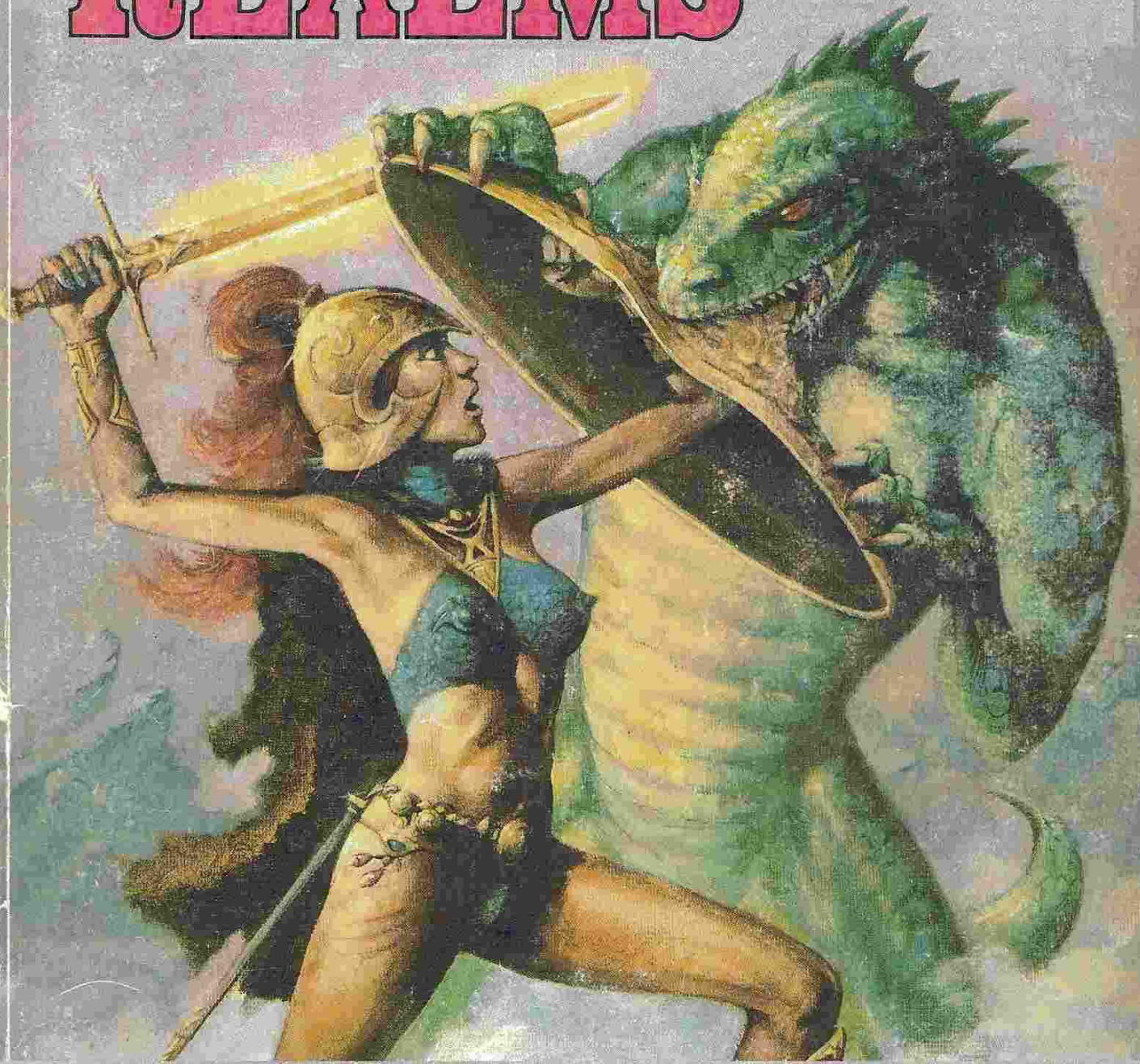


OTHER REALMS



For

RUINQUEST

The Fantasy Role-Playing Game

OTHER REALMS

FOR

RUINQUEST

The Fantasy Role-Playing Game

BY

STEPHEN J WELLS

This book contains supplemental rules and details for RuinQuest, which enable it to be used in settings other than that described in the basic RuinQuest rulebook, and with characters and/or magical items from those settings.

INTRODUCTION

Version History

0.1 10OCT2012 Draft version. High Magic, Herbs and Coinage extracted from basic RuinQuest rulebook.

0.2 14APR2013 Introduction incorporate onto this page; High Magic draft spell lists added.

0.3 29MAY2013 'High Magic' (original D&D) spells translated; Generic Orders; Specific Cults; Bards rules.

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NOT FOR PUBLICATION*

HIGH MAGIC

HIGH MAGIC – WIZARDRY/SORCERY & MIRACLES

These are forms of magic different from those in basic *RuinQuest*, which are used by the wizards and priests of more civilized lands.

DERIVATION OF HIGH MAGIC SYSTEMS

Basic *RuinQuest* details Basic Magic, or Battle/Spirit magic, and divine Rune Magic available in the Dragon Pass region of Glorantha, derived from Chaosium's *RuneQuest/BRP*. The High Magic systems are derived from original *Dungeons & Dragons*, the basis for many classic fantasy settings such as this author's own *World of Pandaria*.

It is envisioned that the different systems represent the magics of different cultures, thus being alternatives not normally used together. For example, in the *World of Pandaria* High Magic is practised by the relevant specialists of most nations, whereas Basic/Rune magics are limited to the 'barbarian' tribes of borderland hills and plains.

OVERVIEW OF WIZARDY/SORCERY

Wizards (sometimes called Sorcerers) cast spells using their skill of Magic. Spells must have been learned beforehand. A Mage can only hold knowledge of a limited number of spells in their mind, but more can be held by a familiar spirit/animal, and/or a magic staff. Each spell cast costs Power (POW), the amount depending on the desired power of the spell and their success/failure with magic skill.

Magic spells are of different "levels", indicating the Power points normally expended to cast. They can be intensified with more power to achieve greater effects, if the magic-user is of sufficient skill. A failed Magic casting roll costs double Power, for no extra effect.

OVERVIEW OF CLERICAL MIRACLES

Clerical priests do not cast spells directly, but invoke them in the form of miracles from the gods. Clerics do not have to learn spells; miracles available depend upon their deity (or Order, see p.??). Clerics can only call for spells of up to their *Maximum Miracle Level* as determined by their ability with cult-favoured skills and traits. This also determines the intensity of effects of any granted miracles. When invoking a miracle, a cleric must roll their WISx5 or less; if successful the spell occurs and costs its level in Power, paid to the deity; failure means no effect or cost; no critical/special etc effects.

FEATURES???????

RuinQuest is similar to other role-playing games, but simpler and yet more realistic. ????

OTHER MAGIC SYSTEMS - "HIGH MAGIC"

Other forms of magic are used elsewhere in Glorantha and other worlds. These tend to be more powerful than Battle/Spirit magic or even Rune magic but require practitioners to specialize, undergoing long training.

1 - WIZARD MAGIC (or 'SORCERY')

To be apprenticed as a Wizard/Sorcerer, a character must have INT 13+ (and WIS/DEX not below 6). Apprenticeship generally starts at a younger age than normal, about 11, and goes on longer, to initial age +3D6 years.

During this time the Mage develops the Magic skill to INTx1%, but also sacrifices some Power, leaving POW = WIS / 3 + INT bonus (round down).

They also learn wizard spells: 2x INT bonus Level 1, 3x bonus Level 0. These spells are divided into Levels, which indicates the minimum number of Power points required to cast them. More Power can be put into a spell to intensify the effects. Mages can only put up to 1 POW per full 10% of their Magic skill into a spell, and hence can only cast spells up to that level.

CASTING WIZARD SPELLS

Casting this type of spell requires a Magic skill roll:

NORMAL SUCCESS	Normal spell effect; Power cost 1 per level.
FAIL	Normal spell effect; Double normal power cost.
SPECIAL	Normal spell effect; No power cost.
CRITICAL	Double one spell effect (or max. damage); No power cost.
FUMBLE	Roll on Magic Fumble Table (spell fails & lost from mind).

Note that a failed Magic skill-roll does not mean the spell fails, but just that double the number of POW is expended (without any extra effect).

Intention to intensify a spell must be stated before the casting-roll is made. Otherwise the spell is deemed cast at minimum Power, i.e. its level.

Armour/Weapons interfere with spell-casting (perhaps by a subconscious fear that they do), so Mages normally avoid them. Wearing any armour or weapons over 5lb cause wizard spells to fail completely on a failed spell-cast roll, with the usual double Power loss; and Fumbles can still occur.

Improving Magic: Magic skill is difficult and gains only +1% per increase.

Memorizing Spells: Mage spells are complex and require 2 INT to memorize each one. A mage's staff or familiar can also hold up to the same number.

Learning Spells: Mages learn a new spell by studying a *grimoire*, a spell-book holding its mystical psycho-phonetic formulae and case-histories.

Grimoires are too large, heavy and valuable to carry around, so are mainly kept in libraries by non-adventurer Mages (with whom adventurer-Mages should be careful to stay on good terms). Librarian-Mages normally charge Spell Level x 20L per week to study one of their books, but may reduce this for particularly respectful associates (half price, minimum) or withhold access entirely from disreputable or suspicious-looking types.

Chance to Learn = (Magic skill – (10 x Spell Level)) x 6 per week of study.

Some lands have an organization like THE GUILD OF ARCANE LORE of Pandaria, where practically all Mages are members of the Guild. The Guild controls libraries of the grimoires Mages need in order to practice the craft. The Guild forbids anti-social uses of magic, at least in civilized areas.

OTHER BENEFITS

As normal for previous experience, a Mage character gains other skills etc during apprenticeship. They can have 8 such proficiencies/benefits:

Extra Spells (1/prof); Mage's Staff; Familiar; Languages (3/prof); Literacy (Base+INTx2); Arcane Skills (INTx1/prof); Common skills (See App. E).

Arcane Skills: Detailed elsewhere, these include - Alchemy, Enchanting, Linguistics, Loremastery, Sensitivity, Sorcery/Ceremony, Spellcraft, and Wizardry/Metamagic. They give one arcane ability per full 20% skill.

Mages typically leave apprenticeship with: magician's robes & hat, cheap spell components, staff, dagger and money normal for their background (p11).

d100	Magic Fumbles
01-10	Simple spell failure - spell is forgotten but no Power points are lost
11-20	Spell failure - spell is forgotten and Power is lost
21-30	Dazed - cannot perform actions except dodge, for 1 rnd per Pow expended
31-40	Stunned - cannot perform actions except dodge, for 1 min per Pow expended
41-50	Fatigued - suffer d6 subdual damage per Pow expended
51-60	Confused - mindlessly wander/act randomly for 1 round per Pow expended
61-70	Headache - cast chance halved for 1 hour per Pow expended
71-75	Deafened - caster suffers total deafness for 1 hour per Pow expended
76-80	Blinded - caster is struck blind for 1 hour per Pow expended
81-85	Altered Range - to max/min (further from intended, or 20ft/Pow if none) and affects target nearest that point.
86-89	Altered Direction - at random (to specified range, or 20ft/Pow if none) and affects target nearest that point.
90-91	Alternate Spell - an alternative spell known to the caster, randomly selected, of the same level (else lower)
92-93	Random - spell targets a random creature in the vicinity, except that intended
94-95	Reversed - spell effect is approximately the reverse of that intended, in some unpredictable way (GM whim)
96-97	Runaway Power Drain - all caster's remaining Power is sucked into the spell, identifying it accordingly, and the caster immediately suffers subdual damage identical to the total power expended (from same source: self/staff/familiar).
98	"How unfortunate! This is simply not your day." Roll twice more
99	"How shameful! Magic may not be your calling." Roll thrice more
00	"How tragic! Head explodes - killed instantly." Take d6 damage per level of intensity, to the head (skull). Or, opt to... Roll d10: (1) Deafened 1-10 weeks; (2) Blinded 1-10 weeks; (3) Mute 1-10 weeks; (4) Insomnia and Nightmares 1-10 months [only regain d6 Power nightly]; (5) Virulent Skin Disease [painful and hideous until magically cured, -10 Cha, -3 Con.]; (6) Muscle Spasms [random attacks cause limpness and exhaustion, cast chance halved, -1 Con & Str per month]; (7) Intense Migraines [-2 Con, cast chance halved]; (8) Arthritic and Enfeebled [Str, Dex, Con halved]; (9) Creeping Senility [Int -1 per month]; (0) Discovery! [new spell-variant found, one level higher than original, with effects enhanced accordingly. INTx5 to transcribe.]

MAGE'S STAFF

A Mage can have a Staff psychically bound to them which will act as a store for Power and Magic spells. Creation of a Staff is a long and complex process. A Mage can only have one such Staff at a time.

When a Mage gains POW, they can re-direct the new POW into their Staff. The Staff cannot store more POW than the Mage has personally. They can use the POW as if it was their own while the Staff is in contact with them. The Staff will regain spent POW independently and at the same rate as the Mage.

The Staff can also store the knowledge of magic spells, with an INT equal to the Mage's own INT but only up to its stored POW. These spells can be different to those held in the Mage's mind, or duplicates so that spells forgotten due to fumbles can be re-memorized from their Staff.

MAGE'S FAMILIAR

A Mage can have a small animal psychically bound to them, which will act as a companion, spy and/or guard that can also store Power and Magic spells (just like a Mage's Staff). Binding of a Familiar is a complex process. A Mage can only have one such Familiar at a time.

The Familiar need not be in contact for the Mage to use its POW and spells, just nearby (within POW yards). The Familiar can not normally speak, but the Mage can communicate telepathically with it when it is nearby. By spending 1 Power, the Mage can give the Familiar a mental command, or use its senses for 1 turn, or actually speak via the creature's mouth, over any distance.

A Familiar can use its master's WIS to resist spells and likewise their INT or Defence in suitable situations. Mages can opt to have any spell cast upon them affect their Familiar too, if it is nearby.

TARGETTING SPELLS

Many Mage spells affect large areas and require proper aiming. The Mage must make INTx5 or the spell will miss the intended target-point (by D6x10% of the range in a random direction, determined by D8 roll).

<ARCANE SKILLS & ABILITIES (FEATS) >

2 - CLERICAL MAGIC (MIRACLES)

Clerics are devotees of gods from worlds with formal hierarchies of clergy. Each religion favours different skills and traits and can invoke different spells. (Referees may detail each individually or use the Clerical Orders given later).

Clerical training starts at a young age, and continues to initial age +4 years. Trainee acolytes must have WIS 9+, and should possess cult-favoured traits.

During their training, clerics sacrifice Power to create a link with their god, gaining ability to invoke miracles, giving them POW = WIS / 3 (round down).

INVOKING MIRACLES

Clerics can invoke miracles without learning or memorization beforehand, simply calling upon their deity, in a ritualized manner, to perform the magic.

Invocation requires a roll of WIS x 5%, and costs 1 power/level (or more).

Unsuccessful invocations have no effect and cause the cleric no power loss. There are no special, critical or fumble effects. Wearing armour/weapons does not interfere with invocations (although almost all sects restrict their use). Level-variable effects are normally at the miracle's level, but can be increased up to the cleric's Maximum Miracle Level, for increased cost in Power.

MAXIMUM MIRACLE LEVEL

Clerics are only permitted to invoke (and will only receive) miracles of up to a Maximum Level of 1 per full 20% in their five cult-favoured skills - but one less skill is required for each cult-favoured personality trait the character possesses. (I.e. each such trait gives them a 'bye' to omit one required skill).

E.g. Brother Hubald, an acolyte of the Righteous Light, has some skill with the Mace (41%), First Aid (65%) and Oratory (43%), but has limited talent to Treat Disease (28%) and is rather naive (Insight only 15%) - these being the 5 skills most valued by his sect. He is Brave, Honest and quite Spiritual.

His Max Miracle Level is therefore only 1. It would be worse (0) if he were not Brave, which makes up for his lack of Insight, but could be better (2) if he were more Generous or Just, which are other qualities his religion promotes.

OTHER BENEFITS

A Cleric character gains other skills etc during their novitiate, as with usual forms of previous experience. They can have 10 such proficiencies/benefits:

Any Cult-favoured Skills (*STATx3, max 3 wpns*); Holy Language (*INTx3*); Literacy (*Base+INTx2*); First Aid (*WISx3*); Insight (*WISx3*); Sing (*CHAx3*); Oratory (*CHAx3*); Lores (*WISx3, cult-related*); Common Skills (*See App. E*).

Clerics of especially martial sects (e.g. Lordly Might, Iron Fist) can choose up to 5 weapon skills, and also Expertise (*STATx1*) with one cult weapon.

Clerics typically set out on their mission to the world with: Holy Symbol (wooden); Light armour (up to 3pts) and weaponry (suited to sect); cassock; prayer beads; and money normal to their social background (see page 11).

PALADINS

Paladins are clerical warriors, exemplary in their faith. They go through similar training to clerics, but must have STR12+, INT 9+, CON 9+, WIS 13+ and CHA 15+ and *must* possess at least 2 of their cult's favoured traits.

Paladins sacrifice Power to create a link with their god, allowing them to go on Holy Quests for miraculous abilities, and POW = CHA / 3 (round down).

Paladins fulfil a more combat-oriented role than clerics, so some sects allow them less restricted use of weaponry. They often use the weapon of their god.

Paladins also gain other skills and benefits as for a cleric of their sect.

PALADIN HOLY QUESTS AND MIRACULOUS ABILITIES

Paladins receive miracles directly from their gods, granted at will, instantly, without need for casting or invocation, at the usual cost of 1 Power per level. To gain access to a chosen spell they must perform a Holy Quest suitable to that miracle and then permanently sacrifice 1 POW per miracle level. Paladins may gain miracles of up to one level per 20% they have in the five cult skills. They must always have at least 2 cult traits, but each extra means one less skill is required. Paladins are often initially required to Quest for 'Detect Evil'.

BENEFITS AND RESPONSIBILITIES

Clerics and Paladins receive benefits and have responsibilities similar to those of Rune Priests and Rune Lords of other cults, respectively.

SPIRITS ARE INCOMPATIBLE WITH HIGH MAGIC

Spirits bound into storage crystals cannot be used to Power or store Mage spells (as the spirits are not Mages, so do not have the necessary abilities).

Similarly, they cannot be used to Power miraculous clerical invocations or paladin abilities (as the spirits are not the faithful, so not attuned to the deity).

HOLY SYMBOLS & POWER

Clerics use holy symbols to invoke many miracles, and Paladins wear them to proudly display their faith.

Some holy symbols contain a fragment of a divine or saintly relic (strand of saint hair, dirt from divine footprint, etc). These can store Power from the faithful, which a Cleric/Paladin of that faith can use. They function similarly to magical storage crystals, and cost the same, but can be re-filled when the Cleric/Paladin conducts a holy day service. The holy symbol takes in one point of Power per worshipper in attendance.

A Cleric/Paladin who possesses such a holy symbol may redirect POW they gain into it, increasing capacity of the holy item (up to their own POW).

DIVINE INTERVENTION

Characters in dire straits may call directly upon the gods for aid. Roll d100 (Paladins d10): score POW or less and a 'D.I.' is granted, but POW equal to the number rolled is also permanently lost. (Non-cleric/paladin characters may have a chance up to their Defence/10 - see the note on non-Initiate D.I., p.54). Divine Intervention may restore a character to life and health, teleport a group to safety, or similar according to the deity concerned. Only one call per day is permitted (subsequent calls will automatically fail). If successful, the beneficiaries are indebted to the god and must perform a Quest.

<??? HOLY DAYS, HIGH HOLY DAYS & SERVICE TIMES? >

BARDS

Bards are mystical wandering minstrels, veritable jacks-of-all-trades, with some warrior skills but also magical abilities and clerical overtones. They are trained by certain druids, and must have ??STR12+, INT 9+, CON 9+, WIS 13+ and CHA 15+ and ???*must* possess at least 2 of their cult's favoured traits.

Bards thus gain Power, initially POW = CHA / 3 (round down).

Bards have skills typical of minstrels but also the mystical Bardic Voice. In combination with Singing/Playing instruments (like Martial Arts/Expertise), this gives allows them spell-like abilities. If a Sing/Play roll is also a success at Bardic Voice, then a spell-effect occurs (costing appropriate Pow). A Bard can cast spells of level up to 1 per full 10% of Bardic Voice skill. (Like Magic & Expertise it increases only at +1%). Spells available are:

1st: Bless; **2nd:** Chant; **3rd:** Remove Curse; **4th:** Divination; **5th:** Quest.

Also any Magic spells of Abjuration, Divination, Enchantment, Illusion they can learn (??? month-long exposure, or formal training as per Mages???). They can only memorise 1 per 2 INT, and if forgotten must be re-learned. ??? OR 2xPow cost if Sing/Play is successful???

Bard training also gives them Expertise in one weapon ???(which???)

MONKS

??????

SPELLS TABLE - Magical:

| 1st Level | 2nd | 3rd | 4th | 5th | 6th |
|--------------------------|--------------------------|--------------------------|----------------------------|--------------------------|--------------------------|
| 1 <i>Cantrips</i> | <i>Colour Spray</i> | Clairvoyance | Charm Monster | Conjure Elemental | Death Spell |
| 2 Charm Person | Continual Light | Dispell Magic | Confusion | Feeblemind | Disintegrate |
| 3 Detect Magic | Invisibility | Fire Ball | Dimension Door | Magic Jar | <i>Greater Illusions</i> |
| 4 <i>Feather Fall</i> | Levitate | Fly | <i>Fear</i> | Pass-Wall | Projected Image |
| 5 Hold Portal | <i>Mirror Image</i> | Haste Spell | <i>Globe of Anti-Magic</i> | <i>Phantasmal Killer</i> | Stone to Flesh |
| 6 Light | <i>Monster Summoning</i> | Lightning Bolt | Grow Animals/Plants | Telekinesis | |
| 7 <i>Magic Missile</i> | Phantasmal Forces | Protection <i>Circle</i> | Hallucinatory Terrain | Teleport | |
| 8 <i>Mending</i> | <i>Stinking Cloud</i> | Protection from Missiles | Polymorph | Transmute Rock to Mud | |
| 9 Protection from Evil | Telepathy | Slow Spell | Wall of Fire | Wall of Iron | |
| 10 <i>Shield</i> | <i>Web</i> | Water Breathing | Wizard Eye | Wall of Stone | |
| 11 Sleep | | | | | |
| 12 <i>Unseen Servant</i> | | | | | |
| | | | 7th | 8th | 9th |
| | | | Prismatic Spray | Permanency | Prismatic Sphere |
| | | | Power Words | Symbols | Wish |

SPELLS TABLE - Clerical:

| 1st | 2nd | 3rd | 4th | 5th | 6th |
|------------------------|---------------------|------------------------------|----------------------------|---------------------------------|-----------------------|
| 1 Bless | <i>Augury</i> | Continual Light | Cure Serious <i>Injury</i> | Commune | <i>Blade Barrier</i> |
| 2 Cure Wounds | <i>Chant</i> | Cure Disease | <i>Divination</i> | Create Food | <i>Holy Servant</i> |
| 3 Detect Magic | <i>Delay Poison</i> | <i>Glyph of Warding</i> | Neutralize Poison | Dispell Evil | <i>Word of Recall</i> |
| 4 Detect Evil | Hold Person | Protection <i>Circle</i> | Speak with Plants | Insect Plague | |
| 5 <i>Hold Undead</i> | <i>Sense Traps</i> | Remove Curse | Sticks to Snakes | Quest | 7th |
| 6 Light | Speak with Animals | <i>Speak with Dead</i> | <i>Tongues</i> | Raise Dead | <i>Reincarnation</i> |
| 7 Protection from Evil | | <i>(alt. - Animate Dead)</i> | | <i>(rev. - Finger of Death)</i> | <i>Restoration</i> |
| 8 Purify Food | | | | | <i>Resurrection</i> |

Explanation of Spells: MAGIC – LEVEL ONE

Cantrips R: 5ft; A: 5ft radius; D: 5 mins. (*Divination*)
 Produces minor effects, normally suitable only to impress simple folk. Can brighten faded flowers, change the caster's face, or produce ethereal music, a glowing ball, a puff of wind, aromas and flavourings, little whirlwinds to sweep dust under rugs. Some effects may scare the superstitious. Only small, extremely fragile and obviously magical materials can be created, and any manifestation lasts only as long as concentrated upon, up to 5 mins.

Charm Person R: 60ft; A: 1 person; D: Special. (*Enchantment*)
 This spell applies to a human, demi-human or humanoid of man-size or less. If successful it causes the charmed entity to regard the magic-user as a friend, and so be influenced by them within the limits of normal friendship, until such time as the "charm" is dispelled (by Dispell Magic, attack, betrayal, etc).

Detect Magic R: Self; A: 30ft view; D: 1 round. (*Divination*)
 A spell to determine if there has been some enchantment laid on a person, place or thing. It is useful, for example, to discover if some item is magical, or a door has been "held", etc. Each extra POW identifies one magical property, if the item is touched; Power 2+ is required to see Invisible objects/creatures.

Feather Fall R: 30ft; A: 1 creature/object; D: Instant. (*Alteration*)
 This spell briefly negates the effects of mass for one creature or object. Thus, for example, it suffers no ill-effects from up to 30ft of falling, and causes no impact damage. A save applies if cast on an unwilling target, as normal. The spell can be used to allow a creature to jump up to 30ft in any direction.

Hold Portal R: 30ft; A: 1 door/gate; D: 6+ hours. (*Alteration*)
 A spell to hold shut a door, gate or the like. Duration doubles for each extra power point expended. Dispell Magic (see below) will negate it, a strong anti-magical creature will shatter it.

Light R: Touch; A: 20ft radius; D: 1 hour/Pow. (*Illusion*)
 A spell to cast torch-like light in a circle 40ft in diameter. Normally cast on an object carried, it lasts 1 hour (6 turns) per intensity-level. It is not reversible.

Magic Missile R: 60ft; A: Special; D: Instant. (*Evocation*)
 Magical missiles dart forth from the caster's fingertip and unerring their target (a single creature or several within 10x10ft, as desired), unless it dodges with Defence.. Each missile does d4+1 damage which ignores normal armour. One missile per intensity level.

Mending R: 30ft; A: 1 object; D: Instant. (*Necromancy*)
 This spell can repair small non-magical objects, but can alternatively be

reversed to shatter them. Items up to 5lbs weight per intensity level can be affected. Save applies if it is in the possession of an unwilling individual.

Protection from Evil R: Touch; A: 1 person; D: 1 hour. (*Abjuration*)
 This spell hedges the recipient to keep out attacks from extra-planar creatures. It also serves as 'armour' from enemy attacks, adding a +1 to all saving throws and taking a -1 from damage done by any opponents. (Note this effect is not cumulative with armour or magic rings etc, although it still prevents physical contact attacks by extra-planars). On the mage himself, the armour effect reduces damage by 1 per intensity-level (sometimes called 'Mage Armour').

Shield R: Self; A: Self; D: 1 turn. (*Abjuration*)
 An invisible barrier in front of the magic-user will totally negate Magic Missile attacks, and parry attacks in melee or missiles (hand-hurled or even device-propelled) at 80%. Up to 5 damage per intensity-level is blocked. Note that all benefits of the spell accrue only to attacks originating from the front facing the magic-user, where the shield can move to interpose itself.

Sleep R: 60ft; A: 10ft radius; D: 1 minute. (*Enchantment*)
 A Sleep spell affects 2d4 creatures of man-size or equivalent (SIZ 5 or less count as ½, SIZ 20 as 2, etc). The maximum size creature that can be affected is 10 per intensity level. The spell affects all in the area up to the number determined, smallest first but otherwise by random selection. Saves apply.

Unseen Servant R: Self; A: 30ft radius; D: 1 hour/Pow. (*Conjuration*)
 Summons an invisible spirit to step and fetch, open doors and hold chairs, as well as to clean and mend, at the command of the magic-user. It can carry only light-weight items (up to 20lbs). The unseen servant can fight, but only with a light weapon such as a dagger, at the skill of the caster. It can be magically dispelled, or eliminated after taking 6 hit points of magical damage.

MAGIC – LEVEL TWO

Colour Spray R: 0; A: 5x20x20ft fan; D: Instant. (*Illusion*)
 A vivid fan-shaped spray of clashing colours spring forth from the caster's hand. D6 creatures at random within the area may be affected. Saves apply; those of HD over the intensity-level are immune. Affected creatures up to 2HD are struck unconscious for 2-8 rounds; 3-4HD are blinded for d4 rounds; 5HD or more are stunned for 1 round (no actions, drop items, half Defence).

Continual Light R: Touch; A: 120ft radius; D: Special. (*Illusion*)
 This spell creates a light on whatever object the caster touches. It sheds a circle of illumination 240ft in diameter, bright but not equal to full daylight. It continues to shed light until dispelled, but if moved it will last only 1 hour per intensity-level thereafter. (Note that it is not reversible to create darkness).

Invisibility R: Touch; A: 1+ creature/item; D: Special. (Illusion)

A spell which lasts until it is broken by the user or by some outside force (a character cannot remain invisible and attack). It affects only the person/thing it is cast upon, and one more per extra intensity-level over the basic two.

Levitate R: Self; A: Caster; D: 1 hour. (Alteration)

This spell lifts the caster, vertically; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands. Motion is at half caster's usual Movement rate. Maximum weight is 100lbs/intensity-level.

Mirror Images R: Self; A: 5ft radius; D: 1 turn. (Illusion)

The spell causes 1 exact illusory duplicate of the caster per intensity-level to come into being around them. They do exactly what the caster does, and are impossible to tell from him due to slight blurring and distortion. If an image is struck it disappears, but images shift so that if the actual magic-user is hit he still cannot be picked out. Whether real or image is struck is entirely random.

Monster Summoning R: 30ft; A: -; D: 1 turn. (Conjuration)

This spell causes monsters to immediately appear and attack enemies of the caster (or obey other instructions, within their limited intelligence and ability). The monsters are extra-planar creatures which take the form specified by the caster. Up to 2HD per intensity-level in total will appear, but each can have no more HD than the intensity-level minus one. The monsters attack at 20% +10% per HD (full), for d6 damage +1 per HD, and have HD armour points; their form determines move rate and whether they have 2 attacks or attack a parry/dodge (at attack skill). They do not normally have any special abilities typical of their chosen form, but the GM may allow it for a reduced HD total.

Phantasmal Forces R: 240ft; A: 20ft radius; D: Special. (Illusion)

This spell creates a visual illusion of objects, creatures or forces, envisioned by the caster. It can be made to move within the area of effect. Normally the illusion continues as long as the caster concentrates, unless touched by some living creature. Each extra Power expended adds sound, smell, texture, or temperature: Sound is indistinct, not intelligible speech unless a further Pow is spent; texture prevents automatic dispelling on contact; temperature cannot be extreme; and no damage can be caused in any event. Extra Pow can also be expended in initial casting to make the illusion persist after concentration ceases: +1 for 1 min, +2 for 1 turn; 3 for 1 hour.

Saving-throws against illusions are generally insight-type rolls (WIS), but players should state they 'disbelieve' the illusion (or 'look hard' at it, or similar) to be allowed a roll. Non-player characters should be given INT rolls to become suspicious, higher multiples the fewer elements are included. A kindly GM may also allow similar for player-characters to gain clues.

Stinking Cloud R: 30ft; A: 10ft radius; D: 1 turn. (Evocation)

Causes a billowing mass of vapours to come into being up to 30ft away. The cloud can be mildly, or more strongly, poisonous if cast at higher intensity (for +1 or more Pow) and/or caused to drift at 1" move rate in a specified direction (for +1 Pow). Creatures within the cloud cannot see out.

If it is Nauseous (+1 Pow), they must save (CONx5) or be helpless due to nausea (lose attack action, may move only) while within the cloud and for d4+1 rounds after they emerge because of irritating effects on visual and olfactory organs; if Poisonous (+2 Pow), they also take d4 Con damage (save negates); if Deadly (+3 Pow), they take d4 Con damage (save halves). [Con damage is temporary, unless slain, and returns at 1pt per day of rest].

Telepathy R: 60ft; A: Up to 1 creature/Pow; D: 1 turn. (Divination)

A spell which allows the user to detect thoughts (if any) of creatures in range, be they lurking behind doors or in the darkness. It can penetrate solid rock up to about 2ft in thickness, but a thin sheet of lead will prevent its penetration. Presence of thoughts is detected, but reading the thoughts takes 1 minute, and the target gets a save (WISvWIS) to resist. (aka Detect Thoughts or E.S.P.). Each extra intensity-level allows one further creature to be probed, and/or one message to be mentally transmitted to the target.

Web R: 30ft; A: 20ft radius web; D: 1 hour. (Evocation)

This spell creates strong sticky strands between at least two opposite walls etc. The Web springs from the caster's hand, spreading as it flies to the target, and creatures in this cone must save (DEXx5) or be caught up on the gluey fibres. Web-strands have 5 STR per intensity-level. Caught creatures must overcome that (STRvSTR) to get free; but those with SIZ twice that just brush them off.

MAGIC – LEVEL THREE

Clairvoyance R: Special; A: Sight range; D: 1 turn. (Divination)

The spell user can visualize an area, either obvious (such as beyond a nearby wall, or a distant copse) or well-known to them (such as their own chambers). An extra intensity-level also gives 'clairaudience' to allow hearing, and more Power expended permits divination spells to be cast through it as well. Such usage, as viewing a known place/person, requires a crystal ball or similar.

Dispell Magic R: 120ft; A: 1 spell-effect; D: Instant. (Divination)

This spell can be effective in dispelling an enchantment of almost any kind, except those on magical items and similarly permanent effects. The Dispell Magic must overcome the Power of the original spell to negate its effects – but the intensity-level of the Dispell counts double. So if a Magic-User uses the standard 3 Power to dispell a 6 Pow spell, there is a 50% chance of success.

Fire Ball R: 120ft; A: 20ft radius; D: Instant. (Evocation)

A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 20ft. In a confined space the fireball will generally conform to the shape of the space (but elongate or whatever). The damage caused is in proportion to the intensity-level of its casting. A 3 Power spell creates a 3d6 blast, 4 Power a 4d6 blast, and so on. (Note that Fireballs from scrolls, wands and similar devices normally produce just 3-dice blasts). DEXx5 saves apply if targets throw themselves aside/down, and halve damage if successful. Armour applies fully, and shields may give cover (or allow a hard (x½) parry) if the attack is frontal. Defence applies as usual.

Fly R: Self; A: Caster; D: 1 hour. (Alteration)

By means of this spell the user is able to fly at a speed of up to their usual movement rate. Maximum weight is 100lbs per intensity-level.

Haste Spell R: 60ft; A: 20ft radius; D: 1 turn. (Enchantment)

Affected creatures are speeded-up to double their normal movement rate. Up to 1 creature per intensity-level in the area of effect may be affected, selected at the caster's option. (This is exactly the opposite of a Slow Spell in effect, and will counter it).

Lightning Bolt R: 0; A: 60ft long, ~7ft wide; D: Instant. (Evocation)

Utterance of this spell generates a lightning bolt 60ft long and about 7ft wide. If the space is not long enough to allow its full extension, the missile will double back to attain, possibly striking its creator. The damage caused is 1d6 per intensity-level, i.e. 3d6 at 3 Pow, 4d6 at 4 Pow, etc. DEXx5 saves apply if targets throw themselves aside/down, and halve damage if successful. Shields may give cover (or allow a hard (x½) parry) if the attack is frontal, but metal shields/armour give only 1 point of protection. Defence applies as usual.

Protection Circle R: Touch; A: 10ft radius; D: 2 hours. (Abjuration)

A Protection from Evil spell which extends to include a circle around the recipient and also lasts longer.

Protection from Missiles R: Touch; A: 1 creature; D: 1 hour. (Abjuration)

The recipient of this charm becomes impervious to normal missiles. Magical or blessed arrows, bolts, etc are not blocked, however.

Slow Spell R: 60ft; A: 20ft radius; D: 1 turn. (Enchantment)

Affected creatures are slowed to half their normal movement rate, if the fail the saving throw (WISvWIS). Up to 1 creature per intensity-level in the area of effect may be affected, selected at the caster's option. (This is exactly the opposite of a Haste Spell in effect, and will counter it).

Water Breathing R: Touch; A: 1 creature; D: 1 hour. (Alteration)

This spell enables the recipient creature to breathe under water without harm or difficulty. Each extra intensity-level allows another individual to be affected or doubles the duration, as the caster chooses.

MAGIC – LEVEL FOUR

Charm Monster R: 60ft; A: 1 creature; D: Special. (Enchantment)

Counterpart of a Charm Person spell but which is usable against all creatures. If successful the charmed creatures regard the magic-user as a friend, until such time as the "charm" is dispelled (by Dispell Magic, attack, betrayal, etc). When targeting creatures of two or fewer Hit Dice and under 10 Intelligence, up to 2d6 of them can be affected.

Confusion R: 120ft; A: 30ft radius; D: 10 rounds. (Enchantment)
This spell will immediately *confuse randomly-selected* creatures in the area of effect, up to 2 per intensity-level, causing them to act according to this table:
D6 : 1 Wander Away for remainder of the spell; 2-4 Stand Confused; 5 Attack Nearest Creature; 6 Attack Caster's Group. Check each round.

Dimension Door R: Self; A: Caster; D: Instant. (Conjuration)
A limited Teleport spell which instantaneously transports the caster up to 360ft in any direction *specified* (e.g. 120ft upwards, 320ft east, etc). The mage always arrives exactly where stated, but if that is already occupied by a solid body *he is shifted to the nearest vacant space. Maximum weight 100lbs per intensity-level. The subject is stunned, and recovery takes 1 round.*

Fear R: 0; A: 60ft Cone, 30ft wide; D: 2 rounds/Power. (Enchantment)
All creatures in the area of effect turn away from the caster and flee in panic, unless they save (WISx5). If affected, they will also drop any items in hand unless they make DEXx5. The panic lasts 2 rounds per intensity-level.

Globe of Anti-Magic R: Self; A: 5ft radius; D: 1 turn. (Abjuration)
This spell creates a magical sphere around the caster which prevents any spell from penetrating that is of lower intensity-level than the *Globe*. Any such spells cannot include the *Globe* in their area of effect. However, any sort of spells can be cast out. It can be brought down by a *Dispell Magic* spell.

Grow Animals/Plants R: 120ft; A: 20x20ft/Pow; D: Special. (Alteration)
Cast on plants, this spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to be virtually impassable, until Dispelled or destroyed. *One 20x20ft area is affected per intensity-level, and height is 10ft or as the pre-existing foliage. Cast on animals, it causes normal-sized animals (not merely mammals) to grow to giant-size with proportionate attack capabilities. One animal per intensity-level of the spell can be affected, each growing to a size of 1 HD per level. This form lasts just 1 turn. Note the spell does not control the animals.*

Hallucinatory Terrain R: 240ft; A: 20ft r./Power; D: Special. (Illusion)
By means of this large-area illusion, terrain features can either be hidden or made to appear, such as a swamp, hill, ridge, woods, or the like. The spell is broken when the magicked area is contacted by any *disbelieving* opponent. *Up to 100 men or similar can be concealed as trees of a woods or orchard.*

Polymorph R: 30ft; A: 1 creature; D: Special. (Alteration)
The caster turns himself or another into the shape of any creature with HD up to the intensity-level of the spell. Magical abilities of the new form are not gained, and nor are special physical abilities such as dragon breath unless the recipient risks their personality becoming that of the new form (save applies). This also occurs if longer than 12 turns is spent in that form. The caster may cancel the spell at any time on himself, but must set a (possible) condition to cancel it on another (e.g. "jump" or "true love's kiss"). Creatures polymorphed smaller retain their toughness, and special/magical abilities if a save is made.

Wall of Fire R: 60ft; A: Special; D: Special. (Evocation)
Creates 20ft-high flames, either in a ring of 20ft radius or sheet 60ft long, that last while the caster concentrates. The fire wall is opaque and stationary. *Any creatures passing through take 2d6 damage (no save, armour or Defence) and hair/clothes will ignite if damage is 4+ (inflicting d6 per round thereafter).*

Wizard Eye R: 30ft; A: -; D: 1 turn. (Divination)
Allows the caster to send an invisible visual sensor as he wishes to observe the scene without himself moving. The 'eye' can move at a rate of 2" per Pow.

MAGIC – LEVEL FIVE

Conjure Elemental R: 240ft; A: 1 elemental; D: Special. (Conjuration)
Summons an Air, Water, Fire or Earth Elemental. Only one of each type can be conjured by a Mage during any one day. The Elemental will remain until dispelled, but the Mage must concentrate on control or the elemental will turn upon him and attack. Conjured elementals are of 2 hit dice per intensity-level.

Feeblemind R: 60ft; A: 1 magic-user; D: Special. (Enchantment)
This spell affects only Magic Users, causing the victim to become moronic until it is countered with a *Dispell Magic*. *Just what in the nature of sorcery renders its practitioners vulnerable to this magic is unknown, but it also makes them less able to resist the spell (-4 penalty on the WISvWIS roll).*

Magic Jar R: 30ft/120ft; A: Special; D: Special. (Necromancy)
This spell puts the caster's life force into a special gem or crystal object, and lets them attempt to possess the body of any other creature within 120ft range. The life-force container must be within 30ft at the time of casting the spell. If the possessed body is destroyed, the caster's spirit returns to the Magic Jar (as it can at any time), and from thence it may attempt another possession or return to their own body; *meanwhile the victim's soul is held in the Magic Jar*. Note that if the caster's own body is destroyed his soul must remain in another body or the Jar. If the Jar is destroyed the caster's spirit is totally annihilated.

Pass-Wall R: 30ft; A: 10ft-long passage; D: 3 turns. (Alteration)
A spell which opens a man-size hole in a solid rock wall, up to 10ft in length.

Phantasmal Killer R: 30ft; A: 1 creature; D: 1 round/Power. (Illusion)
This spell creates the illusion of the most fearsome monster imaginable to the target creature, formed from their subconscious - the most horrible beast. Only the caster and target can see it. The beast attacks *twice each round with skill of 20% +10% per intensity-level* but if it hits the victim dies (from fright). It is invulnerable to all attacks, and it can pass through any barrier as it exists only in the beholder's mind. *Armour and parrying are ineffective against it, but dodging with Defence is possible.* The best defence against a phantasmal killer is an attempt to disbelieve (WISx5), which can be tried but once, or slaying or rendering unconscious the spell-caster. If the subject of the attack by a phantasmal killer succeeds in disbelieving and has some form of telepathy, the beast can be turned upon the caster, who must then disbelieve it or be subject to its attacks and deadly effect.

Telekinesis R: 120ft; A: Special; D: 1 turn. (Alteration)
By means of this spell objects may be moved by mental force. Weight limit is 50lbs per intensity-level. *This is at a basic 3" movement rate, but lighter items can be moved faster – each 50lbs less increasing speed by 3" (e.g. a 5 Pow spell could move 250lbs at 3" or 50lbs at 15", etc). Impact damage occurs from items hurled at over 12": D6 per 100lbs weight or part thereof (c.f. Throwing Large Objects, RQ p26).*

Teleport R: Self/Unlimited; A: Caster; D: Instant. (Conjuration)
Instantaneous transportation from place to place, regardless of the distance involved, provided the user knows where he is going (the topography of the arrival area). If the caster is very familiar with the destination (e.g their own study) then their safe arrival is guaranteed. Otherwise, teleportation is 75% likely to result in death. If the caster has seen, but not carefully studied, his destination, *each extra intensity level reduces this 10%. Maximum weight is 100lbs per intensity-level. The subject is stunned, and recovery takes 1 round.*

Transmute Rock to Mud R: 120ft; A: 30ft radius; D: Special. (Alteration)
The spell turns an area of ground, be it earth, sand, or of course rock, to mud. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate. The spell can be countered only by the reverse incantation or by normal process of evaporation (typically 3d6 days, depending on weather/drainage).

Wall of Iron R: 60ft; A: 100 sq.ft / Power; D: 2 hours. (Evocation)
Creates an iron wall, three inches thick, of area 500 square feet (e.g. 10 x 50ft) normally. *Area increases with extra Power, i.e. 100 sq.ft per intensity-level.*

Wall of Stone R: 60ft; A: 200 sq.ft / Power; D: Permanent. (Evocation)
Creates a stone wall, two feet thick, of basic area 1000 sq.ft. (e.g. 20x100ft). Area increases with extra Power, i.e. 200 sq.ft per intensity-level. The wall cannot be dispelled, and will last until broken or battered through as normal.

MAGIC – LEVEL SIX

Death Spell R: 120ft; A: 10ft radius; D: Instant. (Necromancy)
An incantation which kills *all* creatures in the area (unless saved by Defence).

Disintegrate R: 60ft; A: 1 object/creature; D: Instant. (Necromancy)
This spell will cause material of any kind to crumble into dust. It will blast a tree, dragon, wall section, or whatever. *Living creatures get saving throws against the effect (WISvWIS and Defence) as do magic items (Pow v Pow).*

Greater Illusions R: 240ft; A: 20ft radius; D: Special. (Illusion)
This spell creates an illusion similar to *Phantasmal Forces*, but which can be permanent and/or programmed to activate when a certain condition occurs.

Projected Image R: 240ft; A: 1 image; D: 6 turns. (Illusion)

The Mage projects an image of himself up to 240ft away, and all spells cast thereafter will originate from the Image. *It must remain in view at all times.*

Stone to Flesh R: 120ft; A: 1 creature; D: Permanent. (Alteration)

This spell turns stone to flesh, reviving characters who have been petrified by some monster. It is reversible, to turn flesh to stone *and so petrify an enemy, unless they save (CONx5, at -1/level); simple Dispell will not restore them.*

MAGIC – LEVEL SEVEN

Prismatic Spray R: 0; A: 70ft cone, 15ft wide; D: Instant. (Illusion)

Seven different coloured rays shoot from the caster's hand, and every creature in the area of effect will be touched by at least one, as determined here (d8):

1: red; 2: orange; 3: yellow; 4: green; 5: blue; 6: indigo; 7: violet; 8 reroll x2. Effects are described under *Prismatic Sphere* (but Defence applies v damage).

Power Words R: 60ft; A: 1 creature; D: Instant. (Necromancy)

When a Power Word is uttered, the target creature is affected with no save: *Stun* (7 Pow) – Can't act, 2d4 rounds. *Blind* (8 Pow) – Can't see, d4+1 turns. *Kill* (9 Pow) – Killed. Defence allows a desperate attempt to get out of range: normal success reqd at 40ft+ range; special if under 40ft; critical if under 20ft.

MAGIC – LEVEL EIGHT

Permanency R: Special; A: Special; D: Permanent. (Divination)

This spell affects the duration of another spell, making its effects permanent and so impossible to dispell. Each use causes the caster to lose 1 Constitution.

Symbol R: Touch; A: Special; D: Special. (Conjuration)

Scribes a magical rune to affect creatures that read, touch or pass it. Its glow is visible to 60ft range. It lasts until one creature per intensity-level is affected at caster's option: Death, Discord (bicker/fight 5d4 rnds), Fear (flee, 2rnds/Pow), Hopelessness (dejected, 3d4 turns), Insanity (as Confusion, indefinitely), Pain (half skills, 2d10 turns), Sleep (d12+4 turns), Stunning (3d4 rnds).

MAGIC – LEVEL NINE

Prismatic Sphere R: 0; A: 10ft radius; D: 2 turns / Power. (Abjuration)

Creates an opaque globe of shimmering multicoloured light around the caster, protecting him from attack. Creatures outside the Sphere within 20ft must save or be blinded 2d4 rounds. Each of the 7 colours has a different effect:

| <u>Colour</u> | <u>Effects</u> | <u>Counter</u> |
|---------------|--|-----------------|
| red | Prevents all non-magic missiles; 10 damage. | fear |
| orange | Prevents all magical missiles; 20 damage. | fly |
| yellow | Prevent poisons, gases & petrification; 40 damage. | disintegrate |
| green | Prevents all breath weapons; CONx5 or poisoned. | passwall |
| blue | Prevents all detection & psionics; WISx5 or petrify. | magic missile |
| indigo | Prevents all magic spells; INTx5 or insane. | continual light |
| violet | Protective force field; STRx5 or plane shifted. | dispell magic |

The Sphere is immobile but the caster can pass through without harm. To be dispelled, each colour must be countered in order by the noted spell.

Wish R: Unlimited; A: Special; D: Special. (Divination)

This supremely potent spell alters reality in any way stated by the caster. The *Wish*, however, will be warped against him somehow if too greedy or unfair. Saving the caster's party from a difficult situation, healing a group's wounds, or restoring someone to life, are easily within the spell's power. Much more is possible, but such a casting would require 2-8 days bed rest to recover.

Explanation of Spells: CLERIC – LEVEL ONE

Bless R: 60ft; A: 30ft radius; D: 1 turn. (Conjuration)

During any turn the prospective recipients of a Bless spell are not in combat the Cleric may give them this benison. A blessing adds +1 to combat damage and raises morale by +1, or increases any one non-combat skill by +10%.

Cure Wounds R: Touch; A: 1 person; D: Permanent. (Necromancy)

During the course of one full turn this spell will remove hits from a wounded character (including elves, dwarves, etc.). The total of d6+1 per intensity-level is subtracted from hits points damage the character has taken.

Detect Magic R: Self; A: 30ft view; D: 1 round. (Divination)

A spell to determine if there has been some enchantment laid on a person, place or thing. It is useful, for example, to discover if some item is magical, or a door has been "held", etc. *Each extra POW identifies one magical property, if the item is touched; Power 2+ detects charms, and 3+ reveals alignments to Good/Evil, Law/Chaos.* This spell is otherwise the same as that for Mages.

Detect Evil R: Self; A: 120ft radius; D: 1 hour. (Divination)

A spell to detect evil of other-planar nature, including undead and lycanthropy, in any creature or evilly enchanted object. Note that poison or an assassin is not so evil, but a high priest or similar of an evil god will reveal an evil aura.

Hold Undead R: 120ft; A: 20ft radius; D: 1 turn. (Enchantment)

The spell holds in place two undead creatures per intensity-level. They can attack if approached. *If they are attacked the spell is broken, for all creatures affected. Ordinary animated skeletons & zombies get no save; other types do.*

Light R: Touch; A: 20ft radius; D: 2 hours/Pow. (Illusion)

A spell to cast torch-like light in a circle 40ft in diameter. *Normally cast on an object carried, it lasts 2 hours (12 turns) per intensity-level. Not reversible.*

Protection from Evil R: Touch; A: 1 person; D: 1 or 2 hours. (Abjuration)

This spell hedges the recipient to keep out attacks from extra-planar creatures. It also serves as 'armour' from enemy attacks, taking a -1 from all damage and adding a +1 to saving throws versus any opponents. (Note this effect is not cumulative with armour or magic rings etc, although it still prevents physical contact attacks by extra-planars). *Lasts twice as long on members of the Faith.*

Purify Food R: 30ft; A: 30ft radius; D: Instant. (Alteration)

This spell makes spoiled or poisoned food and drink usable. The quantity is that which would serve approximately half a dozen people per intensity-level.

CLERIC – LEVEL TWO

Augury R: Self; A: Special; D: Instant. (Divination)

Divines whether omens are good or ill for the success of a specified action to be performed in the next half hour. *Requires special (expensive) materials: rune-stones, jewelled sticks, dragon bones, tea made with crushed gems, or similar. Chance of accuracy is 70% +5% per intensity-level.*

Chant R: Self; A: 30ft radius; D: Special. (Conjuration)

By chanting, the cleric of brings special favour upon all of their faith nearby. *As a normal blessing, this adds +1 to combat damage, and raises morale by +1 or increases any one non-combat skill by +10%. Cumulative with Bless. The effects last as long as the cleric continues their chanting uninterrupted.*

Delay Poison R: Touch; A: 1 creature; D: 1 hour/Power. (Necromancy)

Prevents any poison or venom from harming the recipient for the duration, but after that they will suffer the effects unless neutralized. Can be prophylactic.

Sense Traps R: Self; A: 30ft radius; D: Instant. (Divination)

The caster is divinely inspired with the knowledge of whether any mechanical or magical traps are within the area, but not their exact location or nature.

Hold Person R: 60ft; A: 10ft radius; D: 1 turn. (Enchantment)

The spell holds in place two human/humanoid creatures per intensity-level. *They can attack if approached (but their Defence, if any, is halved). If they are attacked the spell is broken, for all creatures affected. WISvWIS saves apply.*

Speak with Animals R: Self; A: 30ft radius; D: 1 hour. (Enchantment)

This allows the caster to speak with any normal animal type, understanding what they say in reply. The animals spoken with will not attack the caster or their 'herd' and there is a possibility they may perform services if requested. *Affects animal types with hit dice up to a maximum of two per intensity-level.*

CLERIC – LEVEL THREE

Continual Light R: Touch; A: 120ft radius; D: Special. (Illusion)

This spell creates a light on whatever object the caster touches. *Illumination is suitable to the invoked deity; sun gods can create light equal to full daylight. It continues to shed light until dispelled, but if moved it will last only 1 hour per intensity-level thereafter. (Note that it is not reversible to create darkness).*

Cure Disease R: Touch; A: 1 creature; D: Instant. (Necromancy)
Cures almost any form of disease (but some rare maladies need more Power).

Glyph of Warding R: Touch; A: 100 sq.ft/Pow; D: Special. (Evocation)
Deters improper use of a defined entryway (door, lid, passage, etc). The Glyph glows faintly, but may not be noticed unless specially detected. Unauthorized creatures trigger the effect, which may be any spell the caster can invoke, or cause 2hp damage per intensity-level by fire/electricity/etc, as befits the deity. *If not in a holy area of the cleric, it requires powdered diamond (£10k/level). No save applies, but Defence reduces/negates if the target leaps back.*

Protection Circle R: Touch; A: 10ft radius; D: 2 or 4 hours. (Abjuration)
As Protection from Evil spell (-1 damage, +1 saves, extra-planars hedged), in a circle around the recipient and also lasts longer on faithful (4hrs).

Remove Curse R: Touch; A: 1 creature/item; D: Instant. (Abjuration)
A spell to remove any one curse or evil sending. *Lower-level curses will be removed automatically but any of greater power must be overcome to negate their effects (i.e. roll intensity-level versus that of the curse).* Note that using this spell on a "cursed sword", for example, would free the possessor of the weapon, but not remove the curse enchantment from the blade.

Speak with Dead R: Touch; A: 1 dead creature; D: 1 turn. (Necromancy)
Allows the caster to converse with the departed spirit of a dead creature. Body or significant part of remains is required. Length of time dead depends on the intensity-level: 3 week; 4 month; 5 year; 6 decade; 7 century; 8+ millennium. One question per intensity-level. A common language will also be necessary. Evil priests can use a warped version of the spell to create undead:

Animate Dead R: 30ft; A: 30ft radius; D: Permanent. (Necromancy)
Creation of animated skeletons or zombies, from available remains. It in no way brings a creature back to life, but is an evil act that condemns their soul to hell. Note that dead interred with proper rites on sacred ground cannot be animated. Up to 4HD per intensity-level can be animated with one casting (human skeletons 1HD, zombies 2HD). They follow orders of their creator but he cannot control more than Power x2 HD at a time (in case of excess, he can choose which become uncontrolled). The *undead last* until done away with.

CLERIC – LEVEL FOUR

Cure Serious Injury R: Touch; A: 1 creature; D: Instant. (Necromancy)
This is more advanced than the Cure Wounds spell as it also mends injuries, such as broken bones and damaged internal organs. It incidentally also cures hit point damage just like Cure Wounds (d6+1 per intensity-level). It can also cure grievous/critical wounds, if cast at intensity-level 5+.

Divination R: Self; A: Special; D: Instant. (er... Divination)
Gains divinely-inspired knowledge on one subject or regarding a known area. The answer may be straight-forward or cryptic, at the deity's whim. In regard to an area, it reveals: the relative strength of creatures present; rich moderate or poor treasure; and the relative chances for incurring the wrath of gods or demigods (good or evil) if the area were to be invaded. Similar to Augury, it requires some special divinatory device (rune-stones, sticks, bones, tea, etc) but also a sacrifice pleasing to the deity – particularly valuable if unusually potent divination is attempted. Accuracy is 60% +5% per intensity-level.

Neutralize Poison R: Touch; A: 1 creature/object; D: Instant. (Alteration)
Counters the harmful effects of poison. Note that it will not aid a character killed by poison, however. It will affect only one creature or object.

Speak with Plants R: Self; A: 30ft radius; D: 1 hour. (Enchantment)
This allows the caster to speak with all forms of plant life, understanding what they say in reply. Plants so spoken to will obey commands of the caster, such as part to allow passage, or to entangle, and so on (but not to walk etc). It can affect plant-type monsters of up to two hit dice per intensity-level.

Sticks to Snakes R: 30ft; A: 10ft radius; D: 1 turn. (Alteration)
Turns any nearby sticks into snakes (e.g. fallen branches, spears, etc). Creates two snakes per intensity-level; either small and venomous (1HD, Pot. 2/level) or large constrictors (1HD/level) at caster's option. The conjured snakes obey the caster's orders. Saves apply only if the sticks are in an enemy's possession.

Tongues R: Self; A: 30ft radius; D: 1 turn. (Divination)
Enables the caster to speak and understand the language of any creature in the

spell area, even racial, alignment or other specialist languages.

CLERIC – LEVEL FIVE

Commune R: Self; A: Special; D: 1 turn. (Divination)
Contacts the *caster's divinity, or their agents*, for help in the form of answers to three questions. Communing is allowed but once each week, maximum (or less, at GM option). Veracity and knowledge should be near total. Once per year (on the High Holy Day) a special communing may allow six questions.

Create Food R: 10ft; A: 10ft radius; D: Permanent. (Conjuration)
Produces sustenance sufficient for 3 persons (or 1 horse) per intensity-level for one day. *The food and drink befits the caster's religion.*

Dispell Evil R: Self; A: 1 target within 30ft; D: 1 turn. (Abjuration)
Surrounds the caster with shimmering white holy light, which gives +4 AP versus evil creatures/attacks. Any evil creature (inc. undead, lycanthropes & elementals summoned for evil) that touches the caster is dispelled to their own plane or place (no save, but magic resistance applies). The caster can choose to dispel any such evil creature or effect within 30ft, but the spell then ends.

Insect Plague R: 480ft; A: 35ft radius approx.; D: 1 day. (Conjuration)
This spell calls a vast cloud of insects. They obscure vision, inflict 1hp/rnd to all creatures within and drive off any animals (or others who fail WISx5) in rout. (Note: This spell is effective only above ground.)

Quest R: 60ft; A: 1 individual; D: Special. (Enchantment)
The caster charges the affected character to carry out some service and return with proof the deed was accomplished, *under pain of a stated curse. Failure or prevarication triggers the curse, which can be anything the caster decrees. (GM decides when the curse triggers, its effectiveness due to the phrasing and the alignment/actions of the target character, and whether a save is deserved).*

Raise Dead R: 30ft; A: 1 person; D: Instant. (Necromancy)
Restores life to any man, elf, or dwarf. The cleric can raise a body dead up to 2 days per intensity-level. Naturally, if the character's Constitution was weak, they will not survive the ordeal (CONx5). Raised characters lose 1 Level (10% Defence, or 2 CON if insufficient) and must spend two weeks recuperating.

REVERSE - Finger of Death

This evil version of the spell creates a "death ray" which will kill any creature. Targets may save, using Defence, but if they do then the death ray carries on...

CLERIC – LEVEL SIX

Blade Barrier R: 30ft; A: 20ft radius; D: 3 turns. (Conjuration)
Conjures a wall of circling, razor-sharp blades, which whirl and flash around the centre. Any creature passing through takes d8 damage per intensity-level.

Holy Servant R: 30ft; A: Special; D: 1 day/level. (Conjuration)
Summons a celestial or infernal being, appropriate to the religion, to do the *caster's bidding - usually combating enemies. Alternatively, the spell animates a sacred statue (similar but tougher-armoured). Up to 2HD/level.*

Word of Recall R: Self; A: Special; D: Instant. (Conjuration)
When the word is uttered it takes the caster back to his home temple, infallibly safely. It transports the caster plus 500lbs/intensity-level (e.g. other people).

CLERIC – LEVEL SEVEN

Reincarnation R: Touch; A: 1 person; D: Permanent. (Necromancy)
A spell to bring a dead character back to life in some other form, related to his former alignment, the *caster's religion and the GM's whim. The newly-created body has characteristics of the previous incarnation modified appropriately to the new form. Reincarnated characters lose 10% from all skills and Defence.*

Restoration R: Touch; A: 1 person; D: Permanent. (Necromancy)
Restores any and all characteristic points lost due to draining by undead or similar cause. It also cures any insanity, feeblemind, exhaustion, etcetera.

Resurrection R: Touch; A: 1 person; D: Permanent. (Necromancy)
This miracle immediately returns life and complete strength to the dead person it is bestowed upon. Resurrected characters lose 10% Defence (or 2 CON). The *caster* must spend two weeks recuperating (no combat or casting).

TWELVE GENERIC CLERICAL ORDERS

1. Order of LORDLY MIGHT (Ruling/Chivalric deities)

Skills: Cult Weapon, First Aid, Oratory, Ride, Command. **Traits:** Brave [G], Just [L], Honest [LG].

Weapons: Blunt only (clerics) / Any (paladins). **Armour:** Any armour/shield.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------------------|---------------------------|----------------------------------|---------------------|--------------------------|----------------|---------------|
| Bless [+2 with Sword] | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person [x2 affected] | Protection Circle | Speak with Plants | Insect Plague | | |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | | (alt. - Animate Dead) | | (rev. - Finger of Death) | | |
| Purify Food | | | | | | |
| Command | | | | | | |

Command R: 30ft; A: 1 Creature; D: 1 round (Enchantment) Caster gives a one-word command, which the target will obey unless they make a WISvWIS saving throw.

2. Order of BOUNTEOUS HARVEST (Agricultural deities)

Skills: Animal Lore, Plant Lore, First Aid, Oratory, Cult Weapon. **Traits:** Generous [G], Forgiving [CG], Lustful [C].

Weapons: Scythe, Sickle, Spear, staff, club, axe. **Armour:** Any armour/shield.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------------------|--------------------|---------------------------------|---------------------|--------------------------|--------------------------|--------------------------|
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food [amount x2] | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | Regeneration | Earthquake |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | | (alt. - Animate Dead) | | (rev. - Finger of Death) | | |
| Purify Food [amount x2] | | Grow Animals/Plants [M4] | | | | |

Regeneration R: Touch; A: 1 Creature; D: Special (Necromancy) Touched creature's limbs, extremities and/or organs will grow back. Takes 1 round if severed parts present, 1 hour otherwise.

Earthquake R: 120ft; A: 10ft/intensity-level diameter; D: 1 minute (Alteration) A fairly high-strength tremor shakes the area affected: trees & building may fall, cracks open, and similar effects.

3. Order of the ANCIENT FOREST (Nature/Hunting deities)

Skills: Animal Lore, Plant Lore, Tracking, Oratory, Bow/Spear. **Traits:** Love Nature [G], Lusty [C], Honest [LG].

Weapons: Spear, staff, club, dagger, bow. **Armour:** Non-metal armour/shield.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|------------------------------|--------------------------|----------------------------------|----------------------------|--------------------------|--------------------------|-------------------------|
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person [for Animal] | Protection Circle | Speak with Plants [+Huorn] | Insect Plague | Find the Path | Wind Walk |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | | (alt. - Animate Dead) | | (rev. - Finger of Death) | | |
| Purify Food | | Tree | | | | |
| Locate Animals/Plants | | | | | | |

Locate Animals/Plants R: Self; A: Radius 40ft/intensity-level; D: Instant (Divination) Determines direction and distance to a specified type of animal or plant, if any are within the range.

Tree R: Self; A: Self; D: 1 hour/intensity-level (Alteration) The caster effectively becomes a tree, but can still observe what goes on around them. They can end the spell at any time.

Speak with Plants Also allows any old tree to be commanded to move and attack, albeit slowly.

Find the Path R: Touch; A: 1 creature; D: 2 turns/intensity-level (Divination) The caster miraculously knows the shortest, most direct route to a specific destination.

Wind Walk R: Touch; A: Self+; D: 2 hours/intensity-level (Alteration) Caster alters to cloud-like vapours, and can waft on a magical wind at up to 60' rate. Affects 1 per 4 intensity-levels.

4. Order of SILVER TWILIGHT (Night/Moon deities)

Skills: Astrology, Any Other Lore, Insight, Oratory, Cult Weapon. **Traits:** Prudent [L], Deceitful [CE], Vengeful [LE].

Weapons: Scimitar, Dagger, Polearm, Dart. **Armour:** Any armour/shield.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|--------------------------|-------------------------------|-----------------------|------------------------------|-------------------------------|----------------|--------------------------|
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | | Astral Spell |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light [star-/moon-light] | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | Silence | (alt. - Animate Dead) | Poison | (rev. - Finger of Death) | | |
| Purify Food | | | | Greater Illusions [M6] | | |

Silence R: Self; A: 15ft radius; D: 1 turn/intensity-level (Alteration) All sound in the area is muffled, so verbal communication is impossible but spells can still be cast, and no noise issues forth.

Poison R: Touch; A: 1 creature; D: Instant (Necromancy) This venomous power inflicts D10 Con damage immediately and again in 1 minute (5 rnds). Saves of CONvPOT 3/intensity-level negate.

Astral Spell R: Self; A: Self+; D: Special (Alteration) Projects the caster spirit into the astral plane, with up to 1 other per intensity-level, who can then travel to one of the outer planes (and maybe back).

5. Order of FAR HORIZONS (Sea/Travel deities)

Skills: Sailing/Driving, Climb, Oratory, Navigate, Cult Weapon. **Traits:** Energetic [N], Modest [N], Worldly [N].

Weapons: Light weapons only. **Armour:** Light armour/buckler only.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|---------------------------|--------------------|----------------------------------|-----------------------------|--------------------------|---------------------------|-----------------------------|
| Bless [increase move +1"] | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | Find The Path [O3] | Control Weather [O7] |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | | (alt. - Animate Dead) | Lower Water | (rev. - Finger of Death) | | |
| Purify Food | | Water Breathing [M3] | | Plane Shift [O5] | | |
| Predict Weather | | Haste [M3] | | Easy March | | |

Predict Weather R: Self; A: 1 mile radius; D: Instant (Divination) Gives accurate knowledge of what the weather will be like in the area for the next 4 hours per intensity-level, and compass directions.

Lower Water R: 120ft; A: 500sq.ft/level; D: 2 turns/level (Alteration) Causes water level to drop by 5ft/intensity-level across the area affected, which can be a trough-shape (minimum 5ft wide).

Easy March R: 60ft; A: 2 creatures/intensity; D: 1 day/intensity (Enchantment) Affected creatures can travel overland at 2.5 times the normal rate, without fatigue. (It does not affect tactical movement).

6. Order of ENLIGHTENED LORE (Lore/Magic deities)

Skills: Any 2 Lore, Ancient Language, Insight, Strategy. **Traits:** Suspicious [N], Honest [LG], Selfish [E].

Weapons: Staff, Dagger, Dart. **Armour:** Light non-metal armour only.

| | | | | | | |
|----------------------------|---------------------------|--------------------------|---------------------------------|--------------------------|---------------------------|-------------------------|
| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Bless | Augury [95% accurate] | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic [Range x2] | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | Find the Path [O3] | Power Words [M7] |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil [=M1] | Telepathy [M2] | (alt. - Animate Dead) | Globe of Anti-Magic [M4] | (rev. - Finger of Death) | | |
| Purify Food | | Clairvoyance [M3] | | Plane Shift | | |

Plane Shift R: Touch; A: 1 creature/intensity-level; D: Instant (Alteration) If willing, the creature touched and those linked in a circle are shifted to another plane of existence, specified by the caster.

7. Order of THUNDERBOLTS (Storm/Anarchy deities)

Skills: Cult Weapon, Oratory, Climb, Spot, Strategy. **Traits:** Brave/Reckless [G/C], Proud [N], Indulgent [C].

Weapons: Sword, Spear, Axe, Bow/Crossbow. **Armour:** any armour/shield.

| | | | | | | |
|----------------------|--------------------|-----------------------|------------------------------|--------------------------|----------------|-------------------------|
| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | | Control Weather |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | | (alt. - Animate Dead) | Confusion [M4] | (rev. - Finger of Death) | | |
| Purify Food | | | | Lightning Strike | | |

Lightning Strike R: 60ft; A: 10ft diameter; D: Instant (Evocation) A bolt of divine lightning strikes all in the area for 1d8/intensity-level damage (DEXx3 halves, non-metal armour & magic protects).

Control Weather R: 0; A: 2 mile radius; D: 1 day (Alteration) Takes 1 turn to cast, and d4 turns to occur. Weather conditions can be modified moderately, but not radically or impossibly for the climate.

8. Order of RIGHTEOUS LIGHT (Sun/Healing deities)

Skills: Cult Weapon, Insight, First Aid, Oratory, Treat Disease. **Traits:** Brave [G], Generous [G], Just [L].

Weapons: Spear, Bow. **Armour:** Any armour/shield.

| | | | | | | |
|---------------------------|--------------------|----------------------------------|---------------------|-------------------------------------|----------------|---------------|
| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Bless | Augury | Continual Light [= daylight] | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | | |
| Hold Undead [x2 affected] | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light [= daylight] | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil [*/] | | (alt. - Animate Dead) | | (rev. - Finger of Death) | | |
| Purify Food | | | | Flame Strike | | |

Protection from Evil Also gives a 'sanctuary' effect, i.e. an enemy cannot attack the recipient unless they make a WISvWIS save. This effect ceases if the recipient attempts any attack.

Flame Strike R: 60ft; A: 10ft diameter; D: Instant (Evocation) A blast of divine flame strikes all in the area for 1d8/intensity-level damage (DEXx3 halves, magic protects & armour does at half-value).

9. Order of the SILKEN VOICE (Trickster/Trader deities)

Skills: Appraise, Bargaining, Oratory, Any Professional, Insight. **Traits:** Suspicious [N], Worldly [N], Any Chaotic Trait [C].

Weapons: Staff, short sword, dagger. **Armour:** Light armour only.

| | | | | | | |
|--------------------------|--------------------|-----------------------|-----------------------------|--------------------------|----------------|---------------|
| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | | |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | | (alt. - Animate Dead) | Charm Monster [M4] | (rev. - Finger of Death) | | |
| Purify Food | | | | | | |
| Charm Person [M1] | | | | | | |

10. Order of ULTIMATE DARKNESS (Death/Afterlife deities)

Skills: Cult Weapon, Oratory, Hide/Sneak, Insight, First Aid. **Traits:** Proud [N], Deceitful [C], Vengeful [LE].

Weapons: Sword, Spear, Crossbow, Dagger. **Armour:** Light armour only.

| | | | | | | |
|-------------------------|--------------------|----------------------------|------------------------------|-----------------------|----------------|-------------------------|
| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | | Gate |
| Hold Undead [+ command] | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | | (alt. - Animate Dead [x2]) | Poison [O4] | Finger of Death [OK] | | |
| Purify Food | | | | | | |

Hold Undead Clerics of this Order can also command any undead affected, for the duration of the spell.

Gate R: 30ft; A: 10ft+ gateway; D: Instant (Conjuration) Opens an ultra-dimensional portal to the plane of a specified demon, devil, demi-god or similar. Something will come through and may give aid.

11. Order of THE IRON FIST (War/Destruction deities)

Skills: Any 2 Weapons, Oratory, Command, Strategy. **Traits:** Reckless [C], Cruel [E], Vengeful [LE].

Weapons: Any weapons; Any shield. **Armour:** Any Armour (heavy preferred).

| | | | | | | |
|----------------------|-------------------------------|----------------------------|------------------------------|-----------------------|----------------|--------------------------|
| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | | Earthquake |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | Destruction |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | Spiritual Weapon [O12] | (alt. - Animate Dead) | Cause Injury | Finger of Death | | |

Purify Food

Flame Strike [O8]

Cause Injury R: Touch; A: 1 creature; D: Instant (Necromancy) The victim takes 5 damage/intensity-level (reduced by Defence only) down to a minimum of -5 Hit Points, suffering appropriate injury.
Destruction R: Touch; A: 1 creature; D: Instant (Necromancy) The victim instantly dies and turns to dust (no save). Defence reduces effect to Cause Injury. Caster must rest 2 weeks (no combat/casting).

12. Order of THE MAKER (Smithing/Workman deities)

Skills: Any 2 Craft Skills, Appraise, Bargaining, Cult Weapon. Traits: Prudent [L], Energetic [N], Just [L].

Weapons: Hammer, Axe, Pick. Armour: Any armour (preferably metal).

Table with 7 columns (1st-7th) listing spells and their effects. Includes spells like Bless, Cure Wounds, Detect Magic, etc.

Spiritual Hammer R: 60ft; A: -; D: 1 turn (Evocation) Creates a hammer-like field of force which attacks the caster's enemies, while he concentrates. It attacks as the caster, with damage d6+1/level.

DETAILS FOR EXAMPLE CULTS

SIF

Skills: 2 of Sword/2hSword/Dagger, First Aid, Command, Oratory. Traits: Brave [G], Honest [LG], Loyalty-Sif [LG].

Weapons: ?. Armour: ?.

Table with 7 columns (1st-7th) listing spells for SIF. Includes spells like Bless, Cure Wounds, Detect Magic, etc.

Chant ('Bladesong') As Chant but caster can maintain it while in combat using any type of sword.

Oath R: Touch; A: 1 creature; D: Instant (Enchantment) Put upon an oath-maker, if breaking it they will suffer a curse (no save). It can be anything the caster decrees, subject to GM ruling.

Sever Spirit R: 30ft; A: 1 creature; D: Instant (Necromancy) As Finger of Death but can also affect some types of undead, by separating their spirit from the physical shell they occupy.

EHLONNA (EHLENESTRA)

Skills: Animal Lore, Plant Lore, Track, Oratory, Cult Weapon. Traits: Love-Nature [G], Lusty [C], Honest [LG].

Weapons: ?. Armour: ?.

Table with 7 columns (1st-7th) listing spells for EHLONNA. Includes spells like Bless, Cure Wounds, Detect Magic, etc.

Light ('Faerie Fire') As the normal Light spell but can alternatively create 'Faerie Fire' glow effect upon 1 creature/intensity-level in a 10ft radius area within 120ft, which lasts for 1 turn.

Hold Person ('Entangle') As normal Hold Person, except effected by plants entangling the targets: they seize anyone in/entering the area up to the maximum; but do not release them if attacked.

Wild Shape R: 0; A: Self; D: 1 day/night (Alteration) Caster changes into the form of an animal, of up to 2HD per intensity-level. Can change back any time, recovering from fatigue in the process.

OLIDAMMARA

Skills: Perform, Hide/Sneak, Fast Talk, Disguise, Rapier. Traits: Deceitful [CE], Forgiving [CG], Any Chaotic trait [C]. :-)

Weapons: Any. Armour: No heavier than Chainmail.

Table with 7 columns (1st-7th) listing spells for OLIDAMMARA. Includes spells like Bless, Cure Wounds, Detect Magic, etc.

Bestow Curse R: Touch; A: 1 creature; D: Instant (Enchantment) The target will suffer a curse (unless they make a WISvWIS save), which can be anything the caster decrees, subject to GM ruling.

Irresistible Dance R: Touch; A: 1 living creature; D: 1 minute (Enchantment) The creature touched can do nothing but caper and prance on the spot. No save.

CORELLON LARETHIAN

Skills: Sword/Bow, Sing/Dance/etc, Lore/Magic, Oratory, Command/Strategy. Traits: Pious [N], Any Good trait [G], Any Chaotic trait [C].

Weapons: ?. Armour: ?.

Table with 7 columns (1st-7th) listing spells for CORELLON LARETHIAN. Includes spells like Bless, Cure Wounds, Detect Magic, etc.

Chant ('Arrowsong') As Chant but caster can maintain it while shooting any type of bow (except crossbows).

Elvish Enchantment R: Touch; A: One object; D: Instant (Enchantment) Imbues a newly-made item with the special qualities of elvish mail, boots, cloak, rope, etc, as appropriate. Requires sacrifice.

CLANGGEDIN

Skills: Axe, Axe2h, Strategy, Command, Oratory/First Aid. **Traits:** Brave/Reckless [G/C], Proud [N], Hate-Goblins/Giants [G/E].

Weapons: ?. **Armour:** ?.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|----------------------|--------------------|-----------------------------|--------------------------|-----------------------------------|----------------|----------------------|
| Bless [+2 with Axes] | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant ['Axesong'] | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | <i>Speak with Plants</i> | <i>Insect Plague</i> | | Iron Body |
| Hold Undead | Sense Traps | Remove Curse | <i>Sticks to Snakes</i> | Quest | | Symbol [M8] |
| Light | Speak with Animals | <i>Speak with Dead</i> | Tongues | Raise Dead | | |
| Protection from Evil | | (+ Animate Dead) | Axe Storm | (rev. Finger of Death) | | |
| Purify Food | | Strength of Unity | Fearlessness | Easy March [O12] | | |
| | | | | Righteous Might | | |

Chant ('Axesong') As *Chant* but caster can maintain it while in combat using any type of axe.

Strength of Unity R: Touch; A: 30ft radius; D: 1 turn (Enchantment) When the caster touches a 'keystone' person, up to 1 person per intensity-level gains their strength for the duration, if willing.

Axe Storm R: Self; A: 20ft radius; D: 1 turn (Enchantment) Up to 1 dwarf per intensity-level in the area gains 1 extra attack/round with each axe wielded.

Fearlessness R: Touch; A: 1 creature+; D: 1 turn+ (Abjuration) Gives immunity to fear, energy-drain or death magics. Cast as 10-minute ceremony, affects all worshippers within 60ft for 1 hour.

Righteous Might R: Self; A: -; D: 1 turn (Alteration) Caster doubles in height, gaining appropriate Strength, Weight and HPs, plus 1 AP per intensity-level. Includes equipment.

Iron Body R: Self; A: -; D: 1 turn (Alteration) Caster transforms to living iron, gaining +2AP/intensity-level and becoming immune to anything not usually able to affect iron. Weight increases x10.

HEIRONEOUS

Skills: Longsword, Shield, Oratory (Diplomacy), Command, Strategy. **Traits:** Valorous [G], Just [L], Merciful [G].

Weapons: ?. **Armour:** ?.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|------------------------|--------------------|-----------------------------|--------------------------|-----------------------------------|---------------------------|----------------------|
| Bless [for Smite Evil] | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | <i>Speak with Plants</i> | <i>Insect Plague</i> | Restoration [C7] | |
| Hold Undead | Sense Traps | Remove Curse | <i>Sticks to Snakes</i> | Quest | | |
| Light | Speak with Animals | <i>Speak with Dead</i> | Tongues | Raise Dead | | |
| Protection from Evil | | (+ Animate Dead) | Holy Sword | (rev. Finger of Death) | | |
| Purify Food | | Holy Steed | Polymorph [M4] | Energy Bolt | | |

Bless ('Smite Evil') As normal *Bless* spell but can alternatively bless one single blow to 'Smite Evil': attack evil-aligned opponent at x2 and gain +1 damage/intensity-level, or CHA bonus minimum.

Holy Steed R: 0; A: Special; D: 1 day (Conjuration) Conjures a large, quasi-real creature like a heavy warhorse, as caster's mount; extra intensity allows magical movement: mud, water, air (1r), fly.

Holy Sword R: Touch; A: Weapon wielded; D: 1 turn (Evocation) Caster's sword (or other) becomes +5 Holy weapon, with an extra 2d6 damage v evil opponents, and emits a constant *Protection Circle*.

Energy Bolt R: 70ft; A: 1 creature; D: Instant (Evocation) Damage d6/level; undead/evil astrals x2, elementals x½, negative-planars x3, positive/good astrals x0. Ignores magic resistance, DEXx5 halves.

HEXTOR

Skills: Two Cult Weapons, Oratory, Command, Strategy. **Traits:** Loyalty-Hextor [LE], Cruel [E], Vengeful [LE].

Weapons: Longsword, Mace, Battleaxe, Falchion, Battle Pick, Spiked Flail. **Armour:** ?.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|------------------------|---------------------------|-----------------------------|---------------------------|------------------------|---------------------------|----------------------|
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | <i>Speak with Plants</i> | Insect Plague | Destruction | |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | <i>Speak with Animals</i> | <i>Speak with Dead</i> | Tongues | Raise Dead | | |
| Protection from Evil | Spiritual Weapon | (+ Animate Dead) | Cause Injury [O11] | (rev. Finger of Death) | | |
| Purify Food | | Holy Arms | | Holy Blight | | |
| Cause Wounds | | | | | | |

Cause Wounds R: Touch; A: 1 creature; D: Instant (Necromancy) The victim d6+1 damage/intensity-level. CONx5 halves, reduced by magical armour factors (but not mundane), Defence applies.

Holy Arms R: Self; A: -; D: 1 turn (Alteration) Caster immediately grows extra arms, so they have six. Each can wield a weapon, at no penalty if they are different weapons holy to Hextor.

Holy Blight R: 60ft; A: 20ft radius; D: D4 rounds (Evocation) A cold, cloying miasma of greasy darkness, does d6/level damage to and sickens good-aligned creatures (extra-planar x2); neutrals x½.

UKKO

Skills: Cult Weapon, Spot, Ride, Command, Insight/First Aid. **Traits:** Proud [N], Merciful [G], Generous [G].

Weapons: Blunt weapons, Longsword & Dagger (Paladins also allowed: Any Sword, Lance, Spear). **Armour:** ?.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|--------------------------|------------------------|-----------------------------|--------------------------|------------------------------|----------------|------------------------------|
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection |
| Detect Evil | Hold Person | Protection Circle | <i>Speak with Plants</i> | <i>Insect Plague</i> | | Control Weather [O12] |
| Hold Undead | Sense Traps | Remove Curse | <i>Sticks to Snakes</i> | Quest | | |
| Light | Speak with Animals | <i>Speak with Dead</i> | Tongues | Raise Dead | | |
| Protection from Evil | Levitate [M2] | (+ Animate Dead) | Air Walk | (rev. Finger of Death) | | |
| Purify Food | | Fireblade | Avian Summoning | Conjure Air Elemental | | |
| Speak with Avians | | | | | | |

Speak with Avians As *Speak with Animals* [C2] but only works on birds and similar feathered creatures.

Fireblade R: 60ft; A: 1 edged weapon; D: 1 turn (Evocation) Flaming weapon does 3d6 damage; armour protects, but not magic resistance. Lasts until the wielder takes damage, or ceases concentrating.

Air Walk R: Touch; A: 1 creature; D: 2 hours (Alteration) Affected creature can walk on air as if it was solid ground (but animals require some training to do so successfully).

Avian Summoning R: 30ft; A: 30ft diameter; D: 1 turn (Conjuration) Birds or similar creatures of up to 1HD per intensity-level immediately appear and attack the caster's enemies, or act as he orders.

HEL

Skills: Cult Weapon, Treat Disease/Injury, Herb Lore, Oratory (Diplomacy), ?. **Traits:** Pious [N], Just [L], Cruel [E].

Weapons: Spear, Two-handed sword. **Armour:** Leather Armour only.

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|--------------------------|---------------------------|------------------------------------|--------------------------|------------------------|--------------------------|-----------------------------|
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection [vampire/lich] |
| Detect Evil | Hold Person | Protection Circle | <i>Speak with Plants</i> | <i>Insect Plague</i> | Death Spell [M6] | Energy Drain |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | |
| Light | <i>Speak with Animals</i> | Speak with Dead | Tongues | Raise Dead | | |
| Protection from Evil | Death Knell | (+ Animate Dead [x2+f]) | Fear [M4] | (rev. Finger of Death) | | |
| Purify Food | Spiritual Weapon | Cause Disease | | Wall of Bones | | |
| Speak with Wolves | | | | | | |

Speak with Wolves As *Speak with Animals* [C2] but only works on wolves and similar vulpine beasts.

Death Knell *R: Touch; A: 1 living creature; D: 1 turn (Necromancy)* Kills creature touched (if on -1hp or less, and fails WISvWIS save) and gives caster d6+1 hp (or +1 Str if on full HP).

Animate Dead As *Animate Dead* but double the normal number of creatures can be created and controlled. Can create other undead, at higher intensity-levels 4 ghouls, 5 ghastrs, 6 wights, 7 mummies.

Cause Disease *R: Touch; A: 1 creature; D: Instant (Necromancy)* Infects the victim with the acute form of a random disease (RQ, p41); chronic form if they make CONx5, or terminal on a roll of 96+.

Hand of Death *R: 30ft; A: 1 person; D: Instant (Necromancy)* As *Finger of Death* but the victims heart is ripped out and flies to the caster's hand, if successful, and may be cast in melee, even grappling.

Wall of Bones *R: 120ft; A: 10ft high, 20ft wide, 1ft thick; D: 4 hours (Conjuration)* Viewing the grisly Wall within 60ft causes *Fear* (WISx5 or flee etc). Takes 100hp to destroy, sunlight doing 20hp/rnd.

Energy Drain *R: 60ft; A: 1 creature; D: Permanent (Necromancy)* A black ray of crackling negative energy strikes and drains 2d4 Strength, permanently (Defence success halves, Spec/Crit negates).

Resurrection As normal *Resurrection* but the subject returns as undead - either a vampire or, if a high-level wizard, a lich. The death of the subject creature may occur as part of the ceremony.

???

| | Skills: ?. | Traits: ?. | Weapons: ?. | Armour: ?. | | | |
|----------------------|--------------------|-------------------|---------------------|------------------------|----------------|---------------|--|
| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | |
| Bless | Augury | Continual Light | Cure Serious Injury | Commune | Blade Barrier | Reincarnation | |
| Cure Wounds | Chant | Cure Disease | Divination | Create Food | Holy Servant | Restoration | |
| Detect Magic | Delay Poison | Glyph of Warding | Neutralize Poison | Dispell Evil | Word of Recall | Resurrection | |
| Detect Evil | Hold Person | Protection Circle | Speak with Plants | Insect Plague | | | |
| Hold Undead | Sense Traps | Remove Curse | Sticks to Snakes | Quest | | | |
| Light | Speak with Animals | Speak with Dead | Tongues | Raise Dead | | | |
| Protection from Evil | | (+ Animate Dead) | | (rev. Finger of Death) | | | |
| Purify Food | | | | | | | |

H. HERB & HERB LORE (“FIND HEALING PLANTS”)

Herb Lore skill allows finding useful herbs and similar substances.

FINDING HERBS:

For each 4 hours spent searching, roll Herb Lore skill (modified by terrain).

SUCCESS = Some useful herb found (random)

SPECIAL = Double amount found

CRITICAL = Triple amount found

FAILURE = No useful herb found

FUMBLE = Mis-identified herb found (GM rolls secretly)

Different types of terrain modify the basic skill percentage by the amounts noted. Populous areas also reduce the chance by -50%.

AMOUNT FOUND = d [Occurrence %] (modified if special/critical)

TYPE FOUND* = Roll d100 on the appropriate Terrain Table.

(Results above any on that table mean re-roll on the Minor Herb List, or on a table for a nearby terrain type if the roll is 90+).

* If seeking a SPECIFIC HERB, then to find it roll this chance instead:

10 x Occurrence% (but a failed roll finds nothing).

(Minor herbs have an Occurrence of 5% in suitable terrain. So for example, seeking Mistletoe would require a roll of 10 x 5 = 50%)

PRESERVING HERBS

Herbs must be preserved if they are to last beyond the month. A successful Herb Lore roll is required to do so – failure means the herb was spoiled in the attempt. Preservation takes 1 hour of work per batch, and requires 1 day to complete the process in a dry house/cave etc.

MINOR HERBS have many reputed properties - but they are only 10% likely to be effective, even used with a successful Herb roll).

“LOCATE PLANTS” - This spell allows a 'Finding Herbs' roll every turn (10 mins), instead of once per 4 hours. It also gives a +5% bonus per 1” diameter to the rolls. (Note that this bonus derives from the diameter, not the area, because the caster will be moving, linearly).

NB: Protocol requires that a Druid using this spell may only harvest every third specimen found, to avoid 'over-fishing' rare plants. (Note that a successful Occurrence roll is required to produce each 'find').

Form and Preparation:

Brew – Effective when drunk 20 rounds after water is boiled;

Ingest – Immediately usable: eat, chew, drink or inhale, as appropriate;

Apply – Requires 1-10 rounds to prepare, then applied directly onto area;

Paste – Raw matter is made into a paste which may be put in food or drink, or applied to weapons/tools and stays effective for up to 1 week (?);

Liquid – As Paste, but only remains effective for 1 hour;

Powder – Only effective in food or drink, cannot be applied to weapons.

D100 SCRUBLAND (-20%) Occ., Ref.

| | | |
|-------|------------------|----------|
| 5-6 | Harfy resin | 2%, #621 |
| 7-9 | Arkasu sap | 3%, #637 |
| 10-13 | Arnuminas leaf | 4%, #655 |
| 14-16 | Dagmather spine | 3%, #658 |
| 17 | Hegheg root | 1%, #660 |
| 18 | Pasamar grass | 1%, #670 |
| 19-20 | Siran clove | 2%, #671 |
| 21-23 | Sirienna grass | 3%, #672 |
| 24-25 | Blue-eyes flower | 2%, #679 |
| 26-27 | Kilmakur root | 2%, #685 |
| 28-31 | Klagul bud | 4%, #686 |
| 32 | Merrig thorn | 1%, #695 |
| 33-35 | Arunya root | 4%, #801 |
| 36-39 | Hoak-foer flower | 4%, #805 |
| 40-42 | Tukamur grass | 3%, #810 |
| 43-44 | Kaktu flower | 2%, #914 |
| 45-48 | Silmaana stalk | 4%, #926 |

+ Other/Minor

D100 DESERT (-50%) Occ./Ref.

| | | |
|-------|--------------------|-----------|
| 1-3 | Argsbargies flower | (3%,#601) |
| 4 | Ul-naza leaf | (3%,#607) |
| 5-7 | Alambas grass | (3%,#613) |
| 8-10 | Culkas leaf | (3%,#615) |
| 11-12 | Hugburtun fruit | (2%,#622) |
| 13-16 | Agbutege leaf | (4%,#623) |
| 17-20 | Draaf leaf | (4%,#627) |
| 21-24 | Gariig cactus | (4%,#629) |
| 25-27 | Pathur nodule | (3%,#652) |
| 28-29 | Belramba lichen | (2%,#662) |
| 30-31 | Ankii berry | (2%,#676) |
| 32 | Lestagii crystal | (1%,#694) |
| 33-34 | Januk-ty root | (2%,#696) |
| 35-37 | Vinuk root | (3%,#698) |
| 38-40 | Nelisse leaf | (3%,#807) |
| 41-42 | Swigmakril flower | (2%,#808) |
| 43-45 | Carnegurth flower | (3%,#901) |
| 46-48 | Klytun root | (3%,#904) |
| 49-50 | Sharduvaak berry | (2%,#906) |
| 51-53 | Juth scorpion | (3%,#918) |

+ Other/Minor

Addiction Factor (AF): GMs may wish to make certain herbs addictive. Each time a herb is employed after its initial use in any given week roll to see if the user becomes addicted. Double the AF% with each subsequent use after the 2nd in the given week. Addiction effects: (a) loss of effectiveness of herb; (b) must use herb when under stress; (c) halve all skills when not using herb; or (d) other unpleasant, possibly violent, withdrawal symptoms without usage.

D100 WOODS (Forest +10%) Occ./Ref.

| | | |
|-------|-------------------|-------------|
| 1-3 | Menelar cone | (3%,#603) |
| 4-5 | Quilmufur root | (2%,#605) |
| 6-7 | Shen leaf | (2%,#606) |
| 8-9 | Arfandas stem | (2%,#608) |
| 10 | Edram moss | (1%,#611) |
| 11-14 | Rewk nodule | (4%,#633) |
| 15-19 | Thurl clove | (5%,#634) |
| 20-21 | Winclamit fruit | (2%,#635) |
| 22-24 | Yavethalion fruit | (3%,#636) |
| 25-27 | Athelas leaf | (3%,#639) |
| 28-31 | Delrean bark | (4%,#641) |
| 32-34 | Latha stem | (3%,#643) |
| 35-37 | Arpsusar stalk | (3%,#656) |
| 38-41 | Terbas leaf | (4%,#663) |
| 42-45 | Berterin moss | (4%,#667) |
| 46-67 | Grapeleaf nectar | (2%,#682) |
| 48-51 | Kykykyl root | (4%,#714) |
| 52-53 | Sharkasar root | (2%,#905) |
| 54 | Bragolith fly | (1%,#907) |
| 55 | Henuial bee | (1%,#909) |
| 56-58 | Muilfana sap | (3%,#911) |
| 59-60 | Cathaana nut | (2%,#917.5) |
| 61-63 | Nimnaur spider | (3%,#925) |
| 64-65 | Slota spider | (2%,#927) |
| 66-68 | Taynaga bark | (3%,#912) |

+ Other/Minor

D100 WATERSIDE Occ./Ref.

| | | |
|-------|-----------------|------------|
| 1 | Baalak reed | (1%,#609) |
| 2-4 | Veldurak kelp | (3%,#618) |
| 5-7 | Felmather leaf | (3%,#642) |
| 8-9 | Carcatu grass | (2%,#646) |
| 10-12 | Degiik leaf | (3%,#647) |
| 13 | Laurelin leaf | (1%,#648) |
| 14 | Nur-oiolosse | (1%,#649) |
| 15-18 | Sorul nut | (4%,#649+) |
| 19 | Oiolosse clove | (1%,#650) |
| 20-21 | Olvar flower | (2%,#651) |
| 22-24 | Ebur flower | (3%,#659) |
| 25-26 | Tarveg flower | (2%,#661) |
| 27-29 | Febfendu root | (3%,#668) |
| 30-31 | Gylvir algae | (2%,#681) |
| 32-34 | Splayfoot seeds | (3%,#690) |
| 35-37 | Suranie berry | (4%,#697) |
| 38-41 | Tatharsul fruit | (4%,#715) |
| 42-46 | Ulginor leaves | (5%,#716) |

47-49 Hugar root (3%,#806)

| | | |
|-------|------------------|-----------|
| 50-52 | Swuth leaf | (3%,#809) |
| 53 | Brithagurth fish | (1%,#908) |
| 54 | Wek-baas fish | (1%,#922) |
| 55-57 | Jitsu clam | (3%,#932) |
| 58-59 | Jitsutyram clam | (2%,#933) |

+ Other/Minor

D100 CAVERNS (-30%) Occ./Ref.

| | | |
|-------|--------------------------|-------------------------|
| 1-3 | Zulsendura mushroom | (3%,#692) |
| 4-6 | Zur fungus | (3%,#693) |
| 7-10 | Cram mushroom | (4%,#712) |
| 11-13 | Jeggaruhk bat | (3%,#902 or Jegga #921) |
| 14-17 | Ondokamba bat | (4%,#910) |
| 18-19 | Ruth-i-laur drake (spit) | (2%,#919) |
| 20-21 | Lhugruth drake (blood) | (2%,#923) |

+ Other/Minor

D100 JUNGLE (+20%) Occ./Ref.

| | | |
|-------|-----------------|-----------|
| 1-2 | Anserke root | (2%,#619) |
| 3-4 | Fek nut | (2%,#620) |
| 5 | Vulcurax berry | (1%,#654) |
| 6-7 | Curfalaca fruit | (2%,#657) |
| 8 | Yuth flower | (1%,#665) |
| 9-10 | Kakduram fruit | (2%,#669) |
| 11-12 | Tarnas nodule | (2%,#673) |
| 13 | Wek-wek nodule | (1%,#674) |
| 14-15 | Rud-tekma fruit | (2%,#689) |
| 16-17 | Welwal leaf | (2%,#698) |
| 18-19 | Witav leaf | (2%,#700) |
| 20-22 | Gort leaf | (3%,#804) |
| 23-25 | Karfar leaf | (3%,#903) |
| 26-29 | Dynallca leaf | (4%,#913) |
| 30 | Trusa frog | (1%,#915) |
| 31 | Slird fruit | (1%,#920) |

+ Other/Minor

D100 MOOR (-20%) Occ./Ref.

| | | |
|-------|---------------------|-----------|
| 1-3 | Eldaana leaf | (3%,#602) |
| 4 | Bursthelas stalk | (1%,#610) |
| 5-6 | Gursamel stalk | (2%,#612) |
| 7-9 | Aloe leaf | (3%,#614) |
| 10-11 | Cusamar flower | (2%,#625) |
| 12-14 | Attanar moss | (3%,#640) |
| 15-17 | Trudurs moss | (3%,#644) |
| 18-10 | Ukur nut | (3%,#645) |
| 21-23 | Atigax root | (3%,#677) |
| 24-25 | Elben's Basket root | (2%,#680) |
| 26-29 | Joef (powder) | (4%,#683) |
| 30-33 | Kathkusa leaf | (4%,#684) |
| 34-35 | Marku nut | (2%,#687) |
| 36-39 | Yaran pollen | (4%,#691) |
| 40-43 | Alshana root | (4%,#701) |
| 44-46 | Galenas leaf | (3%,#803) |
| 47-48 | Asgurash snake | (4%,#917) |
| 49-51 | Kly berry | (3%,#934) |
| 52-55 | Uraana leaf | (4%,#935) |

(+Vuraana flower, #936) spring only
+ Other/Minor

D100 MTNS/HILLS Occ./Ref.

| | | |
|-------|-------------------|---------------|
| 1-4 | Mook berry | (4%,#604) |
| 5-7 | Jojojopo leaf | (3%,#616) |
| 8-11 | Arlan leaf & root | (4%,#624/638) |
| 12-15 | Darsurion leaf | (4%,#626) |
| 16-19 | Dugmuthur berry | (4%,#628) |
| 20-22 | Gefnul lichen | (3%,#630) |
| 23-26 | Mirenna berry | (4%,#631) |
| 27-30 | Reglen moss | (4%,#632) |
| 31 | Tyr-fira leaf | (1%,#653) |
| 32-33 | Wifurwif lichen | (2%,#664) |
| 34 | Baldakur root | (1%,#666) |
| 35-38 | Agath berry | (4%,#675) |
| 39-41 | Breldiar flower | (3%,#678) |
| 42-45 | Megillos leaf | (4%,#688) |
| 46-49 | Hesguratu seeds | (4%,#713) |
| 50-53 | Brorkwilb flower | (4%,#802) |
| 54-55 | Acaana flower | (2%,#916) |

| | | |
|-------|--------------------|-----------|
| 56 | Ul-acaana flower | (1%,#921) |
| 57-59 | Ondohithui lichen | (3%,#924) |
| 60-61 | Zaganzar root | (2%,#928) |
| 62-63 | Galenaana leaf | (2%,#929) |
| 64-66 | Hith-i-girith tree | (3%,#930) |

+ Other/Minor

in Pandaria and Cantabria.]

| ID# | Name | Usage | Effect | Cost | AF† | Terrain |
|-----|-----------------------------|--------|---|--------|-----|---------|
| | Antidotes | | <i>Act immediately, and can revive victims up to 15 mins after poisoning. NB: Some require brewing, taking 5 mins.</i> | | | |
| 601 | Argsbargies flower | ingest | Antidote for Muscle Poisons (<i>inc. Wyvern/Snake Venom</i>). Potency 4. | 190 L | 7% | Desert |
| 602 | Eldaana leaf | brew | Antidote for Reduction Poisons (<i>inc. Spider/Ghoul Venom</i>). Potency 9. Reverses ugliness curses. | 495 L | 2% | Moor |
| 603 | Menelar cone | brew | Antidote for Circulatory Poisons (<i>inc. Herbal Poison</i>). Potency 7. | 325 L | 4% | Wood |
| 604 | Mook berry | ingest | Antidote for Respiratory Poisons (<i>inc. Poison Gas</i>). Potency 3. | 150 L | 5% | Mtn |
| 605 | Quilmufur root | brew | Antidote for Conversion Poisons (<i>inc. Mineral/Cockatrice Poison</i>). Potency 8. | 245 L | 1% | Wood |
| 606 | Shen leaf | ingest | Antidote for Nerve Poisons (<i>inc. Manticore/Scorpion Venom</i>). Potency 4. (See also #665) | 135 L | 3% | Wood |
| 607 | UI-Naza leaf | ingest | Antidote for any poison. Can be taken up to 1 day after poisoning. Potency 20. | 2150 L | 9% | Desert |
| | Bone Repair | | | | | |
| 608 | Arfandas stem | apply | Doubles rate of healing for fractures (up to level 4 breaks). One day of rest/recovery counts as two. | 10 L | 1% | Wood |
| 609 | Baalak reed | brew | Shatter repairs (any level breaks). Gives +3D6 days equivalent rest/recovery overnight. | 800 L | 12% | Coast |
| 610 | Bursthelas stalk | brew | Shatter repairs (any level breaks). Gives +2D6 days equivalent rest/recovery in 1 hour. | 550 L | 22% | Moor |
| 611 | Edram moss | ingest | Mends bone (up to level 6 breaks). Gives +2D6 days equivalent rest/recovery overnight. | 155 L | 10% | Wood |
| 612 | Gursamel stalk | apply | Mends bone. Up to level 6 breaks: +D6 days equivalent rest/recovery overnight. Higher: +1 day overnight. | 150 L | 5% | Moor |
| | Burns & Exposure | | <i>Usually take 1 hour.</i> | | | |
| 613 | Alambas grass | apply | Heals up to 20-25% burns (4 sq. ft). Restores 4D6 hp of burns in 24 hrs, but does not repair serious injury. | 33 L | 4% | Desert |
| 614 | Aloe leaf | apply | Heals 1 hp resulting from burns. Doubles healing rate for burns and minor cuts (only above half HP), for 1 day. | 3 C | 0 | Moor |
| 615 | Culkas leaf | apply | Heals up to 50% burns (10 sq. ft). Restores 2D6 hp of burns, repairing any related serious injury. | 175 L | 0 | Desert |
| 616 | Jojojopo leaf | apply | Cures frostbite. Heals D4 hps resulting from cold. | 5 L | 0 | Mtn |
| 617 | Kelventari berry | rub | Heals 1st and 2nd degree burns. D2 hits resulting from heat, but not if damaged below 0hp (3rd degree). | 95 L | 0 | Scrub |
| 618 | Veldurak kelp | apply | Cures frostbite. Heals D10 hits resulting from cold. | 4 L | 2% | Coast |
| | Circulatory Repair | | | | | |
| 619 | Anserke root | apply | Stops bleeding by clotting and sealing wound. Takes 3 rnds to take effect. Moving reopens wound. | 4 L* | 7% | Jungle |
| 620 | Fek nut | brew | Stops any bleeding. Takes 1-10 rnds to take effect. Moving reopens wound. | 3 L* | 5% | Jungle |
| 621 | Harfy resin | apply | Immediately stops any form of bleeding. | 85 L* | 9% | Scrub |
| 622 | Hugburtun fruit | apply | Immediately stops any form of bleeding. | 90 L* | 6% | Desert |
| | Wound Healing | | <i>Usually take 1 hour to act.</i> | | | |
| 623 | Akbutege Leaf | ingest | Heals D2 hp. Ingest by smoking. | 2 L | 1% | Desert |
| 624 | Arlan Leaf | apply | Heals 1 hp, or D2 if specially cultivated variety. (Roots also have effect - see #638). | 6½ L | 1% | Mtn |
| 625 | Cusamar Flower | ingest | Heals 3D4 hp. | 150 L | 3% | Moor |
| 626 | Darsurion Leaf | apply | Heals 1 hp. | 2 L | 1% | Mtn |
| 627 | Draaf Leaf | ingest | Heals D2 hp for each of 2 consecutive rounds. | 4 L | 1% | Desert |
| 628 | Dugmuthur Berry | ingest | Heals 2 hp. Instant effect. | 45 L | 2% | Mtn |
| 629 | Gariig Cactus | ingest | Heals 1 hp per turn for 6 turns (1 hour). Aka Grarig. | 275 L | 3% | Desert |
| 630 | Gefnul Lichen | ingest | Heals 20 hp. | 450 L | 10% | Mtn |
| 631 | Mirenna berry | ingest | Heals 2 hp. Instant effect. | 50 L | 1% | Mtn |
| 632 | Reglen moss | brew | Heals 10hp. | 375 L | 7% | mtn |
| 633 | Rewk nodule | brew | Heals D4 hp. Check for addiction from first usage in the week. | 5 L | 1% | Wood |
| 634 | Thurl clove | brew | Heals 1 hp. Brew keeps 1-2 weeks. | 1 L | 1% | Wood |
| 635 | Winclamit fruit | ingest | Heals 3D20 hp. | 500 L | 12% | Wood |
| 636 | Yavethalion fruit | ingest | Heals D10 hp. | 225 L | 4% | Wood |
| | General Purpose | | | | | |
| 637 | Arkasu sap | apply | Heals D3 hits. Doubles rate of healing for major wounds, for D6 days. | 60 L | 2% | Scrub |
| 638 | Arlan root | ingest | Decongestant. Resists common cold speeds recovery from respiratory illness. Gives extra CONx5 roll to recover from Sniffles, Sneezing, Creeping Chills and Thunder Lung. (Leaves also have effect - see #624) | 65 L* | 3% | (Mtn) |
| 639 | Athelas leaf | brew | Aka Kingsfoil. Capable of curing any magical spirit disease, but healer must combat the possessing disease spirit. | 1 L* | 20% | Wood |
| 640 | Attanar moss | apply | Cures fever. Gives extra CONx5 roll to recover from Brain Fever, Mania and Convulsions. | 40 L | 1% | Moor |
| 641 | Delrean bark | apply | Repels any insect. Smells foul (noticeably so; range 50'). | 2 L | 1% | Wood |
| 642 | Felmather leaf | ingest | Mental summons of one "friend" (beasts or folk), within a range of half a mile. Coma relief. Takes & lasts 1hr. Reduces Brain Fever or Mania by one level of severity (chronic/mild form cured completely). | 525 L | 5% | Coast |
| 643 | Latha stem | brew | Disease resistance +10% for D6 days, cures common cold and Sniffles/Sneezing on a CONx5 roll. Heals 1hp. | 5 L | 4% | Wood |
| 644 | Trudurs moss | brew | Disease resistance +10% for D10 days. | 6 L | 8% | Moor |
| 645 | Ukur nut | ingest | One day's nutrition. | 17 L | 1% | Moor |
| | Life Preservation | | <i>*Lifekeeping: Coma instead of death at -10hp, with no bleeding/deterioration; but any further injury kills.</i> | | | |
| 646 | Carcatu grass | apply | Lifekeeping* (1 day). | 445 L | 25% | Coast |
| 647 | Degiik leaf | ingest | Lifekeeping* (1 day). | 500 L | 10% | Coast |
| 648 | Laurelin leaf | ingest | Lifegiving for Elves, if given within 28 days of death. | 4995 L | 21% | Coast |
| 649 | Nur-oiolosse clove | ingest | Lifegiving (1 day). Kills one day later unless Sorul nut is ingested (Coastal; 5 Clacks). | 1000 L | 13% | Coast |
| 650 | Oiolosse clove | ingest | Lifegiving for Elves, if given within 7 days of death. (aka Ololosse). | 3000 L | 22% | Coast |
| 651 | Olvar flower | ingest | Lifekeeping* 2-20 days. | 1000 L | 20% | Coast |
| 652 | Pathur nodule | brew | Lifekeeping* (1 hour). | 175 L | 7% | Desert |
| 653 | Tyr-fira leaf | apply | Lifegiving, if given within 56 days (however all magic). | 6000 L | 33% | Mtn |
| 654 | Vulcurax berry | apply | Lifegiving, if given within 30 days. | 5000 L | 0 | Jungle |
| | Muscle, Tendon, etc | | <i>Usually take 1 hour to work. Only affect wounds to the limbs, and not if a serious/grievous injury sustained.</i> | | | |
| 655 | Arnuminas leaf | apply | Doubles rate of healing for sprains, torn ligaments and cartilage damage. Lasts 1 day, which counts as 2. | 3 C | 8% | Scrub |
| 656 | Arpsusar stalk | brew | Mends muscle damage, up to D4+1 (ineffective at -4hp or below). CONx5 to reduce the Shakes or Joint Rot. | 150 L | 15% | Wood |
| 657 | Curfalaka fruit | ingest | Mends muscle damage, up to 2D6+1 (ineffective at -4hp or below). Reduces the Shakes and Joint Rot. | 200 L | 8% | Jungle |
| 658 | Dagmather spine | brew | Heals cartilage damage, up to D10 (ineffective at -4hp or below). | 140 L | 12% | Scrub |
| 659 | Ebur flower | ingest | Repairs sprains, up to D8 (ineffective at 0hp or below). Gives extra CONx5 to reduce the Shakes. | 110 L | 18% | Coast |
| 660 | Hegheg root | paste | Heals cartilage damage, up to 2D4 (ineffective at -4hp or below). Cures Joint Rot. | 125 L | 5% | Scrub |
| 661 | Tarfeg flower | ingest | Repairs sprains, up to D8 (ineffective at 0hp or below). Gives extra CONx5 to reduce Joint Rot. | 115 L | 3% | Coast |
| | Nerve Repair | | | | | |
| 662 | Belramba lichen | brew | Cures D2 damage for serious/grievous injury only. Reduces Shakes. Cures paralysis or mis-joined limb 20%. | 300 L | 20% | Desert |
| 663 | Terbas leaf | apply | Doubles healing rate for nerve damage (serious/grievous injuries only) for D6 days. Compatible with #655. | 10 L | 4% | Wood |
| 664 | Wifurwif lichen | ingest | Cures D2 damage for serious/grievous injury only (i.e. not lesser). CONx5 vs The Shakes. Cures paralysis 15%. | 275 L | 15% | Mtn |
| 665 | Yuth flower | ingest | Allows limb re-joining with only Healing 5. Antidote for Nerve venoms (inc. Manticore/Scorpion), Potency 5. | 145 L | 8% | Jungle |
| | Organ Repair | | | | | |
| 666 | Baldakur root | brew | Restores sight, provided visual organs not destroyed. Takes 1 week. | 510 L | 7% | Mtn |

| | | | | | | |
|----------------------------|-------------------------|--------------|---|-------------|------------|----------------|
| 667 | Berterin moss | brew | Preservation of organic material (up to body size) for 1 day. | 95 L | 20% | Wood |
| 668 | Febfendu root | brew | Restores hearing. Takes 1 day. | 450 L | 24% | Coast |
| ID# | Name | Usage | Effect | Cost | AF† | Terrain |
| 669 | Kakduram fruit | ingest | Restores hearing. Takes 1 week. | 450 L | 6% | Jungle |
| 670 | Pasamar grass | brew | Preservation of organic material (up to limb-sized) for d6 days. | 375 L | 40% | Scrub |
| 671 | Siran clove | ingest | Restores 1 internal organ or small body area (e.g. fingers, toes). Side effect: skin disease (CHA -D3) and suffer 1 damage per rnd when skin exposed to full sun. | 400 L | 31% | Scrub |
| 672 | Siriena grass | brew | Preservation of any organic material (up to body size). Lasts for 1 week. | 350 L | 27% | Scrub |
| 673 | Tarnas nodule | brew | Restores damaged organ/limb: one (selected at random if more than one lost) regrows 2D20%, at 1% per week. Addiction risk period last while regrowing. Nausea for 1-10 hours (all abilities halved). | 1100 L | 60% | Jungle |
| 674 | Wek-wek nodule | brew | Repairs internal organs and lost limbs d100/2%, divided between all, at 1% per day. Addiction risk lasts 1 year | 1100 L | 50% | Jungle |
| Physical Alteration | | | | | | |
| 675 | Agaath berry | ingest | Breathe with low oxygen (25%+) 12 hrs. Once per 2 days. | 25 L | 3% | Mtn |
| 676 | Ankii berry | ingest | Restores as good sleep (without need to sleep/rest). Multiple use in given week results in CON loss: twice 1 pt; thrice or more 5 pts, each time. (Regain one per night of actual sleep). Also relieves concussion. | 500 L | 9% | Desert |
| 677 | Atigax root | brew | Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hrs. | 200 L | 12% | Moor |
| 678 | Breldiar flower | ingest | Subtracts 30 from manoeuvre and melee. Adds 50 to spells and missile attacks. Euphoria. Lasts 1 hr. | 125 L | 7% | Mtn |
| 679 | Blue-Eyes flower | brew | Enhanced vision (x3 range), plus mild infravision (min. 50') for 3 hrs. 1x/day. | 75 L | 25% | Scrub |
| 680 | Elben's Basket root | brew | Heart stimulant. Doubles speed for 1 rnd per hour. | 50 L | 15% | Moor |
| 681 | Gylvir algae | ingest | Allows one to breathe under water (only) for 4 hours. [aka Gillyweed] | 225 L | 20% | Coast |
| 682 | Grapeleaf nectar | ingest | Intoxication and dreams (actions at -50) for 2 hours, and 1 days nutrition. | 35 L | 18% | Wood |
| 683 | Joef powder | ingest | Allows mental summons of one known sentient friend (100' x level of user). ?????? | 175 L | 23% | Moor |
| 684 | Kathkusa leaf | ingest | 2x strength (1-10 rnds). 2x hits given foes; +10 OB. [STR +10] ????????? | 250 L | 35% | Moor |
| 685 | Kilmakur root | brew | Protects versus flame and heat for 1-10 hrs. [non-magical only] ??? | 325 L | 33% | Scrub |
| 686 | Klagul bud | brew | Infravision (6 hrs). One sees as an Elf. ???? | 135 L | 7% | Scrub |
| 687 | Marku nut | ingest | Infravision (6hrs). | 150 L | 5% | Moor |
| 688 | Megillos leaf | ingest | Increases visual perception (2x range) for 10 minutes. | 6 L | 19% | Mtn |
| 689 | Rud-tekma fruit | ingest | Bonus of +20 when casting spells or for over-cast attempts. Lasts 1 hr. Manoeuvre and melee bonus -20. 10% chance any spell will be cast on nearest unintended target. ?????? | 125 L | 10% | Jungle |
| 690 | Splayfoot seeds | brew | For "good in heart" instills confidence and singleness of purpose (+25) for 1 to 4 hours. ????? | 115 L | 16% | Coast |
| 691 | Yaran pollen | ingest | Acute smell and taste (+50) for 1 hr. ??? | 4½ L | 7% | Moor |
| 692 | Zulsendura mushroom | ingest | Haste (3 rnds). | 350 L | 22% | Cave |
| 693 | Zur fungus | brew | Enhances smell and hearing (3x range, +50 man.). Lasts 1 hr. | 60 L | 8% | Cave |
| Stat Modifiers | | | | | | |
| 694 | Lestagii crystal | ingest | Restores any stat [STR] losses other than those due to age. Affects only one stat. [+1 STR/dose] | 2600 L | 45% | Desert |
| 695 | Merrig thorn | brew | Daily use increases Pr [INT] by 5. Interruption of use will not reverse addictive resistance, but means loss of benefit. Withdrawal means loss of 10 from Co, 15 from Re and Me. [????]
[Can be taken pre-emptively. Brews last 1 hr, others 1 turn] | 450 L | 50% | Scrub |
| Stun Relief | | | | | | |
| 696 | Januk-ty root | brew | Stun relief (3 rnds). [Also dispels fatigue.] | 55 L | 2% | Desert |
| 697 | Suranie berry | ingest | Stun relief (1 rnd). | 10 L | 3% | Coast |
| 698 | Vinuk root | brew | Stun relief (1-10 rnds). | 6 L | 4% | Desert |
| 699 | Welwal leaf | ingest | Stun relief (3 rnds). | 60 L | 3% | Jungle |
| 700 | Witav leaf | ingest | Stun relief 2 rnds. | 60 L | 5% | Jungle |
| Enchanted Breads | | | | | | |
| 701 | Alshana bread [root] | ingest | Dose/4oz slice. Infravision (min. 300') for 1 hr. 10-slice loaf costs 1450 L. Tastes of raisins and carrots; keeps 1-2 months. | 175 L | 5% | Moor |
| 712 | Cram bread [mushrm] | ingest | Dose/4oz slice. Dwarven Waybread. Five day's nutrition/slice. 10-slice loaf costs 65 L. Tastes of mushrooms and pepper; keeps 2 weeks. | 7 L | 1% | Cave |
| 713 | Hesguratu bread [grain] | ingest | Dose/4oz slice. 2x strength (6 rnds); +10 OB and 2x hits given foes. 10-slice loaf costs 1750 L. Tastes of wheat and onions; keeps 1 month. ???? | 225 L | 10% | Mtn |
| 714 | Kykykyl bread [root] | ingest | Dose/4oz slice. Allows one to see with complete clarity (as on a cloudless day) for 1 hr, regardless of weather, lighting or eye injuries (unless eye destroyed). 10-slice loaf costs 2200 L. Tastes of garlic, carrots and ginger; keeps 2-20 weeks. | 250 L | 6% | Wood |
| 715 | Tatharsul bread [fruit] | ingest | Dose/4oz slice. Restores nervous system to normal (in 1-10 rnds). 10-slice loaf costs 3450 L. Tastes of pumpkin and lemon; keeps 1-2 months. ?? | 375 L | 15% | Coast |
| 716 | Ulgigor bread [leaf] | ingest | Dose/4oz slice. A slice provides a day's nutrition. 10-slice loaf costs 18 L. Tastes of cheese and spinach; keeps 1-2 months. | 2 L | 0 | Coast |
| Intoxicants | | | | | | |
| 801 | Arunya root | brew | Causes sleep and quick unconsciousness. 1 hour's sleep equals 4. | 1 C | 50% | Scrub |
| 802 | Brokwillb flower | ingest | Euphoric. Allows for shared dreams with family member who lies within range (100 miles x level of user). | 45 L | 45% | Mtn |
| 803 | Galenas leaf | ingest | Leaf produces relaxing smoke which affects 20' radius,. Effect as Befuddle for 1-10 rnds (WISx5 to avoid). | 2½ L | 10% | Moor |
| 804 | Gort leaf | ingest | Euphoric hallucinogen. CHA +2 for 2 hrs, but afterwards all skills halved for 1-10 hrs. | 50 L | 20% | Jungle |
| 805 | Hoak-foer flower | ingest | Hallucinogen. Cures mind loss and mental disorders, including Brain Fever, Soul Waste and Mania, but prevents movement (altogether) for 1-10 weeks. | 335 L | 30% | Scrub |
| 806 | Hugar root | ingest | Causes sleep and quick unconsciousness. 1 hour's sleep equals 6. | 5 C | 33% | Coast |
| 807 | Nelisse leaf | brew | Euphoria (-50???) for 1 hr. Yields 1 day's nutrition. | 4½ L | 15% | Desert |
| 808 | Swigmakril flower | brew | Relaxant. User can fight on until negative their usual maximum positive hit points before passing out (but serious and grievous injuries and death occur as usual), although he operates at -30 ?????. Lasts 1-2 hrs. | 250 L | 25% | Desert |
| 809 | Swuth leaf | ingest | Invisible smoke relaxes (all skills/abilities x ½) 1-10 rds. Supplants addictive cravings for any other substance. | 2 L | 3% | Coast |
| 810 | Tukamar grass | brew | Euphoric. Allows for shared dreams with friend similarly affected within range (50 miles x level of user). | 19 L | 100% | Scrub |
| Circulatory Poisons | | | | | | |
| 901 | Arumguth flower | liquid | Reddish juice causes massive blood clotting and death (Potency 1). Damage 1/hr for 48hrs (24hrs if resisted). | 265 L | - | Desert |
| 902 | Jeggarukh bat | powder | Black powder (Potency 6). Damage D10/min for 10 mins (5 mins if resisted). (Same bat as #931). | 355 L | - | Cave |
| 903 | Karfär leaf | paste | Reddish paste causes heart to shut down; massive shock and death (Pot.7). D6/rnd for 20 rnds (10 rnds resisted). | 710 L | - | Jungle |
| 904 | Klytun root | paste | Golden paste (Potency 5). Causes 1-10 day coma (duration halved if resisted). | 265 L | - | Desert |
| 905 | Sharkasar root | paste | Brown paste (Potency 10). Gives D10 damage immediately (half damage if resisted). | 10 L | - | Woods |
| 906 | Sharduvaak berry | liquid | Brown liquid slows blood flow (Pot.3). Victim sluggish, all activity x½, 2x sleep (only lasts D6 days if resisted). | 180 L | - | Desert |
| Conversion Poisons | | | | | | |
| 907 | Bragolith fly | liquid | Bluish juice causes victim to spontaneously combust (Pot.5). Phosphorescent green firefly juice. Victim burns unquenchably for 1 hp damage/rnd (if resisted, attempt to extinguish will succeed on D100 roll of 5% or less). | 600 L | - | Wood |
| 908 | Brithagurth fish | liquid | Black venom causes hardening of tendons making D4 appendages useless (D4-2 if resisted). (Potency 2). | 125 L | - | Coast |

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|------------|----------------------------|--------------|---|-------------|------------|----------------|
| 909 | Henuial bee | liquid | Yellow venom converts optic juices of 1-2 eyes to honey (Pot.6). (One eye recovers after D6 days if resisted). | 400 L | - | Wood |
| 910 | Ondokamba bat | liquid | Green venom (Pot.2) turns 1-4 (D4) hands and/or feet to stone (D4-2 if resisted). | 145 L | - | Cave |
| ID# | Name | Usage | Effect | Cost | AF† | Terrain |
| 910 | Ondokamba bat | liquid | Green venom (Pot.2) turns 1-4 (D4) hands and/or feet to stone (D4-2 if resisted). | 145 L | - | Cave |
| 911 | Muilfana sap | liquid | Orange tree sap (Pot.2). When contacted with mucous membranes turns to acid. Damage D6/rnd for 10 rounds (D3/rnd if resisted). Injuries affect nose/eyes/neck (blinds, or destroys windpipe/oesophagus). | 260 L | - | Wood |
| 912 | Taynaga bark | powder | Brownish powder (Pot.8) causes D6 damage/rnd for 10 rounds and sterility (or if resisted 5 rounds, no sterility). | 135 L | - | Wood |
| | Muscle Poisons | | <i>Treat as Wyvern/Snake Venom</i> | | | |
| 913 | Dynalka leaf | paste | Tan paste (Pot.3) inflicts D10 damage and destroys hearing immediately (only D10/2 and deaf 1 day if resisted). | 700 L | - | Jungle |
| 914 | Kaktu flower | liquid | Appendages become shaky (Pot.1). D4 limbs affected, effectively losing 10 DEX (or 5 if resisted). | 145 L | - | Scrub |
| 915 | Trusa frog | paste | Acts in 1-10 rnds. (Pot.4). Victim is killed by heart failure, unless resisted: CONx6 - coma and blinded; CONx5 - blindness in 1-2 eyes; CONx4 or better - no effect. | 155 L | - | Jungle |
| | Nerve Poisons | | <i>Treat as Manticore/Scorpion Venom</i> | | | |
| 916 | Acaana flower | paste | Black paste destroys nervous system, instantly. (Pot.10). 20D6 damage (or if CONx5 made, 2D6 per multiple). | 3000 L | - | Mtn |
| 917 | Asgurash snake | paste | Brownish-red snake venom. (Pot.3). Upper body paralysis (if resisted, wears off in D6 days). | 155 L | - | Moor |
| 917½ | Cathaana nut | powder | White powder (Pot.1) instantly causes mild euphoria (abilities halved for D10 rnds). D10 minutes later, brain damage of 5D6 strikes (or 2D6 if resisted). | 180 L | - | Wood |
| 918 | Juth scorpion | liquid | Causes gradual insanity (takes full effect in D100 weeks). (Pot.2). If resisted, it is a minor form of insanity. | 205 L | - | Desert |
| 919 | Ruth-i-laur drake | liquid | Brownish cave-drake saliva (Pot.4) causes rapid erosion of nervous system. Make resistance roll each round for D20 rnds - each failure causes loss of 1 DEX permanently. | 280 L | - | Cave |
| 920 | Slird fruit | paste | Acts in 2 rnds. (Pot.2). Lose feeling in D6 extremities (head, genitals, hands feet) for D100 days (half if resisted). | 65 L | - | Jungle |
| 921 | Ul-aacana flower | paste | Paralyzes instantly. (Potency 20). Nervous system destroyed: 1 hp/rnd until dead (if resisted 50rnds, i.e. 10mins). | 6000 L | - | Mtn |
| 922 | Wek-baas fish | liquid | Acts in D100 rnds. (Pot.5). Total paralysis if resistance failed badly; CONx7 - balance and hearing degenerates in D10 days, lose D6 DEX and halve Listen; CONx6 - results in sleep for D10 hours, CONx5 or better - no effect. | 350 L | - | Coast |
| | Reduction Poisons | | <i>Treat as Spider/Ghoul Venom</i> | | | |
| 923 | Lhugruth drake | liquid | Grey/black blood (Pot.10) rapidly dissolves inflicted area. 2D6 damage/round for 10 rnds (if potency is reduced somehow, it lasts accordingly fewer rounds). Affects metals and organic material, but not glass/sand/pottery. | 1500 L | - | Cave |
| 924 | Ondohithui lichen | paste | Blue/grey paste causes fatal dehydration (Pot.3). D6 damage/minute for D10 minutes (D3/min if resisted). | 300 L | - | Mtn |
| 925 | Nimnaur spider | liquid | Milky white juices (Pot.3) slowly liquefies affected organ. D3 damage/min for 3D6 mins (half if resisted). Roll for head/chest/abdomen location and sub-location (head: eyes/brain) to determine which organ is affected. | 115 L | - | Wood |
| 926 | Silmaana stalk | powder | Silver powder (Pot.9) scars skin; gives D10 damage/round for 2 rnds (1 rnd if resisted). | 20 L | - | Scrub |
| 927 | Slota spider | paste | Slow paralysis and death (Pot.5). Lose 1 DEX/hr to 3, then Move 1"/hr until paralyzed. The D3 damage/day (not curable by Healing spell) until dead. (If resisted, DEX/Move down to 6, and damage stops after D10 days). | 80 L | - | Wood |
| 928 | Zaganzar root | liquid | Bluish extract (Pot.5) reduces optic nerve to water, causing 1hp damage/rnd for D10 rnds, then blindness. Check resistance for each eye separately, success with either halves damage, but failure with either means it is blinded. | 695 L | - | Mtn |
| | Respiratory Poisons | | <i>Treat as Gas Poison</i> | | | |
| 929 | Galenaana leaf | powder | Green powder (Pot.9). Kills Elves instantly; others in coma for D100 weeks (if resisted, half-duration coma). | 895 L | - | Mtn |
| 930 | Hith-i-Girith leaf | liquid | Depressant tree-mist/vapour (Pot.4) causes immediate sleep for 10 hours (10 mins if resisted; none if CONx1). | 60 L | - | Mtn |
| 931 | Jegga bat | paste | Brown paste (Pot.7) gives D10 damage/round for 10 rounds (5 rnds if resisted). (Same bat as #902) | 460 L | - | Cave |
| 932 | Jitsu clam | liquid | Yellow venom (Pot.5) gives D10 damage/rnd for 5 rnds (2 rnds if resisted). | 170 L | - | Coast |
| 933 | Jitsuty clam | paste | Tan paste (Pot.2) attacks lungs, doing 1 damage/round for 100 rounds (D100/2 rounds if resisted). | 725 L | - | Coast |
| 934 | Kly berry | paste | Brown juice (Pot.3) gives D6 damage/rnd for 50 rounds, i.e. 10 mins (25 rounds, i.e. 5 mins, if resisted). | 770 L | - | Moor |
| 935 | Uraana leaf | paste | Creamy paste (Pot.6) gives D10 damage/rnd for 3 rounds (just 1 round if resisted). (See #936 below) | 60 L | - | Moor |
| 936 | Vuraana flower | paste | Pinkish paste (Pot.2) delivers D6 damage/rnd for 10 rounds (5 rnds if resisted). Same plant as Uraana (#935) but only flowers in spring. | 210 L | - | Moor |
| | Gloranthan Herbs | | | | | |
| | Sticky Liver-leaves | apply | Draws-out any systemic poisoning, reducing potency by D6. | | | Scrub |
| | Jang flower | | V wounds | | | Scrub |
| | Fingersticks | | V wounds | | | Scrub |
| | Inipris leaf | | V Wasting Disease | | | Scrub |
| | Hairflowers | | V The Shakes | | | Scrub |
| | Silver Strands | | V Soul Waste (rare) | | | Desert |
| | Narl flower | | No effects, but a pretty yellow flower. Keeps fresh if sung over each Godsdays. | | | Jungle |
| | Hazia | | ?????? | | | |

† NB: Addiction Factor should usually be rolled only for a **second** or subsequent usage in the same week; doubling percentage for third usage, and again for each further usage.
 Conversion Notes: RM has more HP, so healing is about 1/5th of that. Potency equals Level. RM prices are odd, but /200 seems reasonable (those modified otherwise marked *).

MINOR HERBS [From AD&D DMG]

Please note that these are reputed properties only. It is entirely up to GM discretion whether they have any effect at all. A 10% chance if used with skill is suggested.

- 1: abcess root (sweet root) - respiratory disorders
- 2: acacia (Gum Arabic) - tissue repair
- 3: aconite (monkshood, wolfsbane, friar's cap, etc.) - sedative/drives off werewolves
- 4: acorn - tissue hardening
- 5: adder's tongue - emetic, emollient
- 6: adroe - anti-vomiting, sedative
- 7: agar-agar (jelly) - anti-inflammation, nutrient
- 8: agaric - astringent, purgative
- 9: agrimony (cocklebur, stickwort) - muscle toner, diuretic
- 10: alder - anti-inflammation, tonic
- 11: alkanet root - emollient, antiseptic, wormer
- 12: all-heal (wound-wort) - antiseptic, anti-spasmodic
- 13: almond milk/powder - nutrient/emollient
- 14: aloe (bitter aloe) - bites, burns, laxative, tonic/insect repellent
- 15: amaranth (red cockscomb, love-lies-bleeding) - astringent, anti-haemorrhaging
- 16: Ammoniacum (Persian Gum) - stimulant, respiratory aid
- 17: angelica - lungs, liver, spleen, vision, hearing
- 18: anise - Antacid, digestion, coughing
- 19: arbutus (mayflower) - astringent, bladder infection
- 20: areca nut (betel nut) - astringent, tape wormer

- 23: artichoke juice - Jaundice curative
- 24: asafetida (gum asafetida, devil's dung, food of the gods) - aphrodisiac, brain and nervous stimulant, tonic, many more
- 25: asarabacca (hazelwort, wild nard) - emetic, purgative
- 26: ash (bark and leaves of) - laxative, anti-inflammation, fever
- 27: asparagus juice/root - sedative, heart problems/antioxalic acid
- 28: avens (colewort, herb bennet) - astringent, anti-hemorrhaging, anti-weakness, tonic, more
- 29: bael - anti-inflammation, ulcers
- 30: balm (sweet balm) leaves - calms nerves, fevers
- 31: balm of gilead - nutrient, organ stimulant (general)
- 32: balmony (bitter herb, snake head) - Tissue builder and strengthener, liver ailments, wormer
- 33: barley - nutrient (recuperative)
- 34: basil - nervous disorders
- 35: bay leaf - ?
- 36: beet - organic cleanser
- 37: belladonna (deadly nightshade, dwale, black cherry root) - diuretic, sedative, pain reliever, anti-opiate, circulation stimulant, poison/lycanthropy cure
- 38: benne (sesam, sesame) - respiratory disorders, eye infections, more
- 39: benzoin (gum benzoin) - expectorant, stimulant, anti-septic, wounds and sores
- 40: berberis - fevers
- 41: beth root (lamb's quarters) - astringent, coughs, tonic, anti-haemorrhaging, more
- 42: bilberry (huckleberry, hurtleberry, whortleberry) - Anti-thirst, dropsy, typhoid, more
- 43: birch (white birch) - intestines and stomach, venereal diseases, skin conditions

21: arenaria rubra (sandwort) - diuretic, urinary diseases
22: arrach (goosefoot) - sedative (nervous tension or hysteria in particular)

44: birthwort - circulatory stimulant
45: bistort (adderwort) - astringent

MINOR HERBS (continued)

46: bittersweet (felonwort, scarlet berry, woody nightshade) - abscesses, lymph infections, swelling and inflammation
47: Blackberry (dewberry) - astringent, tonic, dysentery
48: black currant - diuretic, antiseptic, blood purifier
49: black willow (pussy willow) bark - astringent, antiseptic
50: blueberry- see bilberry -
51: blue flag (flag lily, poison flag, water flag, water lily) - diuretic, cathartic, blood purifier(vs. poison), wound healing, venereal disease, much more
52: blue mallow (common mallow) - coughs, colds
53: boneset (thoughtwort) - fevers, tonic, skin diseases
54: borage - coughs, lung infections
55: box leaves - tonic, blood purifier
56: bryony - paralysis, bruises
57: bugle - gastrointestinal disorders, hemorrhaging
58: burdock - laxative, tuberculosis, more
59: butterbur - fevers, urinary complaints
60: cabbage juice - ulcer and stomach treatment
61: calotopis (mudar bark) - skin leprosy, elephantiasis, more
62: camphor (gum camphor) - bruises, sprains, chills, fevers, car
63: caraway - Antacid, aids digestion
64: cardamom - ?
65: Carrot juice and seeds - tonic for improved health
66: castor oil bush - purgative, cathartic
67: catnip - colds, fevers, anti-spasmodic, hysteria
68: cayenne - stimulant
69: celery - liver functions, tonic, stimulant
70: chamomile - nervous conditions, ear and tooth aches
71: chaulmoogra oil - fevers, sedative, skin eruptions
72: cherry gum - respiratory infections/food substitute
73: chervil - ?
74: chives - colds, general diseases/evil eye
75: cinnamon - disinfectant, nausea, preservative
76: cleavers (goosegrass) - fevers, circulation, blood purifier, wounds, liver disease
77: clover - tonic
78: cloves - anesthetic, circulation, germicide, disinfectant
79: comfrey root (healing herb) - colds, respiratory conditions, wounds, bone fractures, gangrene, much, much more
80: coriander - tonic
81: couchgrass - bladder and urinary infections
82: cucumber - inflammation
83: -
84: cumin seed - stimulant
85: dandelion - diuretic, purgative, tonic
86: digitalis (dead men's bells, fairy bells, fairy cap, fairy fingers, foxglove, etc.) - heart stimulant, tonic, kidney, treatment (poison)
87: dill - nausea
88: ergot (rye smut) - hemorrhaging, venereal diseases
89: eyebright - astringent, eye infections
90: fennel - digestion, weight control, muscle, tone, reflexes, vision, much, much more
91: fenugreek - stimulant
92: fig - demulcent
93: figwort (scrofula plant, throatwort) - abscesses, wounds, pain killer
94: fireweed - astringent, anti-spasmodic
95: fluellin - astringent, tissue strengthener
96: garden burnet - ?
97: garlic - coughs, colds, blood purifier, detoxifier, kills parasites/wards off vampires
98: gelsemium (wild woodbine) - sedative, nerve tonic, fevers, more
99: gentian (bitter root, felwort) - tonic, fevers, anti-venom
100: geranium (sweet geranium) - alkalizer
101: ginger - stimulant, colds, cramps
102: ginseng - glandular stimulant, vision, dizziness, headaches, weakness
103: goat's rue - Diuretic, wormer (vermifuge)
104: grape juice - blood fortifier
105: hartstongue - cough, liver, spleen, bladder
106: hawthorn - heart, arteries
107: hedge mustard - throat, lungs
108: hellebore - heart tonic (rootlets are poison)
109: honeysuckle - liver, spleen, respiratory disorders
110: horehound, white - coughs, pulmonary diseases, anti-venom
111: horehound, black - Stimulant, wormer, hemorrhaging
112: horseradish - tonic, antiseptic, wormer
113: hyssop - respiratory ailments, jaundice, blood purifier, tonic, cuts and wounds, more
114: ipecac - dysentery, mouth Infections, more
115: irish moss - coughs, scalds, burns
116: jambul seed - blood purifier, diabetes
117: jewel weed (balsam weed, pale touch-me-not) - diuretic, kidneys, skin growths, fungus infections, liver

118: Juniper berry - aphrodisiac, stimulant, disinfectant, venereal disease, more
119: jurubera - anemia
120: kelp (seawrack) - thyroid, heart, arteries, much more
121: larkspur (knight's spur) - external parasites
122: leek - same as chives
123: Lily-of-the-valley - heart tonic
124: lotus - ?
125: lucerne (alfalfa) - strength
126: lycopodium (common club moss, fox tail, lamb's tail) - wounds, lungs, kidneys, more
127: mace - stimulant
128: marigold - fevers, varicosities, eyes, heart
129: marjoram - meloncholia, dizziness, brain disorders, toothaches
130: masterwort - stimulates organs, anti-spasmodic, more
131: mistletoe - convulsions, hysteria, narcotic, tonic, typhoid fever, heart
132: muira-puama - aphrodisiac
133: mustard - emetic, counter-irritant, colds, fevers
134: nutmeg - nausea, vomiting, diarrhea
135: nux vomica (poison nut) - stimulant, debility tonic
136: onion - poultice, colds (as chives)
137: oregano - germicide, pain killer
138: paprika - stimulant, poultice
139: pars ley - blood purifier
140: parsnip - fevers
141: peach seed - fevers, blood tonic
142: pepper, black - sprains, neuritis
143: peppermint - ?
144: pitcher plant - small pox preventative and cure, stomach, liver, kidneys
145: plantain (ripple grass, waybread) - minor wounds, stings, rashes
146: pomegranate - nerve sedative, wormer
147: poppy - ?
148: pumpkin seed - virility, organ tonic
149: quince - eye disease, dysentery, skin disorders
150: radish - blood purifier, liver
151: raspberry - fevers, tonic
152: rhubarb - astringent, cathartic
153: rose - colds, fevers
154: rosemary - germicide, muscle tonic/drives off evil spirits
155: saffron - scarlet fever, measles, respiratory infections
156: sage - tonic, wounds
157: sarsaparilla (china root, spikenard) - system balance, blood purifier, venereal disease, many more
158: scopolis - nerve and muscle sedative, pain killer, coughs
159: scullcap (madweed) - nervous disorders, rabies
160: senna - purgative
161: spearmint - ?
162: strawberry - vision, swelling and inflammation
163: summer savory - blood purifier, palsy
164: tamarind - infection, gangrene
165: tansy - tonic, narcotic, wormer
166: tarragon - ?
167: tea - poison antidote
168: thyme - antiseptic, blood purifier
169: turmeric - ?
170: turnip - mouth disease, throat
171: watercress - blood tonic (anemia)
172: white bryony (mandragora) - cathartic, respiratory diseases, heart, kidneys

G. TRADE GOODS

<???NEEDS AMOUNTS CONVERTING??>

%	TYPE	DESCRIPTION [Adapted from Fantasy Hero]
01	Paintings	D3 paintings worth 3D6 silver each
02	Herbs (normal)	cooking and aromatic herbs worth 6D6 copper
03	Ivory ???	worth 3D6 silver
04	Silk	bolt of D6x10 yards of silk, at 2D6 copper a yard
05	Cotton	bale of cotton worth 8D6 copper
06	Rye Flour	D6 bags worth 3D6 copper each
07	Iron ??	Iron ingots (2lbs) [800L ea.]
08	Gold	Gold ingots (2lbs) [4000L ea.]
09	Silver	Ingots or ore worth 7D6 silver (weight of 5 pounds per silver)
10	Bronze	Bronze ingots (2lbs) [20L ea. +?]
11	Copper	Copper ingots (2lbs) [20L ea.]
12	Tin	Ingots worth 5D6 silver (weight of 5 pounds per silver)
13	Incense	4D6 copper worth of perfumes and scents
14	Coal	ore worth 5D6 silver (weight of 5 pounds per silver)
15	Oil	D6x5 gallons of fuel oil worth 15 copper each
16	Corn Flour	2D6 bags of flour worth 3D6 copper each
17	Perfume	D6 bottles of perfume worth 3D6 silver each
18	Wheat Flour	2D6 bags of flour worth 2D6 copper each
19	Food stuffs	4D6 copper of cheese, dried meat, etc
20	Firewood	D3 cords worth 3D6 copper each
21	Timber	Wood boards (oak, maple, pine, ash, etc) worth 4D6 copper each
22	Fine Wood	Wood (Ironwood, Helvorn, Eilhas, Vhaeth, Ebon, etc) worth?
23	Marble	2D6 slabs (500 pounds each) worth 2D6 silver each
24	Granite	2D6 slabs (500 pounds each)
25	Salt	3D6 pounds worth 4D6 copper each
26	Crystalware	Ingots or ore worth 5D6 silver (weight of 5 pounds per silver)
27	Glassware	Glass sculptures and knickknacks worth 3D6 copper each
28	Glassware	2D6 goblets, statuary, mirrors, etc, worth 3D6 copper each
29		
30	Statuary	D6 pieces worth D6 silver each
31	Writings	D6 books and writings worth 2D6 silver each
32	Technology ?	Compasses, clocks, earthquake detectors, sextants, etc,
33	Weapons	Ornamental - D6 pieces worth D6 silver each
34	Furniture	D6 pieces worth 8D6 copper
35	Wine	2D6 quarts worth 2D6 copper each
36	Fine Wine	2D6 quarts worth 5D6 copper each
37	Jewellery ????	3D6 pieces of jewelry worth 6D6 copper each
38	Carpets	D3 Carpets worth 3D6 silver each
39	Furnishings	tables, couches, chairs, etc, D6 pieces worth 6D6 copper each
40	Flatware	4D6 pieces, worth D6 silver each
41	Armour	Randomly determine a suit or parts of armor
42	Tapestries	D3 Tapestries worth 2D6 silver each
43	Charm	Roll on the Charms table below
44	Skins	D6 Skins worth 5D6 copper each
45	Pelts/Furs	3D6 pelts worth 3D6 copper each
46	Clothing	Ordinary clothing, 2D6 pieces worth 3D6 copper each
47	Fine Clothing	Noble clothing, fine silks and design, worth 2D6 silver each
48	Brassworks	Brassworks of a variety, 2D6 pieces worth 4D6 copper each
49	Bronzeworks	Bronzeworks of a variety, 2D6 pieces worth 3D6 copper each
50	Rough Cloth	D6x10 yards worth D3 copper each yard
51	Canvas	D6x10 yards worth D6 copper a yard
52	Leather	D6x5 yards worth 2D6+5 copper a yard
53	Beer	D6 gallons worth 2D6 copper each
54	Liquor	D6 quarts worth 2D6 copper each
55	Mead	D6 quarts worth 3D6 copper each
56	Ale	D6 gallons worth 3D6 copper each
57	Vinegar	D6 quarts worth D6 copper each
58	Wax	2D6 blocks worth D6 copper each
59	Syrup	D6 pots worth 2D6 copper each
60	Honey	D6 pots worth D6 copper each
61	Sugar	4D6 copper worth
62	Linen	bolt of D6x10 yards worth D6 copper a yard
63	Wool	D3 bales worth 3D6 copper each
64	Ink	D6 pots worth 2D6 copper each
65	Paint (quality)	D6 quarts worth 5D6 copper each
66	Paint	2D6 pots (quarts) worth 2D6 copper each
67	Paper	4D6 copper worth of paper
68	Straw	D6 bales worth 2D6 copper each
69	Feed Grain	Sacks of feed for cattle or horses, worth 2D6 copper each
70	Seeds	Sacks of seeds for planting, D6 sacks worth 3D6 copper each

%	TYPE	DESCRIPTION [Adapted from Fantasy Hero]
71	Tools	D6 items (hammers, planes, chisels, etc) worth 2D6 copper each
72	Cheap Oil	D6 quarts of oil worth 4D6 copper each
73	Expensive Oil	D6 quarts of oil worth 5D6 silver each
74	Dyes (poor)	2D6 pots of dyes (green, red) worth 2D6 silver each
75	Dyes (rich)	2D6 pots of dyes (blue, purple, metallic) worth 4D6 silver each
76	Fishing Gear	Pole, hooks, lures, string worth D6 copper
77	Arrowheads	6D6x10 worth D6 copper each (randomize type)
78	Arrow Vanes	8D6x20 worth D6 copper each (randomize type)
79	Arrow Shafts	6D6x10 worth D6 copper each (randomize type)
80	Bolt Heads	6D6x10 worth D6 copper each (randomize type)
81	Bolt Shafts	6D6x10 worth D6 copper each (randomize type)
82	Bolt Vanes	6D6x20 worth D6 copper each (randomize type)
83	Bow Strings	3D6x10 worth 2D6 copper each (randomize type)
84	Soap	D6 pounds worth D6 copper each
85	Simple Instrument	D6 instruments (syrinx, recorder, drum, whistle) worth 3D6 silver each
86	Complex Instrument	D3 instruments (harp, lute, guitar) worth 5D6 silver each
87	Rope (cheap)	3D6 meters worth D6 copper per meter
88	Rope (quality)	3D6 meters worth 2D6 copper per meter
89	Chain	2D6 meters worth 4D6 copper per meter
90	Tent	D6 tents worth 4D6 copper each
91		
92		
93		
94		
95		
96		
97		
98		
99		
00		
?		
?		
?	Local Spices	Cooking spices worth 4D6 copper
?	Imported Spices	5D6 copper in spices for food
?	Exotic Spices	6D6 copper in spices for food
?	Transportation	Wagons, carts etc, D3 pieces worth 8D6 silver each
?		
?		
11	Atl-Atl	+2 range modifier and +10 STR to throw javelins
12	Gladiator's Bracer	1 PD, ED armor on lower arm, stacks with other armor, +1 OCV block
13	Swiftarrow Quiver	+2 DCV while firing arrows
14	Crossbow Crank	Reduces reloading to 1/2 phase, +5 STR to crank crossbow
15	Enclosed Compass	Direction sense
16	Pocket Watch	Keeps accurate time if wound each day
2x	High Quality Armor	90% weight, reduce PER penalty by 1
3x	High Quality Weapon	90% weight and STR MIN, +1 Defense
41	Lockpicks	Removes -3 lockpicking penalty
42	Sextant	Navigation skill +3
43	Spyglass	Telescopic Vision +4
44	Magnifying Glass	Microscopic Vision +4
45	Wolfen Cloak	Ignore 2 temperature levels of cold, 2 ED armor versus cold attacks for areas 3-14
46	Desert Robes	Ignore 1 temperature level of heat, 2 ED armor vs heat attacks
51	Zhai Eyeshades	2 Flash Defense, ignore sunglare
52	Elencal Forest Cloak	+1 concealment rolls to hide in forests, -1 PER to see in forests (stacks)
53	Flash Bombs	3D6 flash explosion (half area), 14- activation, consumed, D6 found
54	Smoke Bombs	1" radius darkness, 1: turn-long charge each, high winds disperse, 14- activation, consumed by use
55	High Quality Rope	D6 in D6" of rope that holds 750 pounds and only weighs .1 kg"
56	Dwarven Travel Rations	Food for D6 days, also gives +1 recovery and +4 END the following day
61	Ratman Gadget Kit	+1 to Engineering, Gadgeteer, Lockpick, and trap disarm/set skills
62	Climbing Pike	+2 to climbing, can be used to bridge 2" gaps
63	Snowshoes	Move on snow or ice at only -1", or half normal noncombat
64	Skeleton Keys	8- chance to open any key lock, can only try once
65	Equipment Harness	Reduces weight of carried material by 25%, +1 to quickdraw rolls

<SEE FH PLAYERS HANDBOOK p50-odd for prices>

<BETTER TREASURES - TRADE GOODS, GEM/JEWEL DETAILS>

<FROM RANDOM GENERATOR (see RQ_SJW) + HARN? & *P&P*!>

<INC. FINE (APx1.5) or EXCELLENT (APx2,+1 Dam) WEAPONS etc>

Standard Gold Bar = 28lbs (2st) = 56,000L (~£560k)

Sense-check: 10lb sword = 150L => 1lb = 15L => bronze ~3-5L/lb ??

1 Coin = 0.01lb =>

1lb Copper (100C) = 10L; 1lb Silver (100L) = 100L; 1lb Gold = 2000L.

Copper Bar (28lbs) = 280L (~£2800)

Runic Gold Bar (x200) = 56000L ??? (same as a coin-gold bar! Eh??)

Ingot = (say?) 2lb.

Base (copper) 20L (~£200); Silver 200L (~£2000); Gold 4000L (~£40k).

P. PRICE LISTS

The following is not an exhaustive list of items which can be bought, but hopefully includes those which adventurers will find most useful. Money-changing incurs a 10% fee, but one hundred coins weigh about one pound.

1 Lunar (£10) = 10 Clacks (£1ea.) 1 Wheel (£200) = 20 Lunars

COINS FROM OTHER LANDS

Pandaria (SJW): Silver Noble (£1), Gold Sovereign (£20), Copper Common (10p), Platinum Imperial (£100), Electrum Ducat (£10).

Alusia (DQ): Silver Penny (£5), Copper Farthing (£1.25), Gold Shilling (£60).

Arden (C&S): Copper Penny (10p), Silver Penny (£2.50), Gold Piece (£62.50).

Azeroth (World of Warcraft): Copper (1p), Silver (£1), Gold (£100). ?

Britain/Logres (Pendragon): Silver Penny [d] (£10), Silver Shilling (£120), Gold Librum [£] (£2400).

Cantabria (SAB): Copper (£1), Silver (£10), Gold (£100), Lead (10p).

Far Dales (BRP/Magic World): Copper Penny (£1) [loaf], Silver Crown (£10), Gold Imperial (£50).

Fantasy Earth (RQ3): Silver Penny (£1).

Greyhawk etc (D&D): Gold Piece (£20), Silver Piece (£2), Copper Piece (20p).

Härn/Kethira: Copper Farthing (£1) or quarter-penny, Silver Penny 'Id' (£4), Gold Crown (320d, £1280), Gold Penny (20d, £80), Silver Mark (240d, £960).

Kulthea/Shadow World (RoleMaster): Silver (£100), Bronze (£10), Copper (£1), Tin (10p), Iron (1p); Gold (£1000); Jade (£200), etc. [Peasant 4cp/day]

Legend/Albion (Dragon Warriors): Silver Florin (£10), Copper Penny (£1), Gold Crown (£100).

Melnibone (Dragon Lords/D20): Bronze (£1), Groat (5p), Gold (£12.50), Silver (£1.25+);

Middle Earth (MERP/RM): Arthedain - Gold (£200), Silver (£20), Copper (20p); Gondor - Gold (£400), Silver (£20), Bronze (£2), Copper (40p); Durin's Coin - Mithril (£4000), High-gold (£400), Gold (£200), High-silver (£40), Silver (£20).

Perilous Lands (P&P): Silver Coin (£20), Copper Coin (£2), Gold Coin (£200), Brass Bit (20p).

Tekumel (EPT): Gold Katiar (£50), Silver Hlash (£2.50), Copper Qirgal (12½p).

Trollworld (T&T): Gold Piece (£5), Silver Piece (50p), Copper Piece (5p).

Yrth/Ytarria/Megalos (GURPS): Copper Farthing (£1) ['S', loaf], Silver Penny (£4), Gold Mark (£200), etc.



CONVERTING FROM OTHER SYSTEMS

MONSTERS FROM AD&D (1st edition)

AP = 1 per AC factor due to armour (Estimate armour type, plus unnatural factors, max x2)

DEFENCE = 10% per AC factor not due to armour (AP/Defence may get SIZ/HP bonus, as below)

???? HP as AD&D, modified if unsuited to SIZ. Divide by a factor and set Defence accordingly: e.g. /2 → 50%, /4 → 75% etc. ???

STR = 10 + 2 x Damage Bonus (if known) or 8 + 2 x Hit Dice (HD1-1 = 0, i.e. 8 STR; below HD1-1 as -1 per avg HP below 5)

INT = Use this standard lookup table from the Monster Manual (usually max): Non-0; Animal 1; Semi 2-4; Low 5-7; Average 8-10; Very 11-12; Highly 13-14; Exceptional 15-16; Genius 17-18; Supra- 19-20; Godlike 21+.

WIS = 9 + HD +/- INT bonus

DEX = 10 +1 per non-armour AC factor AND +3 per extra surprise (over 2-in-6)

CON = 9 + HD/2 (round up) + 2 x Bonus Adds to HD, if any

CHA = 10 + Friendly Rating (+3 to -3, x2) + Appeal Rating (+3 to -3)

SIZ = Avg HP x 2 (Check body weights of RW animals. Animals often have Defence 30-50% or so).

If result seems wrong, modify by: Each -1HP or -10% SIZ/HP => +1AP/+10%Defence (+5% after 50%)

OR Weapon damage reduction (often specific types, Crush/Slash/Impale) [e.g. Zombies]

OR Immunity from all but magical damage (i.e. spells & weapon magic bonus only) [e.g. Shadows]

DAMAGE = By Weapon; Claw d6, Hoof d4, Bite d8/d4* (Carnivore/Other) + Damage Bonus (*DBx1/2)

(If creature has neither parry nor multiple attack, add Defence bonus of +50%)

ATTACK % = As for HD but MINUS one row per 2 STR Damage Bonus (new):

<1-1	1-1	1	1+	2	3	4	5
25%	30%	35%	40%	45%	50%	55%	60%
6	7	8	9	10	11	12	13+
65%	70%	75%	80%	85%	90%	95%	ETC

[or Complex Method: ATT% = (20 - THACO - StrBon) x3 +30 + ManipBon?]

MAGIC RESISTANCE = D&D MR + 50%

(The big bonus is due to usage, i.e.: Roll MR% - 10% per Spell Level)

MAGIC ABILITIES (e.g. of Demons etc): Intensity of effects = Half effective D&D Caster Level

Character Conversion & Catch-Up

Systems^[07JAN09] charlev.htm

This system is to generate skills for characters created at higher than first level, or who increase in level outside normal play.

(1) If the character is being created, first create them at 1st level using the usual Character Generation System. And then...

(2) For each level to be raised above 1st, Choose a number of skills equal to INT and give each skill a number of increases:

Current Skill %: 0%+25%+50%+75%+100%+**No. of Increases:** 4.53210.5

The amount of each increase depends skill Difficulty, as per the Experience System: DF1=+5%, DF2=+3%, DF3=+2%, DF4/5=+1%.

The first skill chosen is the "Primary" skill, which gains a full complement of 5 increases automatically. (Usually Defence, gaining +10% per level as DF3. Alternatively Magic or Holiness might be used as the primary, to create a Mage or Priest of a pre-determined

CANTABRIA TO AD&D

Cantabria 1E (Adaptations to use Cantabrian-rules character in 1st-ed AD&D)

XP: Convert (Depends on which historical Cantabrian XP system used for the character). Calculate percentage through current level and apply to AD&D experience tables.

Hit Points: OK (Use Cantabrian HP if within reasonable limits, avge - max for AD&D)

Saving Throws: Use AD&D as per character class/level.

No. Of Attacks: As AD&D Class/Level.

HACIO: Use AD&D Combat tables by class/level.

Weapon Profs: Use standard AD&D Weapon Proficiencies plus UA Weapon Specialization. Convert Cantabrian Profs to AD&D/UA at 1 per 6 or part thereof (ignore single profs). I = No penalty; II = +2 To Hit, +1 Dam, +1/2 Att/Rnd; III = +3 To Hit, +3 Dam (& +1/2 Att/Rnd).

Shield Profs: VARIANT - Allow UA Weapon Specialization* for Shields, as below (1st prof assumed). Shield: II = Extra -2 AC & -1 Damage; III = Extra -3 AC, -3 Damage.

Criticals: VARIANT - Double Twenty = Double Damage (Ignore Cantabrian criticals)

Body Points: Ignore

Clipping: Ignore

Weapon Damage: Use AD&D Weapon damage (S/M and L differ), range, armour type adjustments, etc.

Skills: Use Cantabrian percentages, or AD&D % by class if significantly better. Convert Cantabrian "Ranks" to percentage if not already given (20% per 1). Convert Cantabrian "Skill Profs" to percentage if not already given (25% per 1). (If converting, modify percentages by +/- related stat bonus, i.e. above/below 10).

Perception: VARIANT - PER gives base chance to Hear Noise or Search/Spot (d20 if easy, d100 if hard).

Power Points: Replace with "Spell Slots" as per "Spells Usable" table for character class. VARIANT - Allow ad-hoc choice from Spells Known or Religious lists. VARIANT - Mages/Clerics can cast 4 Cantrips per day in addition.

Cast Chance: Ignore. Spells are automatic (except low-Wis clerics, as standard).

Spells: Use AD&D descriptions, including levels. (Some need equivalents)

Initiative: As AD&D: Each side rolls d6, highest wins (normally no modifiers, not even for Dex!).

Encumbrance: As AD&D: 140lb + STR adj, 25%/50%/75%/100% => 12"/9"/6"/3" (Move x4/x3/x2/x1; Init +1/=-/1/-2)

Experience: VARIANT - Bonus experience points will be awarded for characterful play. Heroic, Amusing, Insightful and notably "In Character" actions can gain "Bonus XP". When experience points are awarded, each "Bonus XP" adds an extra 10% to the total.

Personality: To help gain "Bonus XP", characters should have a number of Traits (up to 1 per full 3 CHA). If you act according to a chosen trait, inform the GM who may award you a Bonus XP for it. (If so, record it by ticking that trait. Further ticks for the same trait are harder to earn. However, 3 ticks for a trait earns a "+1" rating - related actions can give a +1 bonus on rolls. But be warned that abuses of this, including actions against a chosen trait, may be penalized).

CONVERTING CHARACTERS FROM AD&D:

Calculate Decimal Level* = Level + proportion through level due to experience

Calculate Fighting Level* = Decimal Level x 1 for Fighters (inc. Paladins, Rangers)

Decimal Level x 2 / 3 for Clerics (inc. Druids, Monks but not Healers)

Decimal Level x 1 / 3 for Thieves (inc. Assassins, Bards)

Decimal Level x 1 / 6 for Mages (inc. Illusionists, but also Healers)

(* For multi-classed characters, calculate for every class separately and take the maximum.)

Damage Bonus = from Stats Table.

Encumber Maximum = Body Weight x (10 + STR) / 20 (in pounds)

Experience Modifier = INT - 10 per 'class'

Memory Factor = INT / 4 (RETAIN fractions) (applies to Mages only)

skill-level).

[Also roll for scars etc...?]

Miracle Roll = WIS x 5% (Clerics/Bards only)
Power Factor = WIS / 4 (RETAIN fractions) (applies to Mages and Clerics/Bards)
Agility Bonus = DEX - 10 (?) (Handedness, instead?)
Initiative Modifier = See Stats Table
Size Factor = Derived from Height/Weight and STR/CON (if necessary)
Deaths So Far = Number of deaths character has suffered (if known)
Reaction Bonus = See Stats Table
Maximum Hemchmen = See Stats Table
HIT POINTS = Weight in Stone / 2 (rounded up)
DEFENCE = Decimal Level x 10% + DEX bonus
WEAPON SKILLS = Weapon Base + STR bonus + 10 x Fighting Level + 10 [only weapons of proficiency]
OR Weapon Base + STR bonus + 5 x (Base Attack Bonus + Proficiency Bonus)
(Use the best value for weapons now in the same Skill Category)
SHIELD (etc) SKILL = Shield Base + STR bonus + 10 x Fighting Level
MAGE
CAST SPELL = INT + Mage Level x 10%
LEARN SPELL = (INT - 5) + Mage Level x 5%
INTENSIFY SPELL = (INT + 5) + Mage Level x 5%
MEMORY = Memory Factor x (Learn / 10*) * Round down after division by 10.
POWER = Power Factor x (Intensify / 10*)
Fetish? Familiar(s)?
CLERIC
HOLINESS = WIS + Cleric Level x 10%
PIETY = Power Factor x (Holiness / 20*) * Round down after division by 20.
Cult Skills - Clerics must have three out of their four cult skills at "Max. Miracle Level" x 20 or more.
THIEF
Sleight (Pick Pockets) = Base (5% + DEX bonus) + 10 + 5 x Level
Devise (Open Locks) = Base (5% + DEX bonus) + 10 + 5 x Level
Search (Find Traps) = Base (25% + INT bonus) + 10 + 5 x Level
Sneak (Move Silently) = Base (10% + DEX bonus) + 10 + 5 x Level
Hide (Hide in Shadow) = Base (10% + DEX bonus) + 10 + 5 x Level
Climb (Climb Walls) = Base (25% + CON bonus) + 20 + 5 x Level
Backstab :- Number of extra attacks = Sleight / 20, rounded down.
ASSASSIN
As thief, plus...
Poisoning = Base (5% + INT bonus) + 10 + 5 x Level
Disguise = Base (5% + INT bonus) + 10 + 5 x Level
BARD As thief, plus...
Play (Instrument) = Base (0% + DEX bonus) + 10 + 5 x Level
Dancing = Base (?)
Etiquette = Base (?)
Speak Own Language = Language Rating x 25 + INT bonus OR INT x 5
Read/Write Own Script = Language Rating x 20 + INT bonus OR (INT - 5) x 5
Scan (Spot Hidden) = Base (25%) + INT bonus + (Decimal Level - 1) x 5 / 3 [+ any racial/inborn bonuses]
Listen (Hear Noise) = Base (25%) + INT bonus + (Decimal Level - 1) x 5 / 3 [+ any racial/inborn bonuses]
[characters with Hear Noise skill also add the amount by which they have increased it].
Ride = Base (5%) + CON bonus + (Decimal Level - 1) x 5 x Usage Factor*
Swim = Base (15%) + CON bonus + (Decimal Level - 1) x 5 x Usage Factor*
First Aid = Base (10%) + WIS bonus + (Decimal Level - 1) x 5 / 2 x Usage Factor*
Other Language/Script = Language Rating x 20 + INT bonus OR INT x 3
(* Usage Factor = 0 or 1 or 2 depending how suitable the skill is to the known history of the character)
Other Skills - Decimal Level x 10% to divide between suitable skills (+ base + bonuses). [divide by Difficulty Factor]
e (Hide in Shadow) = Base (10% + DEX bonus) + 10

CONVERTING MONSTERS from AD&D

Hit Dice = same

Hit Points = HD x 5 (if too many for creature size, reduce and give +10% Defence per HD removed)

Armour Points = AC factors due to armour

Defence = 10 x AC factors due to dodging (10% per level for character-types)

Weapon Skills = 20% +5% per HD

Shield Parry (if shield used) = 30% +5% per 2 HD

MAGIC/HOLINESS = 10 + 5 x LEVEL

POWER/PIETY = Magic/Holiness x 0.5 (?)

STRENGTH Bonus = HD - 1

DEXTERITY Bonus = AC (due to dodge) / 2

CONVERTING MONSTERS from D&D 3.x

Hit Dice (Hit Points): same (if too many for creature size, reduce and give +10% Defence per HD

removed)**Initiative:** same**Speed:**same**Armor Class:** Armour Points = armour type bonus

Defence = 5% per dodge/dexterity bonus (or add to Shield

Parry)**Attacks - To Hit:** Weapon Skills = 20% +5% per bonus (modify for better/worse skill if desired)
 Shield Parry = 20% +5% per base attack modifier (only if shield used) **Attacks - Damage:** same**Space/Reach:** same**Special Attacks/Qualities:** same (except breath weapons and similar damaging area-effects: half dice)**Saves:** same**Abilities (Str, Int, Wis, etc):** same**Skills:**10% per bonus**Feats:**same (may require translation for combat system)**Various Others:**same (*Environment, Organization, Challenge Rating, Alignment, Advancement, Level Adjustment*)

Special Additions for Characters (*quick-and-dirty approximations*) :

Hit Points: = CON / 2 (round up)**Defence:**= Level x 10%**Save Bonuses:**= + Level (max +10) + Stat Bonus (Fortitude = Con; Reflex = Dex; Will = Wis)**Magic:** (mage only) = Level x 5 + 5 **Power:**= Level x 4 (Magic Staff Power = Level x 2)**Holiness:** (cleric only) = Level x 5 + 5 (paladin = Level x 5)**Holy Power:** = Level x 3 (paladin = Level x 2)**Invoke:** = Wis x 5% (paladin = Automatic, as Free Action, but still costs Holy Power)

E.G:

GOBLIN

Goblin, 1st-Level Warrior

Small Humanoid (Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14

Base Attack/Grapple: +1/-3

Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

Full Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +1, Will -1

Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

Feats: Alertness

Environment: Temperate plains

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)

Challenge Rating: 1/3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage. Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1. Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level -2.

GOBLINS AS CHARACTERS

Goblin characters possess the following racial traits.

- -2 Strength, +2 Dexterity, -2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A goblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently and Ride checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- Favored Class: Rogue.

The goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

CONVERTING from RuneQuest (RQ2/RQ3/BRP)

STR = STR ...unless exceptionally strong: STR 19,20 = 18; 21-25 = 19; 26-29 = 20; 30+ = $x2/3$.

INT = INT (component over 18 halved, round down)

WIS = POW (component over 18 halved, round down)

DEX = DEX (component over 18 halved, round down)

CON = CON

CHA = CHA (RQ2) or APP (RQ3/BRP)

Power = POW

SIZ = SIZ ...unless exceptionally large: Quite Big (8-10ft) = SIZ x 2; Really Big (10ft+) = SIZ x 3. (Otherwise divide height by 3)

Hit Points = SIZ / 2

Armour Points = Average of armour points per location (or according to armour type)

Defence = Defence x2 (RQ2) or Dodge (RQ3/BRP). (Otherwise give 10% per "level" for character-types)

Skills = as given

Magic = Approximate 'Level' of Wizard, then Magic% = Level x 5 + 5 (alternatively, best Sorcery-type skill / 2 ?)

Holiness = Approximate 'Level' of Priest, then Holiness = Level x 5 + 5 (alternatively, highest Allegiance rating / 5 ?)

Spells:

Normal Mage - substitute nearest equivalent Pandarian magical spells.

Normal Priest - substitute most suitable Pandarian religion (and use miracles from that).

Mage/Priest Barbarian - use given RQ spells.

Non-mage/priest Barbarian with significant spells - substitute minor magic item/s (or skills) for the most significant spell/s.

Non-mage/priest Barbarian with minor spells - substitute related skill/s for the most significant spell/s, or just forget 'em.

C. CONVERSION FROM OTHER RPG SYSTEMS

<CONVERTING CHARACTERS???

<PUT ADVENTURE/MONSTER CONVERSION ELSEWHERE???

RuneQuest

Hit Points - recalculate as SIZ/2 + CON bonus (or about half listed HP).

Location HP, separate Parries, Strike Ranks - ignore.

Defence – RQ2: Defence Bonus x4; RQ3: use Dodge skill.
Armour Points – use most representative AP, or as per Chest location.
Initiative – calculate DEX bonus.
Weapon Damage – ignore the odd “+1” (otherwise it’s near enough).
Damage Bonuses – ignore bonus dice and calculate STR bonus.
Weapon AP – RQ2: weapons x1/2, shields ok; RQ3: all ok.
WIS – use POW (max 18).
Movement Rate – RQ2: Move Class 8 = 12"; RQ3: 3m/sr = 12".
Poison – halve RQ Potency (e.g. CON/2 for typical monsters).
+ ADD suitable Expertise & Martial Arts, Traits, etc. ???

BRP/Magic World (Worlds of Wonder):
???

New BRP:
???

AD&D

???
STATS???
AP = ???
DEF = ???
ATTACKS ???
SKILLS ???
Characters: Gain Magic ???

D&D3.x
???

OTHERS???

OTHER PREVIOUS EXPERIENCE PROFESSIONS ????

<??? INCORPORATE THESE...??>

Mercenary Companies of Scouts?

Ranger: 3 Weapon/Shield skills, Righteous Fury (v chosen race), Track, Herb Lore, [Heavy armour trained], Expertise (*STATx1*)(max 2), Ride, Survival, First Aid, Spot, Listen, Weapons, Languages.

Alumni of The Puppeteer Troupe?

Bard: 3 Weapon/Shield skills, Bardic Voice*, Bardic Lore**, Hide, Sneak, Sleight, Sing, Play instrument, [Medium armour trained], Expertise (*STATx1*) (max 2 wpns), Spot, Listen, Climb (*DEXx5*), Pick-lock, Bargain, Fast Talk, Oratory, Insight, Streetwise, Acting, Dancing, Weapons, Languages.

Black Fang or Sartar/Lunar/Exile House assassins???

Assassin: Hide, Sneak, Sleight, Poisoning, Disguise, [Light armour skill], Spot, Listen, Climb (*DEXx5*), Pick-locks, Medium weapons, Shield, Fast Talk, Insight, Streetwise, Thieves Argot.