTSIDE AREAS

On the far side of the oasis, probably downwind from the rest of the camp, are kept the goats, sheep, camels, and slaves.

Two guards watch over the slaves, but they are not worried about a possible escape, as the slaves are too weak and are chained together. The guard has the keys. The chains are anchored to posts which encircle the slave pen.

The animals are docile and not easily scared. The camels are recalcitrant, bad tempered beasts requiring much prodding to move. A character with a Beastmaster skill of Rank 2 specializing in Great Land Mammals will have little problem getting them moving; for all others, the proposition is a bit more difficult.

During the time the tribe is in the oasis, they will be eating comparatively well.

The main drink in the camp is water with goat's milk served as an occasional change. Usually the goat's milk is fermented down and turned into a liquor. The men know Alla has some good wines in his tent, but they are not allowed to touch them, as they are reserved for his special guests.

17. RANDOM ENCOUNTERS

The camp is a bustling place during the day, remains fairly busy through supper, and quiets down after the entertainment at night. It will be rare during daylight that wandering characters would not run into someone, and this is reflected in the Frequency and Chance Encounter given in the Camp Danger Table. Not every encounter will prove dangerous (a reaction roll should be made upon meeting every NPC and bedouin), but the possibility of running into someone (or something) is rather high.

Thus, while the characters are in camp, a roll must be made at the appropriate intervals and, if the percentage rolled is less than or equal to the Chance of Encounter listed, an additional roll must be made on the Camp Encounter Table to see who or what was encountered.

In addition, an Overland Encounter Table is provided. This is for use once the party has reached the desert, with the frequencies and time intervals explained. Until the party has arrived at the desert, the encounters (if the GM desires them) should be determined as per the *DragonQuest* rules. There are two encounters on the desert chart which are not covered in the rules as they stand: Sandstorms and the Sand Golem.

Sandstorms come up suddenly and last for D + 5 hours, with winds reaching 30mph. Characters caught in such a storm should find shelter immediately. If they insist upon continuing, they will lose one point of Fatigue (Endurance when Fatigue is lost) for each hour in the storm. There is a 90% chance that a party walking through a sandstorm will head off in a random direction unless there is a Ranger specializing in Waste among them.

The most fearsome danger facing the party is the legendary Sand Golem.

Sand Golem

NATURAL HABITAT: Desert

FREQUENCY: Very Rare NUMBER: 1 (Unique)

DESCRIPTION: Sand Golems are humanoid in shape and composed entirely of sand, with eyes of gleaming obsidian. They stand 10 to 15 feet tall. A small amount of sand continuously falls from their body like water off a man emerging from the sea.

TALENTS, SKILLS, AND MAGIC: Sand Golems can swim through sand as humans move through water. When a Sand Golem is in this state, only the black eyes can be seen, but they are often mistaken for ordinary stones. Sand

Golems have no magical abilities or skills. They can be harmed by any weapons except Class C, which do no damage. Because the Golem is composed of shifting sands, its structure gives it an effective natural armor.

MOVEMENT RATES: Running: 300
Sandswimming: 200

PS: 23-30 **MD:** 0 **AG:** 10-14 **MA:** 0
PB: 6-10 **EN:** 13-17 **FT:** 21-24 **WP:** 10-12
PC: 6-10 **TMR:** 6/4

NA: 4 DP due to composition

WEAPONS: Sand Golems use no weapons. They can attack with both fists without penalty at a Base Chance of 50%, doing D+2 damage. When the Golem is standing on sand, it can extend its arm to attack into an area two hexes beyond its own.

COMMENTS: No one is sure where Sand Golems came from; perhaps they resulted from a failed experiment by an Adept of Shaping Magics. They are very aggressive and will attack a party of up to seven beings. A Sand Golem's life is known to depend upon its keeping contact with the sand, as that is how it replenishes itself. The Sand Golem must be in contact with a large area of sand to extend its arm in attack. Rarely does a Sand Golem travel out of the desert, as when it loses contact with sand it loses one Endurance point per pulse until it crumbles. Damage done to a Sand Golem when it is not in contact with sand is not absorbed by the creature's NA.

VIII. Assassination

Should the party attempt to murder Alla in his sleep, it will be necessary for them to steal into his sleeping chamber. During playtesting, some inconsistencies presented themselves involving such actions. We suggest that, if the party fails their stealth roll, another roll be made based on 3×Alla's Perception to awaken him.

Should a character manage to creep up on a sleeping Alla, then Alla should get a roll based on 4×his Perception. In either case, the Tactical Stage begins when Alla has awakened. If he does not wake up, the party should have no difficulty in simply cutting his throat, so long as Alla is alone. If Alla is sleeping with someone, they should get similar Perception rolls. Even the slightest untoward noise, however, will bring Garn to investigate.

IX. Final Notes

The Camp of Alla-Akabar is intended to be as complete as possible to save the GM unnecessary labor. Naturally, the GM will have to use discretion and imagination at certain points, as everything the players might wish to know could not have been covered. The NPC's have been given fairly complete backgrounds in order for the GM to incorporate them into his own campaign beyond the completion of the adventure.

It is also suggested that the GM make some minor alterations in the maps and encounter descriptions to prevent players who also have copies of the adventure from becoming too overconfident. This situation

should be treated as a guide for the GM, not as a rigid and restrictive scenario.

In playtesting, Garn always managed to survive since most players were so surprised to find him a far more dangerous adversary than they expected that they would quickly flee after physically confronting him. This proved interesting later in the campaign for Garn sometimes would find his way to a city where those characters happened to reside. Upon meeting Garn, the characters expected to have to fight him, feeling sure he was there to exact revenge. On the contrary, he eloquently thanked them for killing off a man who had grown far too soft and weak to be useful. Alla's death had allowed Garn to take control of the band, and he and the bedouins were much the happier for it. Garn's leadership proved more efficient (since he wasn't spending all his time in bed with a mistress) and everyone's wealth rose dramatically.

It should be pointed out that the relationship between Alla and Garn should be well considered by the GM before the adventure begins, as any hesitation on Garn's part to come to the aid of Alla would swing the advantage clearly in the party's favor in terms of accomplishing the assassination. Most player reaction to the adventure indicated that this adventure, more than most, required accurate acting by the GM of the NPC's since most of the information the players will be able to obtain will come through conversation with those individuals.

Finally, the intent of the design was that the camp and the whole adventure should have an air of mystery associated with Arabian intrigue. The GM should strive to emphasize this feeling, and some have gone so far as to play the soundtrack to *Lawrence of Arabia* or Rimsky-Korsakov's *Scheherazade* during play, both of which helped set the right mood.

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Camp Danger Table

TIME	FREQUENCY	CHANCE OF ENCOUNTER
Daytime	every ¼ hour	95%
Evening	every ¼ hour	75%
Night	every ½ hour	50%

Overland Encounter Table

Before the party reaches the desert, the GM should determine any random encounters using the Encounter Tables in *DragonQuest*. Once the desert is reached, use the following table. Check every 12 hours, with a 20% encounter chance.

01-10	D + 3 Dingos
11-20	D Buzzards
21-35	+ 6 Scorpions
36-50	+ 2 Tarantulas
51-60	D - 2 Camels
61-75	D + 2 Humans (with camels)
76-95	Sandstorm
96-00	Sand Golem

CAMP ENCOUNTER TABLE

DICE	DAYTIME	EVENING	NIGHT
01-20	Garn	Garn	Garn and Alla
21-30	Rory	Rory	Rory
31-35	Talan	Rory and Alla	Talan
36-37	Shyrila	Shyrila	D Scorpions
38-40	Alla	Alla	D + 2 Tarantulas
41-45	Delian	Delian	Garn
46-50	D - 5 Servants	D - 7 Servants	D - 8 Servants
51-65	D Bedouins	D + 2 Bedouins	D - 5 Bedouins
66-75	D - 3 Bedouins	D Bedouins	D - 7 Bedouins
76-95	D - 7 Bedouins	D - 3 Bedouins	D - 8 Bedouins
96	Scorpion	Talan	Shyrila
97	Asp	Alla	Delian
98	Tarantula	D - 2 Scorpions	Alla
99	Black Widow Spider	D - 5 Tarantulas	Asp
00	Escaped Slave	Asp	Escaped Slave

Being: A number of the given persons or beings appear equal to a roll on D10 modified by the number given. Modified rolls of zero or less are treated as 1.

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CONTENTS

I. Introduction First Book: Character Generation, Combat

II. How to Play the Game

1. General Course of Events
2. Requirements for Play

III. Game Terms

IV. Character Generation

3. Description of Characteristics
4. Effects of Characteristics
5. Characteristic Generation
6. Birthrights
7. Aspects
8. Heritage

V. Combat

9. Combat Terminology
10. Combat Equipment
11. Preparation for Combat
12. Combat Sequence
13. Actions of Engaged Figures
14. Actions of Non-Engaged Figures
15. Action Choice Restrictions
16. Attacking
17. Resolving Attempted Attacks
18. Damage
19. The Effects of Damage
20. Weapons
21. Unarmed Combat
22. Multi-Hex Monsters
23. Mounted Combat
24. Infection

Second Book: Magic

VI. Magic

25. Definition of Magical Terms
26. How Magic Works
27. How to Cast Spells
28. The Effects of Spells
29. Restrictions on Magic
30. Backfire from Spells and Rituals
31. Counterspells and Resisting Spells
32. Special Magical Preparations
33. Incorporating Magic into Combat
34. The Colleges of Magic
35. Magic Conventions

36. The College of Enspellments and Enchantments
37. The College of Sorceries of the Mind
38. The College of Illusions
39. The College of Naming Incantations
40. The College of Air Magics
41. The College of Water Magics
42. The College of Fire Magics
43. The College of Earth Magics
44. The College of Celestial Magics
45. The College of Necromantic Conjurations
46. The College of Black Magics
47. The College of Greater Summonings

Third Book: Skills, Monsters, Adventure

VII. Skills

48. Acquiring and Using Skills
49. Special Skills: Spoken and Written Languages
50. Alchemist
51. Assassin
52. Astrologer
53. Beast Master
54. Courtesan
55. Healer
56. Mechanician
57. Merchant
58. Military Scientist
59. Navigator
60. Ranger
61. Spy and Thief
62. Troubador

VIII. Monsters

63. Encountering Monsters and Non-Player Characters
64. Reactions to Encounters
65. How to Read the Monster Descriptions
66. Common Land Mammals
67. Avians
68. Aquatics
69. Lizards, Snakes, and Insects
70. Giants, Fairies, and Earth Dwellers
71. Fantastical Monsters

72. Creatures of Night and Shadow
 73. Summonables
 74. Undead
 75. Dragons
 76. Riding Animals
- ##### IX. Adventure
77. Preparation for Adventure
 78. Game Conventions
 79. Organizing a Party
 80. The Adventure Sequence
 81. Monetary Matters
 82. Fatigue Loss and Recovery
 83. Adventure Actions
 84. Consequences
 85. Recuperation and Upkeep
 86. How Experience Is Gained
 87. How Experience Is Used

Adventure: The Camp of Alla-Akabar

I. Introduction

II. How to Read the Maps

III. Briefing for the Players

IV. Briefing for the Gamesmaster

V. The Desert

VI. Descriptions of Non-Player Characters

1. Alla-Akabar
2. Garn
3. Alla's Mistress
4. Delian
5. Rory
6. Talan
7. The Bedouins
8. The Slaves

VII. The Camp

9. Background
10. Alla's Tent
11. Garn's Tent
12. The Treasure Tent
13. The Bedouins' Tents
14. Talan's Tent
15. The Servants' Tents
16. Outside Areas
17. Random Encounters

VIII. Assassination

IX. Final Notes