

FEYFOLK



The feyfolk and fairies are an enchanted race of creatures who sometimes seem to be more magical than real.

They often display an uncanny grasp of the unseen. They feature high intelligence, great speed and agility as well as a higher natural armor class because of their rapid movements. They have much lower strength and constitution, however and their resistances overall can be much lower with the exception of death, sorcery and earth magic.

Good careers for them can be the **Wizard**, **Assassin**, **Necromancer** and **Thief** vocations.

Their system resistance is capped at less than half of that of other races and they require special weapons and armor that can be difficult to obtain.

SAURIAN



The saurians are a simpleminded breed of reptilian humanoids, good for warfare and brute strength.

Some believe they are the result of a magical hybrid created by a wizard, others say they are descended from an ancient species of lizards that once ruled the earth.

They are strong, fast and agile in combat as well as having a whole series of general physical resistances despite being vulnerable to cold, air and hypnotic attacks. Their intelligence tends to be low, they are often weak willed and do not always show much fellowship and devotion to the party.

They never develop much resistance to cold. They often serve best as the front line tanks of the party as **Warrior** and **Berserker** classes. Their swimming skill is naturally quite high when they start. They have a special ability to spit bile in combat that can nauseate or burn multiple enemies.

NAGA



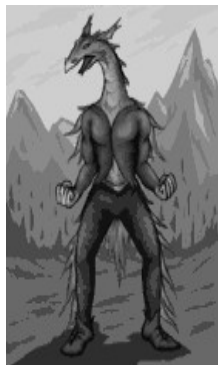
The snake men are a warlike and extremely xenophobic race who are fiercely loyal to their own kind, hostile to all others. It is only recently they seemed to feel threatened and began to make forays outside their own sovereign borders to attack others.

They feature great speed and agility and have high resistance to caustic and toxic threats. They otherwise have low willpower and wisdom and low resistance to mental, cold, mesmeric, sonic and galvanic attacks.

Best professions for this race are **Pirate**, **Assassin**, **Thief**.

The snakemen have no lower legs, only a body and tail so there is a great deal of armor they cannot wear.

DRAKE



The draconian race are few and far between but they are feared and revered for their strength and powers.

They are more dragon than man and make for very good warriors when they can be recruited.

It is believed they are the product of dragons who interbred with humans with the help of arcane magic.

The drake is physically strong as well as strong willed and fast moving. They present formidable resistance to caustic agents, fire damage and system attacks. They combine these strengths with low devotion, constitution and agility. They have low resistance to earth magic attacks. Like many scaly races they have low resistances to cold that never gets very high.

The best professions for them are the **Warrior** and **Metalsmith**.

They also have a unique special ability to breathe fire in combat, often affecting more than one opponent with this flame.

RHATTU



The Rhattu are equally despised by almost all races as thieves, degenerates and conmen, but they can make good friends if you find one who can be trusted.

The Rhattu are a rat people who often can be occupied in shady pursuits. They have strange rituals and cultural customs within their tribes.

They have speed and agility as well as significant resistance to cold, toxins and death magic. They couple these advantages with low willpower, devotion and fellowship. They are quite weak in the face of sound attacks, mental effects and hypnotic type assaults. They never develop their resistance to sonic attacks above half the possible maximum.

They do best as **Thieves**, **Assassins** and perhaps **Pirates**.

LEONAR



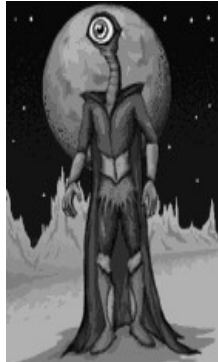
The Leonar are a mighty and proud courageous people who once dwelled in Gideon before it was mysteriously destroyed in a single night. They are from a slave race that was originally bred from true lions to handle difficult manual labor. They are often still in bondage in many places in Hyperborea to this day.

They have great strength, willpower and good fellowship, plus a remarkable resistance to cold, mental and mesmeric attacks. They regrettably are vulnerable to fire and earth magic.

The best careers for Leonar are found as **Berserkers** and **Rangers**.

These beastmen have a special capacity to give out a loud roar in combat that can paralyze the party's enemies right in their tracks.

AEORB



The Aeorbs are so strange they are widely regarded as coming from outside our world. You always get the odd feeling they are staring at you.

Nobody in Hyperborea knows where these weird alien creatures arrived from but it is assumed they may be the first wave of a race of colonizers who may someday arrive from far shores.

Their intelligence is quite remarkable as is their wisdom and prudence. They present formidable resistance to assaults on the mind with mesmerism or other mental magic. In other regards they are weak and have poor constitution, very low resistance to light spells and a low natural armor class by virtue of their strange slender physiology.

The Aeorbs make excellent **Sages** and **Wizards**, as well as showing talents for **Thaumaturgy**.

Their special ability to launch a powerful psionic attack in battle can sometimes decide the course of a conflict, being quite capable of driving enemies insane. They require special headgear and armor due to the many differences they have in form from other races.

DURENDIL



A mythical people said to dwell in the bowels of the earth. they have strange ways and customs and rarely frequent the surface.

They are thin and blue-skinned, some seem deceptively delicate but they can be formidable opponents.

They have quite impressive intellects and great agility. their resistance to earth magic is very high. Unfortunately their delicate frames have low strength and a lower natural armor class than other races.

They can only obtain a less than optimal resistance to galvanic attacks. They are prone to wear only very rare and hard to obtain armor and often even need special weapons.

Durendil make great **Templars** and **Sages**.

VAMPHYR



The vamphryi are a race of parasitic monsters who cannot bear sunlight and survive only by drinking the warm blood of the living.

Whenever they are outside in the daylight all their attributes are half their normal values and their resistance to light never rises above a fraction of that of other characters in the party.

Despite this severe handicap they present powerful resistances to sorcery, earth, cold, mental, hypnotic and air based assaults. They have low constitution and devotion and a naturally low resistance to fire, light and electrical attacks.

They excel as **Necromancers**, **Wizards** and as **Assassins**.

Their special ability in combat is to charm the enemy so he becomes incapable of fighting back or even begin attacking his own companions to give aid to the party.

GIANT



Giants are big people with big hearts who display great physical strength. They love the mountains and the high places where the air is clear. Their race is as old as the land itself and they have featured in all the ancient narratives as both forces for good and for evil.

Their constitution is impressive and they have massive resistance to system and earth magic. They could be faulted for having low intelligence and speed but it can be assumed this proceeds naturally from their large size.

They make superb **Warriors** and **Metalsmiths** and can succeed as **Rangers** with perseverance.

Their open and earnest minds make them vulnerable to many kinds of mental and hypnotic attacks. Often in time the Giant becomes a formidable openhand fighter with no weapons at all.

Character Attributes

DESCRIPTIONS OF ATTRIBUTES

| ATTRIBUTE | DESCRIPTION |
|---------------------|---|
| Intelligence | Determines how likely a character will learn from successes. affects susceptibility to illusions. assists in inspecting locks. Can assist sages in comprehension. |
| Wisdom | Determines how likely a character will learn from failures. affects susceptibility to fear and suggestion. |
| Willpower | Determines how much mental and emotional stress can be tolerated by a character. Affects how easily they can be controlled by others. assists in casting and summoning for many spells.. |
| Strength | Controls a character's ability to penetrate with a weapon, force doors and perform other muscular feats. Females start with a 20% penalty to strength at creation. |
| Constitution | Determines what constitutes encumbrance for a character and their carrying capacity. Affects character's response to various afflictions. Reflects power levels needed to restore health and vitality. |
| Speed | Determines the number of attacks a character can make in combat and their ability to flee. May be involved in many physical tests of reaction time. |
| Agility | Enables a character to guide a weapon to a target, dodge a blow, pick a lock and duck missiles and projectiles. Affects damage incurred when falling. |
| Fellowship | Reflects character's ability to negotiate with npcs and influence them. Females start with a 20% bonus at creation. |
| Devotion | Determines rate at which a character learns new skills and masters existing ones. Can influence success at shrines and prayer. Determines how many magic points are gained at level advancement. |
| Metabolism | Determines rate at which a character burns up vitality and regains hitpoints, magic and recovers from conditions. |
| Destiny | Affects luck in critical situations, as when receiving a deadly blow or magic attack. When used to save against an attack that would otherwise be fatal, loses a point permanently to reflect this miracle. |

BASIC ATTRIBUTES FOR RACES AT CHARACTER CREATION

| RACES | Int | Wis | Wil | Str | Con | Spe | Agi | Fel | Dev | Met | Des |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Human | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 10 |
| Drow | 45 | 40 | 40 | 35 | 35 | 40 | 40 | 40 | 45 | 40 | 10 |
| Barrower | 40 | 45 | 40 | 45 | 45 | 35 | 35 | 40 | 40 | 30 | 10 |
| Wolfen | 40 | 40 | 30 | 40 | 40 | 45 | 45 | 45 | 45 | 30 | 10 |
| Feyfolk | 45 | 50 | 40 | 20 | 20 | 45 | 50 | 40 | 40 | 50 | 20 |
| Saurian | 20 | 20 | 30 | 50 | 50 | 45 | 45 | 30 | 30 | 30 | 10 |
| Naga | 40 | 40 | 40 | 35 | 35 | 55 | 50 | 35 | 40 | 60 | 10 |
| Drake | 40 | 45 | 45 | 50 | 35 | 40 | 35 | 35 | 30 | 45 | 20 |
| Rhattu | 40 | 35 | 30 | 35 | 40 | 45 | 45 | 35 | 35 | 50 | 10 |
| Leonar | 35 | 40 | 45 | 45 | 40 | 40 | 40 | 45 | 35 | 30 | 10 |
| Aeorb | 50 | 50 | 50 | 20 | 20 | 25 | 25 | 30 | 50 | 25 | 10 |
| Durendil | 50 | 50 | 40 | 35 | 30 | 40 | 50 | 45 | 45 | 35 | 20 |
| Vamphyr | 40 | 45 | 45 | 40 | 30 | 45 | 40 | 40 | 30 | 60 | 10 |
| Giant | 35 | 40 | 35 | 60 | 50 | 30 | 35 | 40 | 35 | 40 | 10 |

Character Professions

PROFESSION DESCRIPTIONS WITH STARTING HITPOINTS AND ARMOR CLASS

| PROFESSIONS | HITPOINTS | AC+ | DESCRIPTION |
|--------------------|-----------|-----|--|
| Warrior | 5D6 | 10 | The Warrior pursues mastery of all martial arts to secure victory in combat. |
| Wizard | 2D4 | 0 | The Wizard practices the ancient arts of magic, weaving spells and illusions. |
| Cleric | 2D4 | 0 | The Cleric serves a deity and acquires holy power through prayer and devotion. |
| Thaumaturge | 2D4 | 0 | The Thaumaturge harnesses the primitive forces of nature and the elements. |
| Necromancer | 1D6 | 0 | The Necromancer learns unholy secrets by consulting with the dead and demons. |
| Ranger | 4D6 | 10 | The Ranger acquires his skills in the forest, tracking animals and hunting. |
| Thief | 2D6 | 10 | The Thief develops expertise in the arts of robbery and skullduggery. |
| Templar | 4D6 | 10 | The Templar is a holy knight who quests after adventure and good deeds. |
| Berserker | 5D6 | 10 | The Berserker is a barbarian who manifests a terrible bloodlust in battle. |
| Jester | 4D6 | 20 | The Jester is no laughing matter, often sending foes to death with a smile. |
| Bard | 2D8 | 0 | The Bard is a wandering performer who acquires many skills in his journeys. |
| Metalsmith | 4D4 | 10 | The Metalsmith studies the construction, use and employment of weapons. |
| Pirate | 4D6 | 10 | The Pirate is a seafaring rogue who hungers for swordplay, robbery and booty. |
| Assassin | 2D8 | 20 | The Assassin is the master of lethal arts of murder and poisoning. |
| Sage | 1D6 | 0 | The Sage is an avid scholar who strives to unearth the riches found in books. |

ATTRIBUTE REQUIREMENTS TO CREATE NEW CHARACTER

| PROFESSIONS | Int | Wis | Wil | Str | Con | Spe | Agi | Fel | Dev |
|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Warrior | | | | 45 | | 45 | | | |
| Wizard | 45 | | | | | | | | 40 |
| Cleric | | 45 | | | | | | 45 | 45 |
| Thaumaturge | 45 | 50 | | | | | 40 | | 40 |
| Necromancer | 60 | | 60 | | | | | | |
| Ranger | 40 | 40 | | 40 | 45 | | | | 45 |
| Thief | 35 | | | | | 45 | 45 | | |
| Templar | | 60 | 40 | 50 | | | | 60 | 65 |
| Berserker | | | | 50 | 45 | 45 | | | |
| Jester | 70 | | 50 | 60 | | 65 | 75 | 75 | 55 |
| Bard | 55 | 55 | | | | | 40 | 45 | |
| Metalsmith | 50 | | | | | | 45 | | 55 |
| Pirate | | | 55 | 50 | | 55 | 60 | 50 | |
| Assassin | 65 | | 40 | 50 | | 50 | 50 | | 50 |
| Sage | 60 | 45 | | | | | | | 35 |

BONUS COMBINATIONS OF RACE AND PROFESSION

| PROFESSION | Hum | Drow | Barr | Wolf | Fey | Saur | Naga | Drak | Rha | Leo | Aeo | Dur | Vam | Giant |
|-------------|-----|------|------|------|------|------|------|------|------|------|-------|-------|------|-------|
| Warrior | | | | | | | | | -30% | | | | | +50% |
| Wizard | | | | | | | | | | | | | | -50% |
| Cleric | | | | +20% | | | | -20% | | | | | -90% | -30% |
| Thaumaturge | | | +30% | | | | | | | | | | | |
| Necromancer | | | | | +60% | | | | | | | -30% | +50% | |
| Ranger | | | | +60% | | | | | | | | -40% | | |
| Thief | | | | | | | | -20% | +10% | | | -50% | | -40% |
| Templar | | | | | | | | | | | | +100% | -80% | |
| Berserker | | | +25% | | | +30% | | +10% | -20% | +20% | | | | |
| Jester | | | | | | | | | | | | | | |
| Bard | | | | -20% | | | | | | | | | | |
| Metalsmith | | -40% | +40% | | -60% | | | +55% | | | -50% | | | +50% |
| Pirate | | | | | | | | | +70% | | | | | |
| Assassin | | +80% | | | +90% | | +50% | | +80% | | | | +80% | -20% |
| Sage | | | -20% | | | -50% | | -20% | | | +100% | | | |

MINIMUM BONUS ROLLS TO CREATE CHARACTER FOR RACE AND PROFESSION

| PROFESSION | Hum | Drow | Barr | Wolf | Fey | Saur | Naga | Drak | Rhat | Leo | Aeo | Dur | Vam | Giant |
|-------------|------|------|------|------|------|------|------|------|------|------|------|------|------|-------|
| Warrior | 10 | 15 | 10 | ANY | 25 | ANY | 10 | ANY | 13 | ANY | 45 | 15 | ANY | 10 |
| Wizard | ANY | ANY | ANY | ANY | ANY | 35 | ANY | 15 | 10 | 15 | ANY | ANY | 15 | 29 |
| Cleric | 15 | 10 | 10 | ANY | 10 | NONE | 20 | 31 | 30 | 15 | 15 | ANY | NONE | 28 |
| Thaumaturge | 15 | 10 | 12 | 15 | ANY | NONE | 15 | 25 | 25 | 25 | 15 | ANY | 20 | 30 |
| Necromancer | 40 | 35 | 40 | NONE | 22 | NONE | 40 | 35 | NONE | 40 | 20 | 42 | 24 | NONE |
| Ranger | 10 | 15 | ANY | ANY | NONE | NONE | 20 | 25 | 25 | 20 | 45 | 32 | 30 | 15 |
| Thief | 10 | 10 | 20 | ANY | ANY | 15 | ANY | 18 | ANY | 10 | 40 | 9 | ANY | 41 |
| Templar | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | 30 | NONE | NONE |
| Berserker | 20 | 30 | 12 | 15 | NONE | ANY | 25 | 14 | 24 | 13 | NONE | 35 | 25 | 15 |
| Jester | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE |
| Bard | 35 | 30 | 35 | 37 | 20 | NONE | 40 | 40 | 45 | 35 | 40 | 10 | 30 | 45 |
| Metalsmith | 30 | 32 | 25 | 20 | 48 | NONE | 25 | 30 | 30 | 40 | NONE | 10 | 40 | 30 |
| Pirate | NONE | NONE | NONE | NONE | NONE | NONE | NONE | NONE | 48 | NONE | NONE | NONE | NONE | NONE |
| Assassin | NONE | 34 | NONE | NONE | 35 | NONE | 34 | NONE | 42 | NONE | NONE | 45 | 39 | NONE |
| Sage | 25 | 20 | 24 | 25 | 15 | NONE | 25 | 31 | 30 | 30 | ANY | 10 | 25 | 30 |

TITLES OF PROFESSIONS FOR LEVELS 1-9

| PROF | L1 | L2 | L3 | L4 | L5 | L6 | L7 | L8 | L9 |
|-------------|-----------|--------------|-----------|------------|--------------|-------------|--------------|--------------|--------------|
| WAR | Duelist | Guardsmen | Mercenary | Gladiator | Swordsman | Conqueror | Tyrant | Warlord | Overlord |
| WIZ | Magician | Conjuror | Enchanter | Halomancer | Sorcerer | ArchMage | Magus | ArchMagus | Magus King |
| CLE | Acolyte | Disciple | Martinet | Priest | Apostle | Saint | Prophet | Patriarch | Archangel |
| THA | Devotee | Adept | Medicist | Herbalist | Shaman | Cabalist | Elementalist | Druid | ArchDruid |
| NEC | Vatic | Medium | Mystic | AntiCleric | Spiritist | Occultist | Warlock | Nemesis | Hell Baron |
| RAN | Scout | Tracker | Bowman | Archer | Pathfinder | Woodsman | Huntsman | Yeoman | MountainKing |
| THI | Rake | Pickpocket | Padfoot | Swindler | Prowler | Burglar | Robber | Malefactor | Shadowlord |
| TEM | Squire | Gallant | Lancer | Chevalier | KnightErrant | Lionheart | Paladin | Prince | Monarch |
| BERR | Kinsman | Clansman | Dervish | Marauder | Raider | Ravager | Avenger | Conqueror | SkullKing |
| JES | Imp | Fool | Buffoon | Joker | Trickster | Prankster | Juggernaut | Harlequin | Deathgrin |
| BAR | Cantor | Talebearer | Minstrel | Sonneteer | Troubadour | Lyricist | Lute Poet | Skald | Seraph |
| MEH | Footman | Shieldbearer | Armsman | Equipper | Outrigger | Craftsman | Blacksmith | Armourer | ArmsMaster |
| PIR | Scallywag | Mutineer | Captain | Commodore | Brigand | Blackguard | Buccanier | Swashbuckler | Corsair |
| ASS | Thuggee | Stalker | Cutthroat | Strangler | Murderer | Executioner | Reaver | Slayer | Revenant |
| SAG | Pedagogue | Scholar | Teacher | Professor | Doctor | Master | Savant | Oracle | Illuminati |

Character Skills

| MARTIAL SKILLS | DESCRIPTION |
|----------------|--|
| Archery | The ability to draw and fire a bow with sufficient skill to strike a target. |
| Axe&Scimitar | The skill of wielding large edged weapons in battle. |
| Backstabbing | The ability to surprise an opponent from behind with a weapon. |
| Bladesmanship | The skill of fighting with a knife or short ranged weapon in melee. |
| Deflection | The skill of deflecting an opponent's attack with the edge of a weapon. |
| Hammer&Mace | Prowess with blunt weapons used to bludgeon or smash an opponent in combat. |
| Lash&Chain | The skill of wielding extension weapons like the whip, chain and lash in combat. |
| Metallurgy | The ability to forge powerful weapons and to construct them from components. |
| Shield | The defensive art of blocking attacks and missiles with the shield in combat. |
| Slings&Bolas | The art of wielding and using weapons that are flung or that fling projectiles. |
| Spear&Lance | Skill at wielding extended weapons in combat. |
| Staff&Rod | Skill at wielding the staff, rod and wand in battle. |
| Swordsmanship | Prowess with long, narrow edged weapons in battle. |

| PHYSICAL SKILLS | DESCRIPTION |
|-----------------|---|
| Accuracy | Assists in hitting a target when throwing, shooting or firing a projectile. |
| Astral Vision | A perceptual discipline enabling the initiate to see that which is invisible. |
| Berserking | A deadly art involving a special method of attack with weapons in combat. |
| Climbing | The physical skill of climbing walls, ascending cliffs and dropping into pits. |
| Evasion | The ability to make a safe strategic retreat without injury during combat. |
| Hand-to-Hand | The adeptness with which one fights when unarmed in combat. |
| Iajitsu | The art of blocking blows in such a fashion as to destroy weapons. |
| Inspection | The art of divining the workings, weaknesses and design of mechanical devices. |
| Iron Hands | A martial arts technique involving concentrating force in a single hand blow. |
| Lethal Blow | The knowledge of critical body areas and targets needed to strike a fatal blow. |
| Lockpicking | The art of picking locks on doors and chests. |
| Music | Proficiency in playing musical instruments and keeping harmony. |
| Ninjitsu | The secret art of fighting with open hands to inflict maximum damage on a foe. |
| Robbery | The larcenous art of relieving strangers of their valuables without discovery. |
| Scout | The ability to scout hidden features while exploring unfamiliar areas. |
| Stealth | The ability to hide oneself amidst shadows or behind terrain features. |
| Swimming | The physical ability to ford deep water without drowning. |
| Throwing | The skill of throwing objects so as to strike a target. |
| Trickery | The art of using props and pranks to beguile opponents in combat. |

| MENTAL SKILLS | DESCRIPTION |
|-----------------|--|
| Alchemy | The magical study of the four elements of fire, air, water and earth. |
| Ancient History | Knowledge concerning the distant past of customs, peoples, locations and events. |
| Arcanum | The study of the most powerful, dangerous and arcane magic secrets and spells. |
| Assaying | The knack of identifying and classifying items according to their properties. |
| Barter | The ability to bargain with merchants and get the fairest price in commerce. |
| Diplomacy | The art of negotiation necessary to interact with intelligent creatures. |
| Firearms | Skill in handling, loading, aiming and firing projectile weapons. |
| Incantation | The ability to recite spells written on scrolls and cast them successfully. |
| Invocation | The ability to properly summon and target the magical powers of an item. |
| Litany | The holy study of divine prayers that lead to power and favour with the gods. |
| Meditation | The mastery of the body's internal functions and mental states. |
| Mephistics | The art of applying poison to weapons so as to increase their effectiveness. |
| Mythology | The knowledge of legends and lore concerning strange creatures and beings. |
| Nature Lore | The art of identifying and mixing ingredients in plants, powders and reagents. |
| Necromancy | Communication with the spirits of the dead and demons to acquire occult secrets. |
| Scribe | Degree of literacy with written works and ability to accurately copy scrolls. |
| Sorcery | The magical art of memorizing and casting spells. |

| SKILL | ACQUIRE AT LEVEL ONE |
|-----------------|--|
| Accuracy | Ranger, Metalsmith |
| Alchemy | Thaumaturge, Ranger, Thief, Berserker, Metalsmith, Assassin |
| Ancient History | Sage |
| Arcanum | Wizard, Cleric, Thaumaturge, Necromancer, Bard, Sage |
| Archery | Warrior, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin |
| Assaying | Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage |
| Astral Vision | (NONE) |
| Axe&Scimitar | Warrior, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin |
| Backstabbing | Ranger, Thief, Jester, Bard, Pirate, Assassin |
| Barter | Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage |
| Berserking | Berserker |
| Bladesmanship | Wizard, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage |
| Climbing | Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage |
| Deflection | (NONE) |
| Diplomacy | Bard, Metalsmith, Pirate, Sage |
| Evasion | Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage |
| Firearms | (NONE) |

| | |
|--------------|---|
| Hammer&Mace | Warrior,Cleric,Thaumaturge,Ranger,Thief,Templar,Berserker,Jester,Bard, Metalsmith,Pirate,Assassin |
| Hand-to-Hand | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Iajitsu | (NONE) |
| Incantation | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Inspection | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Invocation | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Iron Hands | Jester,Assassin |
| Lash&Chain | Warrior,Ranger,Thief,Templar,Berserker,Jester,Bard,Metalsmith,Pirate, Assassin |
| Lethal Blow | Ranger,Berserker,Jester,Metalsmith,Pirate,Assassin |
| Litany | Cleric,Templar |
| Lockpicking | Ranger,Thief,Jester,Bard,Pirate,Assassin |
| Meditation | (NONE) |
| Mephistics | Thaumaturge,Ranger,Thief,Berserker,Jester,Bard,Pirate,Assassin,Sage |
| Metallurgy | Sage |
| Music | Jester,Bard,Sage |
| Mythology | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |

| SKILL | ACQUIRE AT LEVEL ONE |
|---------------|---|
| Nature Lore | Thaumaturge, Ranger, Sage |
| Necromancy | Necromancer |
| Ninjitsu | Jester,Assassin |
| Robbery | Thief,Jester,Bard,Pirate,Assassin |
| Scout | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Scribe | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin |
| Shield | Warrior,Cleric,Ranger,Thief,Templar,Berserker,Jester,Bard,Metalsmith, Pirate,Assassin |
| Slings&Bolas | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Sorcery | Wizard,Jester,Bard,Pirate,Sage |
| Spear&Lance | Ranger,Thief,Berserker,Jester,Bard,Pirate,Assassin |
| Staff&Rod | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Stealth | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Swimming | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Thief,Templar,Berserker ,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |
| Swordsmanship | Warrior,Ranger,Thief,Templar,Berserker,Jester,Bard,Metalsmith,Pirate, Assassin |
| Throwing | Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage |










| | |
|----------|--------|
| Trickery | Jester |
|----------|--------|







Character Resistances




BASIC STARTING RESISTANCES FOR ALL RACES AT CHARACTER CREATION









| RACE S | Sy s | De a | So r | So n | Me n | Me s | Lu m | To x | Fi r | Co l | Ai r | Aq u | Ea r | Ca u | G al | Par | LIMITS |
|--------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|-----|----------------|
| Human | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | (NONE) |
| Drow | 0 | 0 | 20 | 10 | 10 | 60 | 10 | 20 | 0 | 0 | 10 | 10 | 0 | 0 | 0 | 0 | System <= 80 |
| Barrow er | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 20 | 10 | 10 | 10 | 10 | 25 | 10 | 0 | 10 | Galvanic <= 40 |
| Wolfin | 10 | 10 | 10 | 0 | 0 | 0 | 10 | 10 | 10 | 25 | 10 | 10 | 10 | 10 | 10 | 10 | Sonic <= 50 |
| Feyfolk | 0 | 50 | 50 | 5 | 10 | 20 | 10 | 0 | 0 | 0 | 0 | 0 | 30 | 0 | 0 | 0 | System <= 40 |
| Sauria n | 20 | 10 | 20 | 10 | 0 | 0 | 20 | 25 | 20 | 0 | 0 | 10 | 10 | 40 | 20 | 20 | Cold <= 50 |
| Naga | 10 | 10 | 10 | 10 | 10 | 0 | 10 | 50 | 5 | 0 | 10 | 10 | 10 | 40 | 0 | 0 | Mesmeric <= 30 |
| Drake | 30 | 10 | 20 | 10 | 10 | 10 | 10 | 10 | 50 | 0 | 10 | 10 | 0 | 30 | 10 | 0 | Cold <= 60 |
| Rhattu | 10 | 15 | 10 | 0 | 0 | 0 | 10 | 15 | 10 | 20 | 5 | 10 | 10 | 15 | 5 | 0 | Sonic <= 50 |
| Leonar | 10 | 10 | 10 | 0 | 20 | 20 | 10 | 10 | 10 | 40 | 0 | 10 | 10 | 10 | 0 | 0 | Sonic <= 50 |
| Aeorb | 0 | 0 | 20 | 20 | 40 | 40 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Luma <= 40 |
| Durend il | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 70 | 10 | 0 | 10 | Galvanic <= 70 |
| Vamph yr | 10 | 10 | 25 | 10 | 15 | 20 | 0 | 10 | 10 | 15 | 10 | 10 | 25 | 10 | 10 | 10 | Luma <= 20 |
| Giant | 50 | 10 | 10 | 10 | 0 | 0 | 10 | 10 | 0 | 10 | 0 | 10 | 20 | 10 | 10 | 0 | Mental <= 70 |


Character Conditions


| | CONDITION | DESCRIPTION |
|---|--------------------|---|
|  | HITPOINTS | The number of points of damage a character can take before dying. Once dead, a character can only be resurrected with magic. If dead for more than 7 days, a character must be raised from the dead. Some character classes always require a Raise Dead spell in order to bring them back from oblivion. The "OK" icon is displayed when a character has no outstanding conditions. If the character is dead, this icon will display for their condition as well as a skull in the portrait window. When they have been dead longer than a week the lights will go out of the skull's eyes in the portrait. |
| | SPIRIT | The saving throw against being demoralized in the presence of evil. Once spirit is reduced, the character must save versus the condition or become increasingly fearful until they are incapable of doing anything but cowering in fear. |
|  | VITALITY | The endurance a character has before falling asleep from fatigue. It increases at level advancement against the CONSTITUTION attribute. If the CONSTITUTION is increased this will result in larger gains of vitality when levelling up. |
| | MAGIC | The amount of magic points a character has to use magic. It increases at level advancement according to the DEVOTION attribute. Magic points can be restored by resting the party, by drinking from magic fountains, eating or using certain magic items and equipping special magic items which recharge magic points. |
|  | ENCUMBRANCE | The degree to which a character is loaded with weight. Being encumbered impairs most of a character's action until they lighten their load. STRENGTH relates to carrying capacity so increases in strength enable the player to carry heavier loads. |
|  | BEHOLDEN | A condition in which a character is in the hypnotic control of another. This control lasts as long as the entity they are beholden to is alive. If that entity dies, they are no longer beholden and recover their faculties. When beholden they often attack their own companions and act on behalf of the entity they are beholden to. |
|  | UNCONSCIOUS | When a character is completely knocked out and insensible. This makes them easier to hit in combat and they take more damage when hit. Characters can be revived by different kinds of magic and sometimes by being struck. |
|  | SLEEP | A character sleeps to recover vitality and when put to sleep through an enchantment. A blow will often wake them up instantly when sleeping. When asleep a character is easier to hit and damage. |
|  | SILENCE | A condition that has left the victim unable to speak or incant spells. Until the condition is dispelled they may not be able to use magic in combat that requires incantation. |
|  | FEAR | A character is quaking with terror and they have to save against it reach round or be unable to act in combat. If a character is scared enough they may try to run away! |
|  | CONFUSION | A character who is confused suffers a penalty in executing |

| | | |
|---|-------------------|---|
| | | most combat actions and may miss their combat round altogether if they fail to save against the condition. |
|  | IRRITATION | An irritated character is consumed by hives and itching and may miss their combat round if they fail to save against the condition. A minor condition that can be cured by simple healing magic or allowing it to wear off. |
|  | BERSERK | When a character goes berserk, they are driven into a mad rage and will do extra damage and get extra attacks in combat. Depending on their Berserking skill, they may attack their own party members if they get so angry they forget who the enemy is. By developing their Berserking skill they will learn to control and channel their attack at the enemy. |
|  | NAUSEA | A nauseous character feels so sick they may miss their combat turn if they fail their saving throw. Nausea is a minor condition and can be cured by a simple magic spell or even simply shaking off the effects spontaneously. |
|  | BLINDNESS | When blinded, characters cannot see their enemies and will flail about with little chance of hitting their opponents. Spells that require sight cannot be cast by the character until they regain their sight. |
|  | CURSE | Once a character is cursed, everything they attempt to do will seem to go wrong. They will fumble their attacks, fizzle their spells and have trouble sleeping without being stricken with mysterious conditions that afflict them. The cursed condition can be cured by sleeping at a holy shrine for the night or having a magic spell cast to dispel the curse. |
|  | POISON | When poisoned, a character will begin to take damage every single round that they do not save versus poison. The condition can wear off on it's own but it is likely the character will die first from successive loss of hitpoints if they are not cured or given an antidote. When poisoned a character is also slowed in the number of actions they can perform during a combat round. |

| | CONDITION | DESCRIPTION |
|---|----------------|---|
|  | CHARM | This condition means the character is slightly predisposed to another and may even fight on their behalf against their own party. Characters that are charmed make mistakes and can be easily persuaded to speak on subjects or reveal information. |
|  | DISEASE | Disease is one of the worse conditions because when it goes untreated it does not heal naturally and it begins to generate a wide variety of side effects, including paralyzation, poisoning, irritation and blindness. Never sleep while a character is diseased, always cure the disease first. The best way to cure a disease is to sleep at a holy shrine, drink from a magic fountain, eat or consume magic items with curative powers or have a cleric cast a magic spell on the character to cure the affliction. Allowing it to fester can eventually lead to death if untreated. Even worse, you may discover that you can resurrect a character from the dead who still carries the disease and will die shortly thereafter if not treated and cured of it once and for all. At higher levels, the companion on the row with the carrier can themselves becomes infected. |
|  | INSANE | A character driven insane may attack their own party members or simply be rendered incapacitated whilst babbling and ranting. Sometimes the effects will wear off on their own but a healing |

| | | |
|---|----------------------|---|
| | | spell can be cast to restore the mind as well as drinking from a magic fountain or drinking a magic potion to relieve the effects. |
|  | PETRIFICATION | A condition where the character has been turned into stone. When petrified they cannot act or move. They are easier to hit in combat but may be harder to penetrate because they are just a statue. This condition has to be treated with a magic fountain, a healing spell or a magic potion to dispel the effect. |
|  | PARALYZATION | The character cannot move, is easily hit by an enemy and can take up to double damage in this state. Sometimes they can be jolted out of the paralysis when hit a blow that does them damage. The condition sometimes wears off on its own and when sleeping will heal up in time. |
|  | BLINK | A character will begin to blink in and out of visibility, making them far more difficult to hit in combat as long as the effect lasts. |
| | LYCANTHROPY | The curse of the werewolf. This affliction is only obvious after dark when the moon comes out. The portrait will change to that of a snarling ghostly wolf. This condition if not cured means that when the party tries to fight a battle at night, the character will likely change into a werewolf at the most inopportune moments and begin attacking their own companions. |
|  | INVISIBILITY | The character cannot be seen at all. In this state they can attack and do extra damage to creatures who are not expecting it, including double and triple damage, particularly when backstabbing. This condition is equivalent to being "Hidden" except it is far more difficult to detect for enemies. Enemies use INTELLIGENCE to detect invisible characters to determine if they can be seen. |
|  | PROTECTION | The character is surrounded by a special field that will grant them protection from attacks by certain kinds of creatures, determined by the spell that was used to protect them. |
| | MORPHED | This condition has no icon but is plainly evident when the portrait of the character will change to that of a duck, frog or mouse. It is possible that the character will be able to perform actions in this state they could not otherwise accomplish but they will be fairly useless in combat, being unable to fight until the effect wears off. |
|  | MAGICSHIELD | A special field around the character that assists in repelling all magical attacks until it wears off. |
|  | MISSILESHIELD | A special field around the character that assists in repelling all missile attacks until it wears off. This includes projectiles like arrows, projectiles, thrown objects and ammo fired out of weapons as well as magical attacks that use stones or shards. |
|  | FIZZLEFIELD | This field will tend to vastly increase the chance that the afflicted character will bungle their spells, increasing the chance they will fizzle, fail or backfire. |

| | SPECIAL CONDITION | DESCRIPTION |
|---|--------------------------|--|
|  | HIDDEN | When a character successfully hides in shadows during combat, this icon is displayed to show they have been successful. From this concealment they can then attempt to backstab the enemy. If successful they can do double and even triple damage depending on their BACKSTABBING skill level. |

| | | |
|---|----------------|--|
|  | RUNNING | This icon shows that a character has successfully evaded the enemy and is now fleeing the battle. They can still be hit in this phase but when the entire party has joined them they will all exit combat and run away. The EVASION skill determines how good a character is at escaping a battle during a "strategic withdrawal." Clever players who develop their skills at running away in combat may discover that sometimes, retreat is the wise man's option. |
|---|----------------|--|

Character Armor Class

The total armor class for any character is a combination of all the factors that affect the armor class summed up together to produce a total.

| | | | |
|------------|---|-----------------------|---|
| NAC | + | Natural Armor Class | The armor class a certain race starts out with (scales, fur) |
| BAC | + | Body Armor Class | Body Armor Class (creatures differ in their hardness) |
| CAC | + | Condition Armor Class | Conditions effecting the character modifying the armor class (paralysis, petrified) |
| IAC | + | Item Armor Class | Equipment armor added to the body |
| MAC | + | Magic Armor Class | Magical effects on the character modifying the armor class |
| | = | | |
| TAC | | Total Armor Class | (The sum of all the other armor classes) |

Magic

There are over 144+ magical spells that can be used by characters in Grimoire and they almost all have effects that depend on the context in which they are cast and who is doing the casting as well as who is being targeted.

All spells cast by players require a certain share of magic points at each power level which goes up as the spell power is increased.

The primary determinant of how many magic points a character gets at advancement is the **DEVOTION** attribute. Increasing **DEVOTION** will result in higher gains of magic points that can be used in casting after the character has leveled up.

Magic point recovery rates vary for different races and is directly connected to **METABOLISM**. Putting points into the **METABOLISM** attribute helps to recover magic points more quickly when resting.

Spellcasting

THE SPELLBOOKS USED BY ALL PROFESSIONS













| SPELLBOOK | DESCRIPTION |
|----------------|--|
| SORCERY | The book of sorcery was created by wizards and scribed with spells they used to manipulate the forces of reality itself. |
| HOLY | The book of holy enchantments was created by clerics and templars with spiritual spells for healing and calling upon the divine for assistance. |
| UNHOLY | The book of unholy magic was filled with spells for conjuring up evil, causing chaos and controlling demons and the undead |
| PAGAN | The book of pagan magic has spells for drawing upon the forces of nature, commanding elementals and the primeval powers. |
| SAGE | The book of sages is written with spells that use esoteric and astral powers to increase understanding and mastery of reality at a deeper level. |

CASTING REQUIREMENTS FOR PROFESSIONS

| PROFESSIONS | SPELL SKILL | SPELLBOOKS | CAST LEVEL | SPELL GAIN |
|-------------|-------------|---------------|------------|------------|
| Warrior | Sorcery | PAGAN | 9 | 1 |
| Wizard | Sorcery | SORCERY | 1 | 3 |
| Cleric | Litany | HOLY | 1 | 3 |
| Thaumaturge | Alchemy | PAGAN | 1 | 3 |
| Necromancer | Necromancy | UNHOLY | 1 | 4 |
| Ranger | Alchemy | PAGAN | 4 | 2 |
| Thief | Alchemy | PAGAN | 6 | 1 |
| Templar | Litany | HOLY | 3 | 2 |
| Berserker | Alchemy | PAGAN | 10 | 1 |
| Jester | Sorcery | SORCERY-SAGE | 3 | 2 |
| Bard | Sorcery | SORCERY-HOLY | 3 | 2 |
| Metalsmith | Alchemy | SAGE | 6 | 1 |
| Pirate | Sorcery | SORCERY-PAGAN | 6 | 2 |
| Assassin | Alchemy | UNHOLY-PAGAN | 4 | 2 |
| Sage | Sorcery | SAGE | 1 | 4 |

Spellbook Pages

Every school of magic has a page in the spellbook devoted to their particular discipline. Each spellcaster will draw upon spells from different pages as are appropriate to their chosen profession. Each spell has a different progression of power levels with increasingly more impressive results. There are twelve pages in the spellbook in total.

| | | |
|--------------------|---|--|
| FIRE |  | The mastery of spells that use fire, heat and light or command the forces therein to mold them to the caster's will. |
| FROST |  | The enchantment and use of cold, ice and chilling blasts of power to freeze enemies in their tracks. |
| AIR |  | The control of the air to summon the winds, asphyxiate the monsters or purify the atmosphere around the party. |
| WATER |  | The power to command water, walk on top of it, drain it from the opponents or control it inside the body. |
| EARTH |  | Summoning the natural forces of the earth to cause quakes, create golems, walk on lava or rot armor and warp open wooden chests and doors. |
| SPIRIT |  | Spells concerned with the innermost being including healing, curing, stopping poisons as well as blessing and restoring the minds of others. |
| PSYCHE |  | The power to control and read minds, cause sleep, see at a distance, divine secrets and detect hidden things. |
| ASTRAL |  | The conjuration and mastery of magical forces to channel, block and cause enchantments on inanimate things. |
| INFERNAL |  | The summoning, banishing and creation of evil forces and bewitchments and command of demons. |
| NECROMANTIC |  | The power to control death and the undead and to draw upon the life force. |
| ARCANUM |  | Powerful and ancient magic spells that can only be learned from old forbidden tomes and books. |
| ELDRITCH |  | Strange magic that seeks to control reality itself and reach into other dimensions and planes of existence. |

Spells Listed By Pages

| FIRE | | | | | | | | | |
|-----------------------|--|--|-------------|-------------|-------------|------------------|-----|-------------|-------|
| SPELL | SAVEVS | S O R | H O L | U N H | P A G | S A G E | PPL | TARGET | F/B |
| BLINDING FLASH | LUMA | 1 | | | 1 | | 4 | ALL ENEMIES | 0 / 0 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MAGIC SHIELD. | | | | | | | |
| | A brilliant flash of light that will blind foes in combat. Creatures that are sightless or that see by echo location will be unaffected. Affects one group of monsters for a duration determined by the power level of the spell. | | | | | | | | |
| DANCING LIGHTS | MESMERIC | 2 | | | | | 6 | ALL ENEMIES | 1 / 0 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION. | | | | | | | |
| | An illusionary curtain of shimmering rays that has an assortment of random effects on monsters, including putting them to sleep, causing nausea, confusion and occasionally unconsciousness. Affects 3 monsters + power level. | | | | | | | | |
| ENERGY BOLT | GALVANIC | 1 | | | | | 4 | ENEMY | 0 / 0 |
| | MODIFIERS | CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | |
| | A single rippling bolt of electrical energy that does 1D4 damage for each power level. Affects 1 monster. Electrical elementals are strengthened by this energy, while creatures composed of liquid or water may ground the bolt and transfer it's effects to back to the caster. Casting this spell while swimming is not recommended. | | | | | | | | |
| FIRE SHIELD | | 5 | 3 | | 4 | | 8 | COMRADE | 0 / 0 |
| | Increases resistance to heat of one member of caster's party. The party member's saving throw against fire-based attacks is greatly augmented. | | | | | | | | |
| FIREBALL | FIRE | 4 | | | 3 | | 12 | ALL ENEMIES | 1 / 1 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | |
| | A fiery ball of fire rockets towards opponents, exploding on contact. Does 3D4 hit points of damage per power level. Affects 1 monster for each level of power it is cast at. Can actually restore hit points to creatures from the plane of fire or who are composed of fire. | | | | | | | | |
| LEAPING SPARKS | GALVANIC | | | | 1 | | 6 | ENEMY | 0 / 0 |
| | MODIFIERS | CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | |
| | Dangerous popping sparks burst out of thin air around 1 monster, doing 2D2 hitpoints of damage per power level cast. Electrical elementals are strengthened by the effects of this spell. | | | | | | | | |
| LIGHTNING BOLT | GALVANIC | 8 | 6 | | 6 | | 14 | ENEMY | 2 / 2 |
| | MODIFIERS | CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | |
| | Summons a thundering arc of electricity from the heavens that does 3D3 hit points of damage for each power level. Affects 1 monster. Electrical elementals are strengthened by this energy, while creatures composed of liquid or water may ground the bolt and transfer it's effects to back to the caster. Casting this spell while swimming is not recommended. | | | | | | | | |
| MAGIC MISSILE | SORCERY | 2 | | | | | 4 | ALL ENEMIES | 0 / 0 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | |

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|----------------------|--|--|----------------------|----------------------|----------------------|----------------------------|------------|---------------|------------|--|
| | A classic sorcerer's spell that never backfires, never misses and against which there is no saving throw. Does 1D6 damage per power level. This missile is always targeted at a single monster. Some enchanted creatures can absorb the magical energy of this spell and regenerate damage. | | | | | | | | | |
| FIRESTORM | FIRE | 12 | | | 16 | | 22 | ALL ENEMIES | 2 / 1 | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. | | | | | | | | |
| | A roaring cloud of fire that lasts for 1-6 rounds depending on the power level and does 2D8 damage in hit points to all monsters within it. This cloud diminishes in strength by 25% each successive round. Elementals and any other creatures composed of fire are immune to it's affects and may be invigorated by it. | | | | | | | | | |
| SOLAR FLARE | LUMA | 18 | | | | | 28 | ENEMY ROW | 4 / 0 | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MAGIC SHIELD. | | | | | | | | |
| | This spell will blind all opponents who fail their saving throw for a duration determined by the power at which it is cast. | | | | | | | | | |
| BURNING GRASP | FIRE | | 6 | 1 | 8 | | 8 | ENEMY | 2 / 0 | |
| | The caster's hands burst into glowing magical flames and can be placed on an opponent to sear him to the bone. Requires free hands and eye contact with target in order to cast. | | | | | | | | | |
| BIOPHOSPHOR | | | | | | 1 | 2 | PERSIST | 0 / 0 | |
| | With this spell, a wizard can take almost any small organic object, be it a leaf or a scrap of wood and cause it to glow dimly for several hours according to the strength of the spell. This is useful for dark areas and places where some light is required. | | | | | | | | | |
| FIRE WALKING | | | 26 | | | | 30 | PERSIST | 0 / 0 | |
| | Enables the party to walk across fire or lava. Persists until the party sets foot on land again or one step for each power level. The party cannot rest while under the effects of this magic. | | | | | | | | | |
| FROST | | | | | | | | | | |
| SPELL | SAVEVS | S O R | H O L | U N H | P A G | S A G E | PPL | TARGET | F/B | |
| COLD SHIELD | | 4 | 5 | | 3 | | 8 | COMRADE | 0 / 0 | |
| | MODIFIERS | | | | | | | | | |
| | Increases resistance to cold of one member of caster's party. Saving throw against cold-based attacks greatly augmented. | | | | | | | | | |
| CONE OF COLD | COLD | 6 | | | 8 | | 16 | ALL ENEMIES | 4 / 0 | |
| | MODIFIERS | CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | | |
| | A broad fan of subzero gas envelops monsters doing 3D4 damage per power level, up to 7 monsters total. Creatures composed of water who fail their saving throw will be frozen solid. | | | | | | | | | |
| FOG OF FROST | COLD | 8 | | | 10 | | 12 | ALL ENEMIES | 2 / 0 | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. | | | | | | | | |
| | This fog rolls in over a single group of monsters causing confusion and irritation as hoarfrost forms on their weapons, armor and hide. The duration of it's effects is determined by the power level. | | | | | | | | | |
| COMET OF DOOM | MESMERIC | | | | | 12 | 10 | ALL ENEMIES | 2 / 0 | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MAGIC SHIELD. MISSILE SHIELD. | | | | | | | | |
| | Creates the illusion of an awe-inspiring cosmic harbinger of doom in the heavens, demoralizing the opposition and subjecting them to fear for a duration determined by the power level. Some creatures may flee or stand confused with terror. Less intelligent monsters will be | | | | | | | | | |

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| | unaffected by this portent. | | | | | | | | | | | |
| HAILSTORM | SYSTEM | 8 | | | 6 | | 18 | ALL ENEMIES | 4 / 0 | | | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MISSILE SHIELD. PROTECTION. | | | | | | | | | | |
| | Conjures up a merciless shower of ice nuggets that pelt the monsters for 2D6 hit points of damage per power level. This storm lasts for up to 6 rounds, diminishing in intensity by 20% each round. | | | | | | | | | | | |
| SHIVERS | COLD | | | 3 | 3 | | 6 | ENEMY | 0 / 0 | | | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MISSILE SHIELD. PROTECTION. | | | | | | | | | | |
| | Chills the internal body fluids of any monster doing 1D4 damage per power level and possibly incapacitating them if they fail their saving throw versus cold, rendering them incapable of doing anything but chattering their teeth for 1 round. | | | | | | | | | | | |
| ICEBALL | COLD | 4 | | | 4 | | 12 | ALL ENEMIES | 1 / 2 | | | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MISSILE SHIELD. | | | | | | | | | | |
| | A frozen ball of ice shatters on any monster it hits. Does 3D4 hit points of damage per power level. Affects 1 monster for each level of power it is cast at. | | | | | | | | | | | |
| DEEP FREEZE | COLD | 7 | | 9 | 6 | | 14 | ENEMY | 6 / 0 | | | |
| | MODIFIERS | CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | | | | |
| | Any 1 monster failing their saving throw against cold attacks will incur up to 125-275 hit points of damage and may be killed instantly. Creatures composed of water, crystal or glass get no saving throw against this spell. Amount of damage varies according to power level. | | | | | | | | | | | |
| CHILLING TOUCH | COLD | 1 | | 2 | 1 | | 2 | ENEMY | 1 / 0 | | | |
| | MODIFIERS | CONDUCTION. REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION. | | | | | | | | | | |
| | A billowing plume of freezing gas affects 1 monster, doing 1D6 hit points of damage per power level. Monsters composed of crystal or glass become more brittle and have their armor shielding reduced. | | | | | | | | | | | |
| PARALYSIS | PARALYTIC | 6 | 5 | | | 5 | 10 | ENEMY | 0 / 0 | | | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. | | | | | | | | | | |
| | Lowers core body temperature of a single monster inducing paralysis. Effectiveness is determined by the power level that the spell is cast at. | | | | | | | | | | | |
| FREEZING SPHERE | COLD | 14 | | 9 | | | 19 | ALL ENEMIES | 5 / 0 | | | |
| | MODIFIERS | CONDUCTION. REFLECTION. ANTIMAGIC. | | | | | | | | | | |
| | Attempts to quick-freeze up to 6 monsters in a row. Even when saving against cold, monsters will still take damage. Creatures composed of water, crystal or glass can be killed instantly by this spell. Success of spell varies according to power level. | | | | | | | | | | | |
| GLACIER BURST | COLD | 11 | | | 9 | | 24 | ENEMY ROW | 6 / 0 | | | |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MISSILE SHIELD. | | | | | | | | | | |
| | A large chunk of ice materializes in mid-air and explodes, sending shards in all directions. Any creature caught in the immediate region can be frozen solid or take 4D8 damage per power level of the spell. | | | | | | | | | | | |

| AIR | | | | | | | | | |
|--------------------------|---|------------------------------------|-------------|-------------|-------------|------------------|-----|-------------|-------|
| SPELL | SAVEVS | S O R | H O L | U N H | P A G | S A G E | PPL | TARGET | F/B |
| SHRILL SOUND | SONIC | 5 | | | | 2 | 10 | ENEMY ROW | 0 / 0 |
| | Does 1D3 hit points damage for each power level of up to 6 monsters + power level. Creatures composed of crystal or glass must save versus sonics or be destroyed. Monsters that see using echo location could be blinded by this spell. | | | | | | | | |
| PURIFY AIR | | | 6 | | 4 | 10 | 18 | SPECIAL | 2 / 0 |
| | This spell attempts to clear the air around the party of all clouds, storms, vapours, fumes and mists. It's success depends on the spell's power level versus the power level of the magical clouds it is attempting to disperse. | | | | | | | | |
| SILENCE | SORCERY | 4 | 2 | | | 7 | 9 | ENEMY | 0 / 0 |
| | Causes a bubble of sound absorbing energy to form around a monster's head preventing them from making incantations. Duration and strength relative to power level. | | | | | | | | |
| SLEEP | MESMERIC | 1 | 1 | | | 2 | 4 | ALL ENEMIES | 0 / 0 |
| | This seemingly innocent but useful spell gently sends the monsters into lullaby land if it succeeds, softening them up for whatever their opponents have planned next. Whether or not it succeeds is relative to the power level at which it is cast and the resistance to mesmerism of the monster it affects. | | | | | | | | |
| STINKING CLOUD | AIR | 6 | | 5 | 6 | | 18 | ALL ENEMIES | 2 / 0 |
| | Upon casting this spell, a lingering cloud of reeking foul gas appears that lasts for 1-7 rounds depending on the power level and forces any monster within to save versus air resistance or else be overcome by violent nausea. This cloud diminishes in strength by 50% each successive round. On creatures who do not require oxygen it will be useless. | | | | | | | | |
| SUFFOCATE | AIR | 9 | | 8 | 9 | | 22 | ENEMY ROW | 4 / 2 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. PROTECTION. | | | | | | | |
| | A deadly spell that tries to suck the air from the lungs of all the monsters in the opposing group, killing them instantly if they fail their saving throw. Some creatures who do not breathe air will be unaffected. The spell becomes surer and more lethal as higher power levels are used. | | | | | | | | |
| MISSILE SHIELD | | 4 | 3 | | | 3 | 8 | COMRADE | 0 / 0 |
| | MODIFIERS | | | | | | | | |
| | A bubble of energy forms around one party member that can deflect a single missile. The strength of the field is directly related to the power level at which the spell is cast. | | | | | | | | |
| DEFLECTION SCREEN | | 7 | | | | | 16 | PERSIST | 0 / 0 |
| | This persistent spell sets up an undulating semi-transparent wall of force between the monsters and the players that will deflect missiles and thrown objects that fail to penetrate it. The strength and duration of the wall is determined by the spell's power level. It can also provide protection against magic that has a solid missile component like an iceball spell. It wanes with time and weakens whenever it repels a projectile. | | | | | | | | |
| FEATHER FALL | | | 5 | | 5 | 4 | 12 | PERSIST | 0 / 0 |
| | This persistent spell reduces the gravity field around the party for up | | | | | | | | |

[illegible]

| | | | | | | | | | |
|---------------|--|----|----|---|----|---|----|-------------|-------|
| | outright by this spell. | | | | | | | | |
| HURRICANE | SYSTEM | 14 | 8 | | 12 | | 22 | ALL ENEMIES | 6 / 0 |
| | An elemental force of nature is invoked by this spell, a powerful storm which endures for 1-7 rounds over bodies of water. Any creature caught in the vicinity is buffeted around and smashed about, causing up to 4D6 damage for each power level. The storm declines in ferocity by 25% each successive round. | | | | | | | | |
| WITHER | AQUA | 5 | | 2 | 3 | | 10 | ENEMY | 0 / 0 |
| | The gruesome effects of this spell cause a monster's internal fluids to dry up and disappear resulting in weakness, pain and reduced speed. Plants are particularly susceptible to these effects. Damage is incurred at 1D6 for each power level of the cast. | | | | | | | | |
| HASTE | | 4 | 2 | | | 4 | 6 | COMRADE | 0 / 0 |
| | Casting this spell upon a party member magically augments their speed for a limited duration of time determined by the power level of the spell. | | | | | | | | |
| WATER WALKING | | 22 | 10 | | | | 32 | PERSIST | 0 / 0 |
| | Enables the party to walk on water. Persists until the party sets foot on dry land again or one step for each power level. The party cannot rest while under the effects of this magic. | | | | | | | | |
| AQUAGENESIS | | | | | 9 | | 18 | SUMMON | 0 / 0 |
| | Summons creatures from the aquatic plane of reality to fight in the party's behalf until they are killed or the battle ends. The level of the creatures summoned is directly relative to the power of the cast. This spell will only work on water. | | | | | | | | |
| BLISTER | FIRE | | | 3 | | | 6 | ENEMY | 0 / 0 |
| | This spell causes large swelling blisters of fluid to emerge on the skin of any creature who fails to save against the spell, resulting in severe irritation and pain with 1D4 damage per power level. | | | | | | | | |

| EARTH | | | | | | | | | |
|----------------|--|--|-------------|-------------|-------------|------------------|-----|-------------|-------|
| SPELL | SAVEVS | S O R | H O L | U N H | P A G | S A G E | PPL | TARGET | F/B |
| ACID CLOUD | CAUSTIC | | | | 5 | | 16 | ALL ENEMIES | 0 / 0 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. | | | | | | | |
| | A scalding cloud of caustic fumes materializes over the heads of the monsters doing 2D8 per power level for up to 7 rounds. The intensity of the cloud declines by 50% each round. | | | | | | | | |
| ARMOR ROT | SORCERY | 7 | | 7 | 10 | | 14 | ENEMY | 0 / 0 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. | | | | | | | |
| | When this spell is cast on a creature, it may destroy body armor or reduce the armor protection factor of the monster. Armor that is affected turns to rusty powder and fragments in seconds and cannot be repaired. Effectiveness is proportional to power of spell and saving throw of armor. | | | | | | | | |
| FLESH TO STONE | EARTH | | 7 | | | | 28 | ENEMY | 0 / 0 |
| | MODIFIERS | REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION. | | | | | | | |
| | This spell creates lovely garden decorations out of opponents who fail their saving throw, turning them into solid rock. Creatures who fail to save versus the power level of the spell become permanent lawn gnomes for all eternity. | | | | | | | | |
| EARTHQUAKE | EARTH | 8 | 10 | | | | 26 | ENEMY ROW | 0 / 0 |
| | When this mighty elemental force is unleashed, the ground splits open and shakes in a massive cataclysm, possibly swallowing up combatants if they fail to save against the spell. Even creatures who survive can take 1D6 damage for each power level with which it is cast. It only works on solid ground. | | | | | | | | |
| KNOCK KNOCK | | 3 | | | | 5 | 6 | SPECIAL | 0 / 0 |
| | Warps the wood within a chest or a door in an attempt to pop it open by magical means. Can set off a trap within a chest if cast with less than expert skill. Effectiveness is relative to on power level. | | | | | | | | |
| POISON | TOXIN | | | 1 | 1 | 1 | 2 | ENEMY | 0 / 0 |
| | Monsters failing their saving throw versus toxins are wracked by poison for a duration relative to power level of spell. | | | | | | | | |
| TOXIC VAPOURS | TOXIN | | | 3 | 5 | | 16 | ALL ENEMIES | 4 / 0 |
| | A fog of toxic vapour billows overhead which persists for up to 7 rounds, waning in strength by 25% each round. Any creature who inhales these fumes after failing their saving throw versus toxins will be poisoned. | | | | | | | | |
| SPIDERSCALE | | 16 | | | 14 | | 10 | PERSIST | 0 / 0 |
| | A persistent spell that contributes to the climbing skills of all characters in the party. Duration is determined by the power level of the spell. | | | | | | | | |
| VIVOGENESIS | | | 8 | | 16 | | 24 | SUMMON | 4 / 0 |
| | This conjuration creates spontaneous manifestations of organic life from the earth itself to fight in the party's behalf until killed or the battle is over. It only works when cast on solid ground. The level of the creatures created is proportional to the power level of the spell. | | | | | | | | |
| TRAP GLUE | | | | | 36 | 42 | 28 | PERSIST | 0 / 0 |
| | A persistent spell effect that attempts to prevent the components of a trap on a lock from being set off if a mistake is made. Duration is determined by the power level of the spell. | | | | | | | | |