

CHARACTER COMPENDIUM

Cleric

Uncommon Calling. The difference between a priest and a cleric is that priests choose to follow a religious order and worship the deities that they worship. Clerics have been chosen by the gods, *whether they like it or not*. While many are priests, many more are like wandering emissaries sent to spread the influence of divine power. Good clerics do this by performing good deeds and being an inspiration to others. Evil clerics use terror and fear to force the masses into worshipping their hideous deities. And there stands the big divide among clerics. While the religion may change from place to place, clerics always serve either Good or Evil. There are no Neutral clerics.

Hirelings. Clerics are very good at hiring Hirelings, just as long as they are the same alignment as the cleric. If the Lawful/Neutral/Chaotic part is different they do not get a level bonus. If the Good/Neutral/Evil part is different they gain no level bonus with Neutral and simply will not hire the other side of their own alignment, at least not knowingly.

Doubt. As beneficent as the divine powers can be, they are often distant and more than a little mysterious. They do not explain their actions but that doesn't stop a cleric from wondering about them.

Gamewise, every time a Cleric's divine powers fully fail or worse they will suffer a **Doubt -1** hindrance. This effects everything they do until they are able to go on a religious retreat to deal with it. Each week spent on retreat will remove a -1 of doubt.

Divinely Aligned. Perhaps the biggest complication of being a cleric is that they must be strongly aligned to either Good or Evil. Any cleric who lets their alignment slip into Neutral territory will remain a cleric but find themselves stripped of their powers. A cleric that actually defects to the other side may soon be visited by a vengeful angelic or demoniac entity determined to remove the traitor from this mortal coil.

Recommended Abilities: Spirit, Wisdom, Charisma.

Features.

- AC •
- Divine Lore •
- Divine Magic •
- Hireing Hirelings • +2
- Melee •

Sense Alignment •

Sense Motive •

Base HP: 10.

Movement: Walk x1.

Size. Medium.

Spells. Clerics start casting at 1st level. They are limited to Divine spells and one of these spells must be **Consecrate**.

Arms & Armor. Clerics can wield any weapons and wear any armor just as long as it presents the cleric in a positive light by way of their faith. Good clerics need to appear good. Evil clerics need to appear evil.

Equipment. Mace 8. Knife 1. Ring Mail 20. Medium Shield 6. Helmet 2. Holy Symbol 1. Prayer Book 1. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Lantern 2*. Flint & Tinder .5*. Dry Rations 7*. Waterskin 6*.

Total Wt:

Pack Wt:

Personality. Clerics can be of any alignment just so long as they are either Good or Evil.

Cleric XP. Clerics gain XP by donating wealth to religious organizations or helping the needy at a rate of **1 XP per \$1** given. Clerics also gain **10 XP** for consecrating a dwelling. This should increase in tandem with the size of the building.

Level Advancement.

1 = 0

2 = 2,500

3 = 5,000

4 = 10,000

5 = 20,000

6 = 40,000

7 = 80,000

8 = 150,000

9 = 300,000

10 = 600,000

11 = 1,000,000

Dwarf

Rare Race. Dwarves are stocky rumbling bearded folk who live under mountains, hate to leave their mountains, and seem to talk about nothing but

mining their beautiful mountains. Mountains, mountains, mountains, gold, steel, battle-axes, throttling dwarf tossers, beheading orcs, killing giants, and ale. *Mountains of Ale*.

Most dwarves are miners and very rarely seen above ground. However, since it is nigh impossible to herd cattle in a cave they do make regular excursions to the surface world to barter for eggs, ale, beef, grain, beer, grog or whatever else the rest of the mine might need, such as ale and more ale. You can never have enough ale. Otherwise, most dwarves would be more than delighted to stay underground and cast a blind eye on the surface world for all eternity.

Underground Survival. Through many generations, Dwarves have adapted to life underground. They have little fear of cramped spaces. They are good at identifying rocks and natural passageways as opposed to tool-hewn ones. They often can sense tremors and cave-ins coming. They have an uncanny sense of underground navigation which is second to none and rarely get lost in any kind of maze.

Nightvision. Dwarves have spent so much time underground that their eyes have changed to adapt to the lowest of low-light conditions. They cannot see in perfect darkness, but give them a hint of light and they will see fine. The trade-off for this is that they suffer a -2 to anything they try to do in broad daylight. Yet another reason to turn their backs on the sunlit realm of the above-ground world.

Toxic Resistance. Dwarven livers are as hard as stones and just as indestructible. They gain a whopping +4 when it comes to saving against poison and intoxication.

Dwarvish. Dwarves do not get out of their mines much, most speak Dwarvish and nothing else. Gamewise, a Dwarven characters often take Dwarvish in place of Common and treat Common as a foreign language to be learned.

Recommended Abilities. Muscle, Constitution, Spirit.

Features.

- AC •
- Dwarvish Lore •
- Melee •
- Nightvision
- Ranged • ½
- Tackle, Rushes & Scrums •
- Toxic Resistance +4
- Underground Survival • +2

Base HP: 14.

Movement: Walk x0.75.

Size. Medium.

Arms & Armor. Dwarves are very practical. They live in their armor and prefer armor that has a lot of metal on it. For arms they like heavy weapons such as axes, war hammers and broad swords. Small and medium-sized shields may be used but large ones are avoided as they tend to drag on the ground.

Equipment. Battle Axe 6. Knife 1. Brigandine 18. Small Shield 3. Helmet 2. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Dry Rations 5*. Waterskin 6*. Whetstone .5*.

Total Wt:

Pack Wt:

Dwarf XP. Dwarves gain XP by accruing wealth and not spending it. **1 XP per \$1.** This wealth cannot be gained from financial trickery or inheritance. It needs to be dug out of the ground, earned as a wage or properly stolen. Then it needs to be hidden some place safe that only the dwarf knows about. If a dwarf ever loses this wealth it will not change the dwarf's level but it will leave them with a deficit of XP points that needs to be replaced before they can continue advancing.

Level Advancement.

- 1 = 0
- 2 = 2,500
- 3 = 5,000
- 4 = 10,000
- 5 = 20,000
- 6 = 40,000
- 7 = 80,000
- 8 = 150,000
- 9 = 300,000
- 10 = 600,000
- 11 = 1,000,000

Elf

Rare Race. Known as **High Elves**, nobody exactly knows where these elves come from and many expect that they may be refugees from a distant kingdom that was destroyed in the great cataclysm. High elves do not age the way that others do, sometimes barely seeming to age a year over the course of a century. Possibly because of this many are uninterested in raising a family or even owning a dwelling. They tend to be solitary travellers, often in search of clues to their own past as well as a direction for an uncertain future.

Attractive. Elves have an almost unearthly sense of beauty about them in looks as well as manners. This attractiveness they can use for a +2 bonus when it comes to cajoling others with their Charisma.

Keen Senses. Elves have large pointed ears and slightly over-sized eyes. This makes them keen on detecting sights and sounds. Gamewise it gives them a +2 to all Wisdom checks made when searching and sensing their surroundings.

Infravision. With barely a thought an elf can switch from normal vision to infravision, allowing them to see by way of heat signatures. See *Vision* in the *DBH* for how this works.

Archery. The bow is the preferred weapon of the elf. As a cultural fixation, they gain their level bonus +1 when using one.

Elvish. Elves have their own language with a deep and mysterious past. Elven characters often take Elvish in place of Common and treat Common as a foreign language to be learned. Either way, elves pride themselves on their ability to speak Elvish and gain a fluency bonus equal to half their level bonus. Often this is used to see who can perform the best recitation of ancient Elvish poetry.

Recommended Abilities. Magic, Wisdom, Dexterity.

Features.

AC •

Archery • +1

Attractive +2

Dodge •

Elvish Lore •

Elvish • ½

Infravision

Melee •

Keen Senses +2

Natural Caster •

Ranged • ½

Slip-Thru •

Base HP: 8.

Movement. Walk x1.25.

Size. Medium.

Spells. Elves are natural-casters who start at 1st level. They can choose any spell to be a power just as long as it is of a non-Divine nature. Careful though, once you choose a power it is there for good!

Arms & Armor. Elves can wear any kind of armor and wield any kind of weapon. More often than not they will go with some medium weight armor, a sword and a bow.

Equipment.

Total Wt:

Pack Wt:

Elf XP. Elves have a fixation on learning their own history. Any time they learn something they did not already know they gain **1d6 x 100 XP**. *Not already know* means they need to **fail** an **Intellect** check plus their **Elvish Lore** modifier to prove that the information is something new to them.

Level Advancement.

1 = 0

2 = 3,000

3 = 6,000

4 = 12,000

5 = 24,000

6 = 48,000

7 = 96,000

8 = 200,000

9 = 400,000

10 = 1,000,000

Fighter

Common Calling. Ours is a physical world that needs to be dealt with in physical ways. Philosophers can ponder, leaders can blather, spell-casters can mess about with arcane mysteries and druids can lick their toads, but when you get right down to it, everything that has ever mattered over the general course of history was settled by muscle and the weapons powered by it. Fighters may not be the most exciting of all characters but their brute simplicity knows no bounds.

Second Wind. Fighters can force themselves to recover wear damage in a single round as if they had rested a minute. They declare that they are catching their breath, do nothing for the round, and make a Rest check at -2 to recover some damage (See *Rest & Sleep* in the *DHB*). Note that this does increment their Rest count.

Attack Specialization. With every level fighters gain a +1 to put behind a certain type of weapon (Swords, Pole-Arms, Bows, etc). This will

combine with the fighter's level bonus for the weapon's hit score. It cannot be done to something general like Melee or Ranged but it can be used with Grapple or Dodge. This combines with the fighter's level bonus to give the attack its hit score.

Recommended Abilities. Muscle, Dexterity, Constitution.

Features.

- AC •
- Dodge •
- Grapple •
- Melee •
- Pushes •
- Ranged •
- Second Wind -2
- Slip-Thru •

Base HP: 10.

Movement. Walk x1.

Size. Medium.

Arms & Armor. Fighters can wield any weapons and wear any armor they like.

Equipment. Sword 4. Spear 6. Knife 1. Brigandine 18. Medium Shield 6. Helmet 2. Cloak 3. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt:

Pack Wt:

Fighter XP. Fighters gain XP by training, which costs **\$1 per 1 XP**, and requires time spent with a training center or guild. They also may gain XP by carousing which costs **\$2 per 1 XP** and can be done nearly anywhere.

Level Advancement.

- 1 = 0
- 2 = 1,500
- 3 = 3,000
- 4 = 6,000
- 5 = 12,000
- 6 = 24,000
- 7 = 48,000
- 8 = 96,000
- 9 = 200,000

10 = 400,000

11 = 600,000

12 = 1,000,000

Halfling

Uncommon Race. Halflings stand close to four feet tall. If they truly were half the height of the humans they resemble those humans would be huge. Yet, someone somewhere coined the term halfling and it has stuck with them ever since. Generally speaking, halflings are a pastoral people not given to adventure when they can help it. They would much rather herd sheep, monger cheese, brew ale and smoke curious strains of pipe weed than run a magic ring to volcano delivery service, *but sometimes destiny calls*.

Hairy Feet +2. One thing that truly separates halflings from other humanoids are their hairy feet. Halflings have very wide thick feet with hard leathery soles and a warm crop of dense hair on top of them. Because of this they do not need to wear boots, even in winter. Because of their hairy feet and small size they gain a +2 when hiding and sneaking.

Good Natured. Halflings are generally friendly, outgoing and good-natured. They are sponges when it comes to soaking up social customs and mores. Because of this they gain their level bonus when making Reaction rolls.

Toxic Resistance. Halflings like to mess about with strange plants, eat exotic foods and drink anything that isn't actively corroding the cup it's in. Because of this they gain their level bonus in defense against all poisons and intoxicating substances.

Recommended Abilities: Luck, Wisdom, Charisma.

Features.

AC • +1

Dodge • +1

Folklore •

Hiding & Sneaking • +2

Melee •

Natural Healing •

Ranged • ½

Reactions •

Toxic Resistance •

Base HP: 10.

Movement. Walk x1.

Size. Small. Index 3, Mass 0.8, DMG 0.8, Dis 1.

Arms & Armor. Halflings can wear any armor but generally won't if they can get away with it. Weapons and armor need to be made to fit their small size. This will reduce the weight and damage of the item by 0.8, but not its price. You may use human-sized weapons, but your attacks will take a Hit -2 if one-handed or a Hit -4 if two-handed.

Weapons and armor in the equipment list have been adjusted for size. The sword does 6 for damage, the knife does 3, and the sling does 6. The leather armor provides 3 points of armor.

Equipment. Sword 3. Knife .8. Sling .1. 12 Sling Stones 4. Leather Armor 8. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Dry Rations 7*. Waterskin 8*.

Total Wt: 34

Pack Wt: 18

Halfling XP. Halflings gain XP through travel. Each month spent away from home, seeing the world and getting into trouble will bring them **300 XP** to a max of 1800 XP after which they need to spend the same amount of time at home recovering before they are ready to go out again. This is only gained when visiting someplace new. Revisiting exotic locales may be fun but no XP is gained from it.

Level Advancement.

1 = 0

2 = 1,500

3 = 3,000

4 = 6,000

5 = 12,000

6 = 24,000

7 = 48,000

8 = 96,000

9 = 200,000

10 = 400,000

11 = 600,000

12 = 1,000,000

Professional

Abundant Calling. Professionals are never actually called *Professionals*, they are Farmers, Bakers and Candlestick-Makers. Anyone with a profession not already covered by another calling is a Professional.

This is the simplest of callings. You rename it to fit the profession and its class bonus covers anything that seems right. They have no features list and do not get any interesting perks but they do advance in level far more quickly than the other classes.

Some professions commonly found in a pseudo-medieval fantasy world are: Actor, Architect, Armorer, Artist, Astrologer, Baker, Barber, Barkeep, Barmaid, Beekeeper, Blacksmith, Brewer, Butcher, Carpenter, Cartographer, Chandler, Cobbler, Cook, Cooper, Courtesan, Dancer, Driver, Engineer, Farmer, Fisherman, Fishmonger, Fletcher, Fortune-Teller, Glass-Blower, Herald, Herder, Jack-Of-All-Trades, Jailor, Jeweler, Judge, Laborer, Lady-In-Waiting, Leather-Worker, Locksmith, Lumberjack, Mason, Mayor, Merchant, Midwife, Miller, Miner, Money Changer, Mortician, Musician, Navigator, Noble, Peasant, Perfumer, Performer, Philosopher, Pilgrim, Potter, Priest, Rat-Catcher, Roofer, Rope-maker, Rug-Maker, Sage, Sailor, Scribe, Sculptor, Seaman, Seamstress, Servant, Silversmith, Stable-Hand, Stonemason, Storyteller, Steward, Surgeon, Surveyor, Sycophant, Tailor, Tanner, Tax Collector, Teacher, Town Crier, Toymaker, Trapper, Weaver, Woodcarver, Woodsman, Village Idiot.

Should one of these, such as the Sailor, ever become a class of its own? Use that class instead of the Professional.

Jack-Of-All-Trades. The Jack-Of-All-Trades is a master of none. This is a unique form of professional that dabbles in everything and can gain **half** its level bonus to all but the most obscure pursuits (ex: they cannot cast magic). A 6th level Jack-Of-All-Trades gets a +3 with pretty much everything.

Recommended Abilities. Any.

Base HP: 10.

Movement. Walk x1.

Size. Medium.

Arms & Armor. Professionals can wear and wield anything although they will not carry something which does not fit their profession, at least not on a regular basis.

Equipment. Knife 1. Light Clothing 2. Cloak 3. Soft Leather Boots 2. Gloves .5. Money Pouch .1. Backpack 2*. Leather Sack .5*. Dry Rations 7*. Waterskin 6*.

Total Wt:

Pack Wt:

Professional XP. Professionals gain **220 XP per month** by simply getting up and going to work; however this amount **loses 20 XP for every level** the professional has. A first level professional will get 200 XP per month, at second level 180 XP per month, and so on. Eventually, this will hit bottom with them getting nothing per month.

Professionals may also seek out an apprenticeship or training at a guild costing **\$1 per 1 XP**. They may also be self-taught, costing **\$4 per 1 XP**.

Level Advancement.

1 = 0

2 = 1,000

3 = 2,000

4 = 4,000

5 = 8,000

6 = 16,000

7 = 32,000

8 = 64,000

9 = 120,000

10 = 250,000

11 = 500,000

12 = 1,000,000

Rogue

Uncommon Calling. The call of the Rogue is the call to live fast, live well, and do as little actual work as possible. Which is not to call them lazy. When it comes to sneaking into some armored fortification to steal a handful of jewels worth more than most men make in a year, a Rogue will work hard to grab those stones. Even if it takes five years of constant labor to do so.

Just don't ask them to hold down a day job.

After that, Rogues are a disparate bunch coming from all walks of life. They specialize in picking locks, searching rooms, finding traps, sneaking about, eavesdropping and any skill which lets them get what they want without the authorities having to know about it.

Rogues love to plan ahead and see all sides of a situation. Combat is common, but rogues generally do not like to kill or hurt anyone for fear of reprisal. With this said, when standing between a Rogue and some bright shiny object of inestimable value, it is best to watch your back.

Black Marketeering. Most Rogues are connected to an underworld, a hidden network of other rogues, often the ones who taught them how to be a Rogue. Through this network the Rogue gains their Level Bonus when trying to buy or sell items on the black market or gaining information on what has been going on in the world of thieves.

Thieves' Cant. Rogues may learn *Thieves' Cant* as a language. Those who don't speak the Cant will hear gibberish or possibly a banal conversation about other matters. Those who speak it can communicate their nefarious plans in secret while standing in plain sight.

As a language, Thieves' Cant is very localized. Rogues from out of town or even across town may not be able to make sense of it but they will recognize it when they hear it.

Rogues & The Law. While many Thieves are Rogues, not all Rogues are Thieves. In fact, many Rogues either work with the authorities as informants or as under-cover agents who monitor and infiltrate the underworld for the authorities. This does not mean that they can be trusted, but it is good to know that they have better plans than just picking everyone's pockets and making off with their jewels.

Dubious Specialization. With every level a Rogue gets a +1 to put behind the level bonus of anything in their Features list from *Black Marketeering* to *Traps, Setting & Detecting*. So an eighth level rogue could put a +8 bonus into Picking Pockets to become a master pickpocket with a +16 level bonus altogether.

Recommended Abilities. Dexterity, Wisdom, Charisma.

Features.

- AC •
- Black Marketeering •
- Climb •
- Detect Poison •
- Detect Hidden Things •
- Detect Surprise Attack •
- Dodge • +2
- Eavesdrop •
- Grapple • ½
- Hide & Sneak •
- Melee •
- Pick Lock •
- Pick Pocket •
- Ranged • ½
- Sense Motive •
- Slip-Thru •
- Traps, Setting & Detecting •
- Trips •

Base HP: 10.

Movement. Walk x1.25.

Size. Medium.

Arms & Armor. Rogues can wear any armor for purposes of disguise but generally prefer light armor for daily use. When it comes to weapons, they like small weapons that are easily overlooked such as daggers, clubs, nunchucks and short swords. On the whole, rogues like to draw as little attention to themselves as possible. The ability to easily blend in with the crowd has saved a Rogue's life on more than one occasion.

Equipment. Short Sword 2. Dagger 1. Cloak 3. Leather Armor 10. Soft Leather Boots 2. Gloves .5. Money Pouch .1. Lock Pick Set 1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Hooded Lantern 3*.

Total Wt:

Pack Wt:

Rogue XP. Rogues often acquire XP by training at a guild of some sort, exchanging **\$5 per 1 XP**. Rogue guilds tend to be very territorial with their members as well as their land. Voices carry so while outside of ones home base it is usually best to resort to carousing which costs **\$10 per 1 XP**.

Level Advancement.

- 1 = 0
- 2 = 2,500
- 3 = 5,000
- 4 = 10,000
- 5 = 20,000
- 6 = 40,000
- 7 = 80,000
- 8 = 150,000
- 9 = 300,000
- 10 = 600,000
- 11 = 1,000,000

Warlord

Uncommon Calling. Warlords know the value of inspiration. While they are more than willing to fight on their own, they know their true purpose is to serve as a inspiring presence leading others to victory. Sometimes they are out on the bloody edge of the attack. Other times they are cheering from the sidelines. And still at other times they may be found in the back, plotting out strategies as others do their fighting for them.

One thing is true. Whether a fighting unit is a continental army or a band of street thugs, there always seems to be a warlord standing among them. Like the king in a game of chess, they may not be the most powerful piece on the board but whether the warlord stands or falls can mean the difference between victory and defeat.

Initiative. Warlords are masters of initiative and one of the most valuable things they can do is win initiative for their side in battle. Gamewise they get to add their class bonus to the Charisma Competition that decides it.

Morale. The presence of a Warlord inspires those being led by them to overcome the forces of fear. Gamewise, they get to add the Warlord's level bonus to their Spirit check when making a morale check or defending against fear.

Defensive Fighters. Warlords know that everyone on the other side is out to get them. Because of this they pay special attention to not getting killed and receive both an AC +2 and a Dodge +1 making them great defensive fighters.

Primadonnas. *There can be only one*, or at least only one in charge of the group the warlord is leading. While warlords enjoy the company of other warlords outside of an adventure, they cannot work with each other while on one. Warlords trying to do so will constantly butt heads and suffer a -2 to everything they do until one of them leaves.

Recommended Abilities. Charisma, Spirit, Muscle.

Features.

AC • +2

Boost Morale •

Detect Surprise Attack •

Dodge • +1

Grapple • ½

Hirelings & Loyalty • +2

Initiative •

Melee •

Natural Healing • ½

Primadonna -2

Pushes • ½

Ranged • ½

Reactions •

Sense Motive • +2

Slip-Thru •

Base HP: 10.

Movement. Walk x1.

Size. Medium.

Arms & Armor. Warlords are all about presentation. While they can use any arms and armor they want. They like to fit in with the people they lead by wearing and bearing the same armaments that they use. With that said, they also like to come across a few steps above grade. When possible, Warlords will always be found wearing freshly made armor and wielding quality weapons – all kept clean and shiny, of course.

Equipment. Sword 4. Dagger 1. Chain Hauberk 12. Medium Shield 6. Helmet 2. Cloak 3. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Signal Whistle .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt:

Pack Wt:

Warlord XP. Warlords can gain XP by training at the standard rate of **\$1 per 1 XP** or carousing for **\$2 per 1 XP**. However, what they really like to do is command and win battles. What they gain depends on the number of people fighting under their command.

200: 1 XP per person.

100: 2 XP per person.

50: 3 XP per person.

25: 4 XP per person.

0: 5 XP per person.

So a warlord in command of 60 people will gain (60 x 3 = 180) 180 XP for a successful battle. If they lose or have to rout the warlord only gains **half** that amount. This maxes out at **400 XP** per battle.

The battle needs to be a fair fight against a worthy opponent. Even evil warlords gain nothing from leading a band of thugs about and beating up on easy targets.

Level Advancement.

1 = 0

2 = 2,000

3 = 4,000

4 = 8,000

5 = 16,000

6 = 32,000

7 = 64,000

8 = 120,000

9 = 250,000

10 = 500,000

11 = 1,000,000

Wizard

Rare Calling. Wizards and Wizardesses (don't call them witches) are people who have fallen in love with the study of magic. While typified by the eccentric scholar living alone in a decrepit tower surrounded by teetering stacks of books on arcane lore, many more are fairly everyday people who have found a few spells and are teaching themselves how to cast magic. Schools of magic do exist although such so-called universities are often no bigger than a bakery. These are presided over by high level wizards who take everything they do way too seriously. They teach magic and often secretly sell spells as well as potions, wands and rings and things - all with an incredibly high mark-up.

Unwilling Adventurers. One place you will not find a wizard is on a battlefield or deep in a dungeon blasting goblins or in a cave-complex dealing with dragons. At least, *not if they can help it*. Wizards tend to be very unwilling adventurers who know that they suck at fighting. Still, sometimes a wizard needs to do what a wizard needs to do. Especially after some Warlock has put them out of a job.

No Warlocks! Warlocks were created by royal forces to replace wizards and so the enmity between the two runs incredibly hot. Wizards outright hate warlocks and will refuse to work with them under all but the most demanding of circumstances.

Arcane Specialization. With every level, a wizard will gain a +1 to add to their level bonus when it comes to casting a certain types of magic (Conjurations, Illusions, etc.) starting with **Wizardry**. Only Divine magic is excluded. Divine spells simply don't exist in written form.

Literate. A character cannot be a wizard unless they know how to Read & Write. This means they will need an intellect of 10 or better.

Recommended Abilities. Magic, Intellect, Wisdom.

Features.

- Arcane Lore •
- Dodge • ½
- Identify Magic Items • ½
- Spell Caster •

Base HP: 10.

Movement. Walk x1.

Size. Medium.

Spells. Wizards start casting magic at first level. With a new character you get to pick the spells you want and it is assumed that their written pages will fill

your spellbook. Afterwards, levelling up only increases the number of spell levels you can pack inside your head. You are on your own when it comes to getting new spells (see *Spell Casters* in the DBH).

Arms & Armor. Wizards are generally not sticklers when it comes to fashion. They like the long gowns festooned with moons, stars and planets (good for hiding stains), but one thing they cannot tolerate are wizards who wear armor!

Any wizard caught carrying a shield or wearing armor heavier than Light will be considered an insult to the community and made a pariah. Wizards who wear armor scream that their magic is not good enough. Even worse, *they are probably a Warlock!*

When it comes to armaments, wizards prefer swords, daggers and staves, largely because they look cool and come in handy when pointing things out on a chalk board.

Equipment. Quarter Staff 6. Knife 1. Light Clothing 2. Cloak 3. Soft Leather Boots 2. Gloves .5. Money Pouch .1. Backpack 2*. Leather Sack .5*. Dry Rations 7*. Waterskin 6*. Writing Kit 2*. Spellbook 4*.

Total Wt:

Pack Wt:

Wizard XP. Wizards gain XP by training at a guild, exchanging **\$1 per 1 XP**. They can teach themselves but the obscure nature of their study raises the price to a hefty **\$15 per 1 XP**.

Level Advancement.

1 = 0

2 = 3,000

3 = 6,000

4 = 12,000

5 = 24,000

6 = 48,000

7 = 96,000

8 = 200,000

9 = 400,000

10 = 1,000,000

Equipment

This is all the stuff you can outfit your character with. Each section opens with a table of goods followed by any notes that need to be made about the individual items. Self-explanatory items such as Arrows are usually left out. When it comes to Frequency, this tells us how common the item is in the world. The letters stand for:

- A = Abundant
- C = Common
- U = Uncommon
- R = Rare
- VR = Very Rare
- ER = Extremely Rare
- M = Mythical
- S = Single

Mythical items may not even exist. Single items are individual things, only one exists in the world.

Armor

Armor is whatever your character is wearing that provides an armor value. Suit Armor does not come with helmets, gloves or boots. While you can wear more than one suit of armor in theory, in practice you get single suit and that is it. When it comes to putting on a suit of armor or removing it, it generally takes **1 round per pound** at medium size.

Type separates armor by general weight, **Armor** is its protection value. **Wt** is the weight in pounds. **Freq** is short for frequency. **Aspects** gives us various details about the armor. **W** is short for **Warmth**. The greater the number attached to it the warmer the suit will be to wear.

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Banded Mail. Banded mail is a suit of padded armor with crosswise overlapping bands of metal sewn onto it, creating a segmented carapace not unlike a lobster shell.

Brigandine. Brigandine evolved from the padded armor and light chainmail that knights wear under their plate armor. On an actual battlefield, brigandine is usually worn by siege engine tacticians, archers, pikemen and other low status warriors. It is from this association (as well as many drunken brawls) that brigandine has been truncated to create the word brigand, as in outlaw or bandit. Needless to say, a lot of bad attitude tends to follow this armor around.

Chain Hauberk. The chain hauberk is a single layer of chainmail worn as a long shirt over normal clothing. It is not as protective as normal chainmail but it is lighter and far more comfortable to wear.

Chainmail. Chainmail is made of three or four layers of interlocking metal chain worn over a suit of padded armor. Chainmail is very flexible but a bit on the heavy side. It is the standard among armies, not so much for its protective qualities but for how easy it is to repair, transport and resize. Unfortunately, chainmail rusts quite easily and is not often worn in wet or tropical climes.

Clothing. Light clothing is ordinary clothing. Heavy clothing is typically worn in layers thick enough to keep one warm against winter weather.

Heavy Pelts. Essentially, the skins of various animals, dried out and strapped on as best as one can. It does not provide a whole lot of protection and the smell can get pretty ripe during the heat of summer, but it is better than nothing.

Helmets. Helmets are sold separately from suits of armor. While they come in many shapes and sizes, the game narrows it down to the helmet and the great helm. A helmet covers your head and ears and brings a -2 to any check that involves listening. A great helm covers the entire head and brings a -2 to all sense checks.

Iron Plate. Admittedly, iron plate is crap armor. It is crudely made cast-iron made for the sole purpose of adorning cannon fodder. It looks rough and ugly, is uncomfortable to wear, and will rust quite quickly unless kept coated in oil or the blood of your enemies.

Leather Armor. Leather armor is a full suit of light pliable leather and cloth. It is not thick but it is often layered two or three times over vital areas. Many prefer it to metal armor since it does not rust or make a whole lot of noise while sneaking about. Many wear it in place of normal clothing.

Leather Plate. Leather plate is made of thick cuts of leather that have been boiled in oil. It does not protect as well as metal plate but it barely makes a sound as its wearer moves about. Leather plate is a favorite in lands where metal is scarce or frowned upon. Elves especially love it for its ability to be adorned with ornate glyphs and burned in designs.

Padded Armor. Padded Armor is nothing more than multiple layers of heavy tough clothing. It is quite popular considering how relatively cheap it is to produce and comfortable to wear. Despite the silly name, padded armor is nothing to laugh at.

Plate Pieces. Plate Pieces do not actually make up a suit. Instead they represent a collection of random armor pieces strapped over vital areas such as fore-arms, shoulders, shins, chest, thighs, etc. You can almost think of it as Light Plate Mail. The running joke is that Plate Pieces is what most Plate Mail becomes after a few good battles.

Ring Mail. Ring mail is a suit of leather armor that has had metal rings stitched onto the surface. It is a favorite in southern climes because the leather

beneath the rings can be perforated to let heat escape without harming its protective value. Doing this decreases its warmth to 5.

Scale Mail. Scale Mail is a form of banded mail that uses overlapping scales or leaves of metal instead of bands to protect its wearer. This looks a bit like metal snake skin earning it the nickname Snakemail.

Steel Plate. Steel plate is brigandine armor covered by a carefully crafted sheathe of thick steel plates, protecting its wearer from neck to toe. It very rarely seen and usually only worn by people of high status heading off to battle.

Stone Plate. Stone plate is an extremely rare form of plate mail that uses ceramic plates instead of metal. Normally this would be too heavy for most but it is made using ground up float stone, a naturally occurring rock that defies gravity and greatly lightens the armor's load.

Studded Leather. Studded Leather is a full suit of leather armor that has been reinforced by metal studs connecting to small metal plates inside the armor. Unlike normal leather armor it cannot pass as normal clothing.

Swim Mail. Swim mail is a scant cover of armor whose defensive value comes mostly from intimidating people into not attacking you. After all, the only thing crazier than wearing a platemail speedo is attacking someone crazy enough to wear one in battle.

Melee Weapons

Melee weapons are hand-held weapons. **Type** groups them by use. Any class mentioning Melee in its features list gets to add its class bonus to any weapon in this table. **Hit** is a hit modifier and a reflection of just how difficult the weapon is to use. **DMG** is the damage the weapon does. Weapons with a 4 or less are considered light, 5 to 7 are medium, 8 to 10 are serious, 11 and above are heavy. **Aspects** are descriptive traits for weapons, see *Aspects* in the *DHB*.

Name	Ty pe	Hi t	DM G	Aspects	Pr ic e	WF ct r e e q
Lance	La nc e	-4	16 p	See Desc	\$5 00	2R
Pole Axe	Po le - Ar m	-3	15 s	Reach, 2hds	\$8 04	1U
Halbe	Po	-2	13	Reach 2,	\$8	1U

rd	le	s	2hds	0 4
	-			
	Ar			
	m			
Great	He	-2	13 2hds	\$4 1 R
Hamme	av		b	5 3
r	y			
Great	He	-1	12 2hds	\$1 7 R
Broad	av		s	35
Sword	y			
Great	He	-1	11 2hds	\$1 6 R
Sword	av		s	05
	y			
Great	He	-1	11 2hds	\$9 9 R
Axe	av		s	0
	y			
Glaiv	Po		10 Reach,	\$6 1 U
e	le		s 2hds	0 0
	-			
	Ar			
	m			
War	He	-1	10	\$3 9 U
Hamme	av		b	0
r	y			
Ball	Fl	-1	10 Flex	\$4 8 U
and	ex		b	0
Chain	ib			
	le			
Broad	Me		9s	\$9 5 U
Sword	di			0
	um			
Tride	Po		9m Reach,	\$4 7 R
nt	le		Bastard	0
	-			
	Ar			
	m			
Morni	He		9m	\$2 8 C
ng	av			0
Star	y			
Mace	He		9b	\$3 8 U
	av			0
	y			
Basta	He		9b DMG +2	\$4 1 U
rd	av		with	5 0
Mace	y		2hds	
Spear	Po		8p Reach,	\$3 6 C
	le		Bastard	0
	-			
	Ar			
	m			
Sword	Me		8s	\$7 4 C
	di			0

	um			
Bastard Sword	Me di um	8s	DMG +2 with 2hds	\$8 5 U 5
Battle Axe	Heavy	8s		\$6 6 U 0
Quarterstaff	Pole Arm	8b	Reach, 2hds	\$1 6 C 0
Scimitar	Me di um	7s		\$1 3 R 00
Flail	Fl ex ib le	-1 7b	Flexible	\$2 6 U 0
Chain, Heavy	Fl ex ib le	-2 7b	Reach, Flex, 2hds	\$3 1 U 0 0
Short Sword	Li gh t	6s	Close	\$4 2 C 0
Hand Axe	Li gh t	6s	Close	\$1 4 A 5
Club	Li gh t	6b		\$5 4 A
Hammer	Li gh t	6b	Close	\$1 4 A 5
Nunchucks	Fl ex ib le	-1 5b	Flex	\$1 2 U 5
Gauntlet	Li gh t	5b	Close, Armor 1	\$4 2 U 0
Cudgel	Li gh t	5b	Close	\$5 2 A
Knife	Li gh t	4s	Close	\$1 1 A 5
Chain, Light	Fl ex ib le	-1 4b	Reach, Flex, Bastard	\$2 5 U 0

Dagger	Light	4p	Close,	\$2 1C
r	gh		Bal	0
	t			
Bullwhip	Fl	-3	2b Flex	2
	ex			
	ib			
	le			
Small Shield	Sh		4b Armor 4,	\$1 3U
	ie		Close	5
d	ld			
Medium Shield	Sh	-1	6b Armor 6,	\$3 6C
	ie		Close	0
d	ld			
Large Shield	Sh	-2	8b Armor 8,	\$5 1R
	ie		Close	0 2
d	ld			

Axe, Battle. Battle axes are one-handed weapons with a strong, wide blade made for hacking through ones enemies.

Axe, Great. This huge two-handed axe has two blades facing in opposite directions. The extra weight of the weapon causes it to deliver a stronger if somewhat slower blow. If one blade dents just flip it around and continue hacking with the other.

Axe, Hand. This is a small axe commonly found on farms for chopping the heads off chickens or whatever else needs chopping.

Ball and Chain. This is a heavy cast-iron ball on a length of chain attached to a wooden handle that is just a bit longer than the chain itself. A spiked variant does exist. It uses the same stats but does **9m** for damage.

Bullwhip. This is a long snapping whip used more to intimidate than do damage. It comes in handy when a short rope is needed but can be difficult to use.

Dagger. Daggers are double-edged knives. No self-respecting cut-throat should be without one. Daggers are balanced for throwing so even though they tumble through the air they will not take a hit penalty.

Flail. A flail is a mace with a length of chain connecting the head to its shaft. It is not as light as a nunchuck nor as heavy as the ball and chain. A spiked flail uses a spiked head that does **6m** damage instead.

Gauntlet. A gauntlet is an armored glove often worn with heavy armor. The extra weight of the glove causes it to deliver a stronger blow than a normal punch. A **Spiked Gauntlet** is covered in spikes which raise its damage type to **Mixed** and adds an extra **\$10** to the cost. Each gauntlet will add 1 point of armor to your character. While they are often worn in pairs, gauntlets are purchased individually.

Glaive. If a spear is a dagger on a stick, then a glaive is a short sword. While it can be used for stabbing in the typical spear-like fashion, it is most often used to deliver a slashing stroke, taking advantage of length and leverage to deliver some wicked blows.

Hammer, Great. The great hammer looks like a regal sledge hammer. It is a bit slow but delivers a wallop of force.

Hammer, War. This is essentially a hammer on a long shaft. War has been added to its name to separate it from an ordinary clawed hammer.

Halberd. The Halberd is an ornate pole-arm with various spikes and blades sticking out of it in all directions. It is a favorite of palace guards because it looks both very official and very vicious at the same time.

Knife. A knife is more a tool than a weapon. Unlike a dagger, knives have a single edge made for slashing and are not balanced for throwing.

Lance. Lances are long stout spears designed to be used on horseback. A person on foot holding a lance can use it as a very unwieldy spear doing just **6p** for damage. On horseback the lance does **16p**. This along with a Charging bonus can add up to a ferocious blow. Lances are designed to shatter before delivering any blow-back damage to its wielder (see *Charging* in the *DBH*).

Mace. A mace is a metal club with a flanged head that is vented to reduce wind resistance and help smash through armor.

Morning Star. Combine a club with a bunch of spikes and you have a Morning Star. Anyone hit by one will be seeing nothing but stars, hence the name.

Nunchucks. A nunchuck is a light flail where both ends are essentially a handle. They are popular because of just how easily they can be hidden inside a jacket or flat out misconstrued for something other than what it is.

Quarterstaff. The quarterstaff is as long as its wielder is tall. It is made from a fire hardened branch and is a bit thicker than the standard spear shaft. Quarterstaves are a favorite among travelers for their cheap price and double duty as a walking stick.

Scimitar. The scimitar is a sword of the southern realms. Slightly curved, light yet strong. It is very precise and exacting in the cuts that it makes.

Shields. There are many different types of shields but we narrow it down to three: small, medium and large. Small shields are often called bucklers. Medium shields are your standard shields. Large shields are like doors you carry around on your arm.

Spear. A knife on the end of a stick, designed to be used with one hand or two. Spears have been around since the dawn of time. Many have tried to improve on the design, few have succeeded.

Sword. The typical sword is a blade of steel forged just a little bit longer than the reach of its wielder from fingertips to shoulder. Often they are called *Long Swords* to help differentiate them from Short Swords.

Sword, Bastard. This is a normal sword with an elongated grip which allows it to be used with two hands as well as one.

Sword, Broad. A broad sword is a normal sword with a heavy extra wide blade that helps it deliver a powerful hacking blow.

Sword, Great. Also known as a *Two-Handed Sword*, the great sword is substantially longer than normal swords, often being as long as its wielder from foot to arm pit.

Sword, Short. Short swords occupy the middle zone between knife and sword. Their blade is often as long as its wielder's fore-arm from elbow to fingertips. While it does not do as much damage as a normal sword it is far easier to hide.

Ranged Weapons

For missile weapons, **Type** arranges them into groups based on similar use. **Hit** is the weapon's hit modifier, telling us how difficult the weapon is to use. **DMG** is the damage it does. **Aspects** describe the way the weapons are used.

Name	Type	Hit	DMG	Aspects
Arbalest	Crossbow	-2	18p	Rng 40, R
Caber	Thrown	-6	16i	Rng 5, 2h
Boulder	Thrown	-4	14b	Rng 5, 2h
Heavy Crossbow	Crossbow	-1	12p	Rng 30, R
Crossbow	Crossbow		10p	Rng 20, R
Steel Bow	Bow		9p	Rng 10, 2
Composite Bow	Bow		8p	Rng 30, 2
Long Bow	Bow	-1	8p	Rng 40, 2
Clockbow	Crossbow		8p	Rng 20, R
Rock Crossbow	Crossbow	-1	8b	Rng 10, R
Atlatl	Atlatl	-2	7p	Rng 20, R
Sling	Sling	-3	7b	Rng 30, R
Short Bow	Bow		6p	Rng 20, 2
Staff Sling	Atlatl	-1	6b	Rng 15, R
Javelin	Thrown		5p	Rng 10.
Rock	Thrown		4b	Rng 5.
Crossbow Pistol	Crossbow	+1	3p	Rng 10, R
Shuriken	Thrown		3m	Rng 5,
Blowgun	Blowgun	+2	2p	Rng 5, R1

Arbalest. The arbalest is the heaviest crossbow that is not a siege weapon. Unlike other crossbows, its bow is made of steel and it comes with a windlass permanently mounted on the stock for cranking back the corded wire it uses in place of a string. This makes the arbalest incredibly slow when it comes to reloading. Of course, the idea behind the arbalest is that you pack such a strong punch with one shot you shouldn't be needing a second.

Atlatl. You do not throw an atlatl, instead you use it to throw small javelins called darts. Although the atlatl is held with just one hand, the throwing motion is a full body movement which is what makes it a single attack action.

Blowgun. A blowgun is a wooden pipe that can be loaded with a dart and fired with a strong breath of air. Blowgun darts are often laced with toxins. All it takes is one tear of damage to deliver a dose.

Boulder. It does not get much simpler than this. A big rock you hoist back with both hands and chuck at your enemy.

Bow, Composite. The composite bow is an ancient weapon created as a military weapon seeking to use a re-curved shape and complex wood laminate to pack the power of a long bow into the body of a short bow, largely so they can be used by riders on horseback. For the most part the designers succeeded however composite bows tend to be very fragile and very expensive.

Bow, Long. A long bow is a large bow that is often as tall as its archer. They are rare to find one outside of a battlefield. Most consider them too large and cumbersome for daily use.

Bow, Short. A short bow is a plain bow. The short is tacked on to differentiate it from its giant cousin the long bow. Size-wise a short bow is typically little more than half the height of its archer.

Bow, Steel. A steel bow is not entirely made of steel. It is a composite bow that incorporates flexing bands of metal in its construction. It is more durable than a normal composite bow and packs a harder punch, but the uneven flex of its metal bands greatly stunts its range.

Caber. A caber is a big chunk of wood, basically a tree trunk you toss at your enemies. While it can be effective it is not the most portable weapon.

Clockbow. A clockbow is a high-end crossbow with a complex spring and cog-driven cocking mechanism hidden in its stock along with a reserve of six crossbow bolts. Pulling the cocking mechanism back draws the string. Pushing it forward lifts a bolt into place. The result is a crossbow that can be used six times before it needs to be reloaded. The trade-off is its expense, the time it takes to reload the bolt reserve, as well as a tendency to break when it crashes.

Gnomes love these things and may be their inventors. Among gnomes the frequency of the clockbow drops from extremely rare to uncommon. They

can usually get them at half the normal price. Of course, these will be teeny gnome-sized clockbows.

Crossbow. This is your standard crossbow. The pull is strong enough to pack a punch yet not so stubborn it cannot be cocked by holding the bow with one hand and drawing the string back with the other.

Crossbow, Heavy. A heavy crossbow is a stronger version of the normal crossbow. It comes with a stirrup beneath its bow which is braced with ones foot so both hands can be used to pull its string up and lock it in place.

Crossbow, Pistol. A crossbow pistol is a small hand-held crossbow. It does not pack as strong a punch as a normal crossbow and it is still somewhat slow to reload. However, it is easy to conceal and quick to fire making it a favorite of thieves, assassins and any nefarious person with a dose of poison to deliver. Needless to say, most authorities frown upon their presence and consider them thieves tools.

Crossbow, Rock. A rock crossbow is a normal crossbow modified to chuck rocks instead of bolts. Because of the easy availability of ammo the rock crossbow is a favorite among vermin exterminators who do not want to waste money on quarrels. A rock crossbow can fire a quarrel but it does so with a Hit -2 penalty.

Javelin. A javelin is a light spear designed for throwing. It flies farther than a normal spear but ultimately does less damage.

Rock. A decent-sized rock that fits in the palm of your hand. When no better weapon is available it is hard to pass this one by.

Shuriken. Shuriken are blades made for throwing. They look like a metal snowflakes with a bad attitude.

Sling. A sling is a leather tong with a cup in its center where a rock sits. It uses centrifugal force to send stones rocketing towards your enemies.

Staff-Sling. The staff-sling is actually an Atlatl that has been modified to fling rocks instead of darts. Its range is not nearly as good as a normal sling but it is easier to use and does more damage than flinging rocks by hand.

Adventure

Name	Price	Wt	Fr
Bag of Acorns	\$10	1	
Battering Ram	\$25	20	
Bedroll	\$40	10	
Bell and Cord	\$27	2	
Block and Tackle	\$70	30	
Chain, 10 ft	\$40	10	

Chalk Stick	\$1	.1
Crowbar	\$25	5
Fishing Tackle	\$60	5
Flint and Tinder	\$15	.5
Grappling Hook	\$25	6
Iron Spike	\$7	.5
Navigation Kit	\$500	7
Oil Flask	\$10	1
Rope, 100 ft	\$40	60
Rope, 50 ft	\$20	30
Saddle	\$85	20
Signal Whistle	\$12	.1
Spyglass	\$900	1
Tarpaulin	\$35	8

Bag of Acorns. While the uses of a big bag of acorns are endless, they are commonly scattered across a stone floor to thwart pursuers.

Battering Ram. This is a log with handles that lets up to **six** characters batter down a door. Each makes a **Hard Muscle** check and combines their strength against the door's break point.

Bell and Cord. A bell, two hundred feet of light cord, and four eyelet stakes made for cordoning off an area with a trip wire that will sound a small alarm when stepped on.

Block and Tackle. Two hundred feet of heavy-duty rope as well as a block and tackle, perfect for lifting a treasure chest out of whatever pit it has been hidden in.

Fishing Tackle. A wooden case containing a collapsible rod and reel and an assortment of hooks, lures and bobbers.

Flint and Tinder. A waterproof leather wrap containing a piece of flint, a striking steel and enough tinder to start a few fires. It takes **1d6 minutes** to get a small fire started.

Navigation Kit. A wooden case containing maps, rulers, a compass, sextant and everything a skilled navigator might need to find ones way around the wilderness.

Oil Flask. This is a glass bottle of flammable liquid which can be used to fill lanterns or lobbed like a molotov cocktail. It will fill a Blast 1 area with flaming oil. Anyone caught in it or attempting to move through it should make a **Luck Save** as described by *Fire* in the DBH.

Spyglass. A small, collapsible telescope capable of up to **12x** magnification. This is an old-world tool. Most people alive today have no idea how they are made, hence the high price.

Tarpaulin. A large sheet of canvas, twelve feet square.

Ammunition

Name	Price	Wt	Freq
Arbalest Bolt	\$10	.5	R
Arrow	\$2	.2	A
Blowgun Dart Bundle	\$15	1	R
Blowgun Dart Poison	\$30	1	R
Crossbow Bolt	\$2	.2	C
Crossbow Dart	\$1	.1	U
Extra Bow String	\$10	.2	C
Extra Crossbow String	\$15	.5	C
Sling Stone	Free!	.5	A

Arbalest Bolt. A crossbow bolt which is as long as an arrow and as thick as a spear. It can only be fired by an arbalest or larger crossbow.

Blowgun Dart Bundle. A small leather bandolier containing twelve blow gun darts each kept in a separate holster. This allows them to be kept with their tips safely ensconced in a small amount of poison until the dart is needed.

Blowgun Dart Poison. A small jar of poison used for coating the tips of blow gun darts. Good for twelve applications. Each application hits with *Paralytic Poison 3d6*.

Crossbow Dart. These are the small darts fired by crossbow pistols. They can be used with blowgun dart poison to the same effect.

Extra Bow String. It's not ammo but you can't fire a bow without one. It takes **2d6 rounds** to restring most bows. Bow strings do vary by size and strength so you will need to get one that fits your bow. For cost and weight they all use the same stats.

Extra Crossbow String. A crossbow string is more like a stout cord than a string. Heavy crossbow strings double the cost and weight. Arbalest strings are made of metal and quadruple it. Crossbows are far harder to restring than bows and take **1d4 minutes** of struggle to do so.

Sling Stone. A small rock or cast lead pellet. It is large enough to do some damage when either fired from a sling or thrown really hard.

Clothing

This is a selection of clothing items that do not provide any armor protection. Full body suits such as Heavy and Light Clothing can be found in the Armor list.

Name	Price	Wt	Freq	Aspects
Boots, Leather	\$35	3	A	W:3
Boots, Leather, Soft	\$50	2	U	W:2
Cloak	\$30	3	C	W:8
Gloves	\$35	.5	U	W:1
Gloves, Heavy	\$20	2	U	W:3
Gloves, Winter	\$45	2	U	W:5
Long Underwear	\$25	2	C	W:6
Poulaines	\$60	2	R	W:1
Rollerskates	\$70	4	M	W:1
Sandals	\$12	1	C	W:0

Boots, Leather. These clod-hoppers are big clunky leather work boots.

Boots, Leather, Soft. Often thought of as "City Boots" these are made of softer more pliable leather than standard leather boots.

Cloak. A long cape with a hood. Typically used for making a dramatic entrance, or at least staying warm and keeping the rain off.

Gloves. This is a pair of basic leather gloves often worn to be stylish. Perfect for a slap across the face in the prelude to a duel.

Gloves, Heavy. Big rawhide gloves designed to protect a wearer's hands from abrasion. They can be warm but tend to come up lacking in winter weather.

Gloves, Winter. Thick leather gloves, usually made from animal pelts turned inside out. Nice for keeping your hands toasty and warm.

Long Underwear. This is a full body suit of warm material worn under ones clothing.

Poulaines. A poulaine is a shoe with a long curled pointy toe. It is perfect for princes and bards and the jesters who poke fun at them.

Rollerskates. Boots with wheels on them. When used on a flat surface they double a character's walk speed but also bring a -2 to any action committed while rolling about. They may require a few Dex checks when first used to get the hang of them.

Sandals. A pair of tough leather soles attached by thongs to ones feet. Good for tropical environments.

Containers

Name	Price	Wt	Freq
Backpack	\$25	2	C
Barrel	\$20	20	U
Basket	\$3	.5	A
Bucket	\$10	3	A
Camp Pack	\$40	3	U
Chest	\$70	12	U
Flagon	\$15	1	C
Money Pouch	\$6	.1	C
Quiver	\$25	2	C
Quiver, Leg	\$15	1	U
Sack, Burlap	\$5	.2	A
Sack, Leather	\$20	.5	C
Satchel	\$35	2	C

Backpack. This is a standard backpack. Not big enough to go camping with but large enough for a day or two of adventure.

Camp Pack. This is a large frame pack with multiple compartments and space to tie a bedroll on the bottom. It is made for long-term camping expeditions.

Chest. A heavy oak chest, reinforced with cast iron latch work. Perfect for packing full of treasure.

Flagon. A large wooden beer stein, made for quaffing ale and bonking people over the head with when the need arises.

Money Pouch. A small leather sack perfect for being snatched off your belt by some halfling in leather armor.

Quivers. A leather container able to hold up to 24 arrows or quarrels. Leg quivers strap to ones leg but only hold 12 arrows or quarrels.

Sack, Burlap. A low-grade sack typically used for hauling grain. It may leak a bit or burst a seam under a heavy load.

Sack, Leather. A quality sack made of leather. It is durable, water-proof and sometimes even air-tight.

Satchel. A large purse or briefcase with a shoulder strap.

Food

Name	Price	Wt	Fr
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Dry Rations	\$10	1
Salt	\$30	1
Sugar Cubes	\$5	0.1
Tavern Meal	\$30	2
Waterskin	\$25	8
Wet Rations	\$20	2

Dry Rations. Jerky! Dried fruit and nuts! Typically all mashed together into a day's worth of food. It never seems to go bad and yet it is never actually any good, but it will keep you alive and stay edible for months on end.

Salt. While it's nothing you want to straight up eat, few things are as useful as a bag of salt.

Sugar Cubes. Refined white sugar is rare to the point of almost being non-existent. These cubes are made of maple sugar. Tree sap boiled down until it turns solid and crumbles. Horses love it and many humans do too.

Tavern Meal. What you can expect to pay for a prepared meal at the local tavern. Tip not included.

Waterskin. A cured goat bladder capable of holding up to 8 pounds (approximately 1 gallon) of fluid. Careful sipping will make it last a week. Refills generally cost \$5 for beer, \$10 for wine, and water is free at the local well.

Wet Rations. Fruit, bread, ham, whatever you have on hand thrown into a sack. It's not actually wet, but if not eaten within a few days time it will turn wet and moldy and rancid.

Illumination

Name	Price	Wt	Freq	Aspects
Candle	\$6	.1	A	Light 1, Dur 4 hour
Lantern	\$50	2	C	Light 3, Dur 12 hou
Oil Lamp	\$25	1	C	Light 2, Dur 12 hou
Torch	\$6	2	A	Light 3, Dur 1 hour
Turnip Lantern	\$3	3	C	Light 1, Dur 12 hou

Candle. This is your standard tallow candle. It casts a dim light and will burn continuously for four hours.

Lantern. This oil burning lantern protects its flame with a crude box of glass. It will burn for half a day on a single flask of oil.

Oil Lamp. This is a very basic clay lamp. It will burn for half a day on a single flask of oil.

Torch. A stick with some creosote soaked rags wrapped around one end. Once lit it will burn for **1 hour**.

Turnip Lantern. A turnip lantern is just what it sounds like. It is a cheap oil lantern carved out of a turnip or small pumpkin. It can be used for about two weeks before rotting out. One flask of oil in it will burn for half a day.

Magical Tools

Magical tools are not inherently magical, but many are used to make magic items.

Name	Price	Wt	Freq
Crystal Ball	\$100	5	R
Crystal Eye	\$35	1	VR
Crystal Shard	\$50	.2	R
Magic Rod	\$80	4	R
Magic Staff	\$45	6	C
Magic Wand	\$30	2	U
Scroll Tube	\$20	1	U
Spellbook	\$80	4	VR
Spellbook, Heavy	\$200	10	ER
Spellbook, Light	\$40	2	R

Crystal Ball. An orb made of perfect crystal or at least nicely blown glass. They are often used by magic-users for scrying. Careful though, they are fragile!

Crystal Eye. A billiard ball sized orb of blown glass, critical for casting the spell Wizard Eye.

Crystal Shard. A small yet impressive piece of crystal, quartz or semi-precious stone. A favorite for enchanting with magic and mounting atop a magic wand.

Magic Rod. A rod about as long as a cane and made of metal.

Magic Staff. A tall, ornately carved wooden staff.

Magic Wand. A tapered wooden dowel, usually made of precious hardwood.

Scroll Tube. A ten or twelve-inch long waterproof tube used to carry around scrolls of parchment. It can store up to **10 levels** in spells (see *Spellbook* below).

Spellbook. A hardbound book that can store up to **20 levels** in spells. That could be 20 first level spells, 10 second level spells, 4 fifth level spells, or any combination of spell levels that does not exceed 20.

Spellbook, Heavy. A large ornate tome typically found sitting on a pedestal in a wizard's study. It is hardbound and often kept locked with metal fasteners, possibly to keep people from getting in or to keep things inside from getting out. Essentially, it is a glorified binder that can store up to **50 levels** in spells.

Spellbook, Light. A book made of soft leather most often found with dabblers and students of the magical arts. It can store up to **10 levels** in spells.

Miscellaneous

Name	Price	Wt	Freq
Cauldron	\$85	50	U
Chess Set	\$80	2	R
Deck of Cards	\$25	.1	C
Dice and Pouch	\$15	.5	U
Footbag	\$5	.2	R
Hourglass	\$65	1	R
Keys	\$10	1	C
Leather Chicken	\$18	1	R
Magnifying Glass	\$70	.5	R
Manacles	\$20	2	C
Merchant Scale	\$125	8	U
Mirror, Polished Silver	\$70	2	R
Mirror, Small Steel	\$15	.5	C
Pipe, Clay	\$20	1	U
Sealing Wax	\$20	.2	U
Skillet, Cast-Iron	\$18	6	C
Signet Ring	\$10,000	.1	VR
Vial of Perfume	\$35	.1	R
Walnut	\$1	.1	C
Whetstone	\$10	.5	U
Writing Kit	\$60	2	VR

Cauldron. A large cast iron pot, perfect for brewing up potions.

Dice and Pouch. A felt pouch tied with a draw-string, contains a large assortment of strangely shaped dice of some mystical purpose.

Footbag. A small leather bag filled with sand. It is considered a toy by most but may actually be a druidic summoning device. Stand in a circle and

try to keep it off the ground using only your feet. It won't be long before druids emerge from the woodwork to join in.

Leather Chicken. It looks like a plucked chicken, is made of leather and typically filled with sand. Consider it a jester's gag of first resort and weapon of last resort with Hit -1 and doing 2b (or not 2b) in damage.

Manacles. Simple metal handcuffs for binding a person's wrists.

Mirror, Polished Silver. An ornate hand mirror with a frame made of pewter. The silver refers to the backing on the glass. It provides a better image than a piece of polished steel.

Mirror, Small Steel. A small piece of polished metal as big as one's hand. It is very durable and good for reflecting light or peeking around corners. It provides a very scratchy and unreliable view.

Sealing Wax. A large chunk of red wax used to seal and officiate documents.

Signet Ring. A gold or silver ring that has been embossed with the crest of a royal office or family. It is used with sealing wax to officiate and seal documents. Anyone caught possessing one who is not its actual owner is in for some serious trouble.

Whetstone. A small smooth stone used for sharpening the edges on blades. If not used often enough edged weapons may find their damage type dropping from Piercing and Sharp towards Mixed and then Blunt.

Writing Kit. A wooden case containing, writing paper, quills, and ink.

Religious Items

Name	Price	Wt	Freq
Holy Incense	\$35	.5	U
Holy Symbol	\$50	1	C
Holy Water	\$30	.5	C
Prayer Beads	\$35	.5	C
Prayer Book	\$40	1	U

Holy Incense. Packaged balls of resin mixed with rare spices that create blue clouds of pungent smoke when burned. The scent will linger and is often distinctive of the religion itself. Frankincense, Balsam, Myrrh, Labdanum, Rosemary and Sandalwood are favorites.

Holy Symbol. An effigy of ones faith, a symbol of the religion. This one is made of wood and copper. A silver one will cost you \$300. A gold one costs \$1200.

Holy Water. A few ounces of water consecrated by a cleric, usually kept in a glass vial.

Prayer Beads. A string of beads used in meditation and prayer.

Prayer Book. A small leather bound book filled with carefully hand-written religious prayers.

Thieves Tools

Name	Price	Wt	Freq
Bag of Caltrops	\$25	2	R
Belt Blade	\$40	1	R
Lantern, Hooded	\$50	3	U
Lock Cracking Kit	\$350	3	ER
Lock Pick Set	\$35	1	U
Silk Cord, 50 ft	\$200	2	R

Thieves tools have one thing in common. If the authorities catch you with any of these without an incredibly good reason you will be arrested. *Consider yourself warned!*

Bag of Caltrops. Sharpened spikes designed land with one point standing upright. Anyone moving through the area should make a **Luck Save**. Failure does damage to the character. Armor does not protect against this, but most boots provide AC 1d6. Lighter footwear provides AC 1d4.

Little = 1d4p

Fail = 3d4p

Crash = 3d4p & 2d6s

Anyone taking a tear or more of damage will not be able to run until that tear has healed. With a crash it is assumed that the character hit the caltrops took 3d4p to their feet and then lost their balance and fell onto the rest. The fall does 2d6s damage. Armor does protect against it.

Belt Blade. A belt blade is a leather belt with a small black blade fixed to the back of it. When your hands are tied with ropes behind your back it takes **1d12** minutes to slice through them.

Lantern, Hooded. Hooded lanterns have a tight fitting metal flap that can be dropped over the lens of the lantern, causing it not to emit any light whatsoever. It sheds **Light 3** and will burn for half a day on a single flask of oil.

Lock Cracking Kit. A wooden case containing everything needed to break a combination lock: a simple stethoscope, drill bits, telescoping levers, etc. They are extremely rare seeing as combination locks are also extremely rare.

Lock Pick Set. A leather wrap containing all the necessary picks one might need to open a key-operated lock. While frowned on by the authorities, it is usually overlooked if one is obviously a locksmith.

Silk Cord, 50 ft. Lightweight and strong, silk cord is an expensive rope substitute favored by those who professionally skulk the dead of night.

Spells & Powers

As if any spell could be considered *Common*, this is a list of what are often considered common spells among magic-users in the realm of Dragonhead. Higher level and more obscure spells can be found in the *Wilderness* and *Regal Adventure Kits*, but none of these kits should be considered complete as new powers are being discovered all the time. There truly is no limit to what magic can do.

Spell Level & Type. The first line of each spell is a combination of its spell level and type. Level is a measure of complexity. Most spells, including the ones in this section, are 1st to 3rd level powers. Other more complex spells ranging from 4th to 6th level do exist. There are even a few incredibly complex 7th to 9th level spells, but there it seems to stop. Note that every aspect line ends with the spell level as a reminder to write it down. The nine major types of spells are:

Conjunctions. Conjunctions bring natural phenomenon into existence. Admittedly most conjunctions are *Battle Magic*. Powers to blast your opponents to smithereens.

Divine. These powers center around matters of life and death. They are often given to characters as gifts from the gods.

Illusions. Illusions only temporarily change reality, often bending light and sound to fool the senses.

Music. These are bardic spell-songs. They must be played as music in order to be cast.

Nature. Often thought of as Druidic spells, these draw their power from the natural world and may wane when cast in unnatural environments.

Psionic. This is the power of the mind unhinged. They can often be used with nothing more than a piercing stare.

Time & Space. These powers control the flow of time and distort the fabric of space.

Wizardry. Wizardry spells tend to be very involved with the inner workings of magic.

Attack Line. The second line of each spell is what you need to write it into the Attacks list of your character sheet. If it starts with DMG that is the damage it does as a weapon.

Aspects can often be copied verbatim into the aspects section of your attacks. If the spell can be summed up with a pithy statement, such as *Falsifies Alignment* for Alignment Mask, then the aspects line will start with it. Explanations of the Aspect tags can be found in the DHB.

Variants. Some spells contain variants. Fireball also lets you cast Fire Bolt and Fire Eagle. Unless something says otherwise, you do not need a separate spell for each variant. Knowing one allows you to cast them all.

Alignment Mask

2nd level Divine

Aspects: Falsifies Alignment. Rng 10, SEP, Dur 1 Day, Lvl 2.

An alignment mask does not look like anything, but anyone trying to sense the character's alignment will only pick up what the caster wants them to, namely an aura of Good, Neutral or Evil.

When it comes to powers such as *Detect Alignment*, that spell will need to beat the strength of the Alignment Mask in order to see past it. Otherwise, it too will only pick on up what the mask wants it to see.

Alignment Mask can be cast on multiple characters and each cast will last for a day. It can also be cast on a building or place to mask its alignment but the larger the place is the harder the casting of the spell becomes.

Arcane Lasso

2nd level Conjunction.

Aspects: Grapple from afar. Reach 10, Dur Conc, Lvl 2.

A pulsating crackling current of arcane energy whips out from your hands to lasso whatever it has been cast at. If that thing cannot defeat the strength of the spell with a **Muscle** check (or Spirit if incorporeal) then it is stuck there, unable to do anything until it breaks free. You may push or pull a lassoed creature around with a speed of **2 SPR per success** to the extent of its reach.

Other characters using this power can help you, adding their strength to the grapple of the creature but be careful not to *cross the streams*. Each character should make a **Luck** check, anything less than success will cause an explosion, crossing all the streams and doing **1d20i** in damage per crossed stream. The blast will hit everyone using Arcane Lasso as well as the creature being lassoed by it.

Bless

1st level Divine.

Aspects: Gain +1 per success. Time 3, Curve 3, SUP, SEP, Dur 1 Day, Lvl 1.

Each success fills those it has been cast on with an unearthly energy. They gain a **+1 per success** to everything they do for 1 day. A little fail makes people feel good but that's about it.

Bramble

2nd level Nature

Aspects: It takes 1d8 PS in tears to hack thru. Time 4, Cloud 6, Lvl 2.

This power causes a sudden massive growth of pricklers, vines and other vegetation growing in the area, making it impassable without hacking through the bramble first. Multiply **1d8** by the success of the spell and that is the amount of **tear** damage it takes to carve a single path through it. Anyone caught in the bramble will need to do **half** that damage to cut themselves free. Piercing, Mixed and Blunt weaponry all do Impact damage against the bramble.

Needless to say, the environment in which Bramble is cast will effect the spell. It is easy to cast this one in an area overrun by plant life and harder if not impossible to cast in a desert, ocean or any place devoid of vegetation.

Breathe Water

2nd level Nature

Aspects: 1 person PS. Dur 1 Day, Lvl 2.

Each success lets a medium sized character breathe air or water as needed. A Little will work but only for the length of an encounter. Once the spell gives out a submerged character will find themselves swimming as if they had just taken a final breath before going under.

Bumblebees

2nd level Nature

DMG 8m. **Aspects:** Defend with DC, No Cover. Rng 10, **Lvl 2.**

A fast flutter of small golden orbs shoot from the caster's hand. These will explode against whatever they hit. What separates it from a magic missile is that the orbs have an almost animal intelligence allowing them to turn corners,

flow around shields, cover and reportedly even fly through a key hole to get to their intended target.

Charcoal Grip

1st level Conjuraton

Aspects: Punch Dmg +2 PS or Weapon Dmg +1 PS. Fire, SEP, Dur Enc, Lvl 1.

The casters hands bursts alight with magical flame. Each success grants **Damage +2** to a punching attack or **Damage +1** to a melee weapon held in hand which causes magical flames to spread over it.

Charcoal Grip can be dismissed at any time, and it needs to be let go of if the caster wants to pick something up without toasting it. Careful, the power only fire-protects the caster's arms up to the elbows. Catching a sneeze while ones hands are alight is not a pleasant experience.

Freezing & Lightning. Freezing Grip and Lightning Grip are different versions of this spell which essentially do the same thing but using cold or electricity instead of fire. *They are different spells!* Characters who can cast Charcoal Grip cannot also cast Freezing or Lightning Grip on a whim. Only Charcoal Grip carries the Fire aspect.

Change Size

3rd level Nature

Aspects: Each success changes 1 Body Size. Rng 10, Time 2, SUP, SEP, Dur Enc, Lvl 3.

This spell will enlarge or shrink whatever it has been cast on for the length of the encounter. Each success is another body size of change in either direction, bottoming out at Tiny and topping out at Gargantuan. It includes the body of the character and all immediate possessions.

Charm

1st level Psionic

Aspects: Ecstatic Reaction. Rng 5, Save Spi, Lvl 1.

This turns the charmed character or creature into the caster's best friend, same as an **Ecstatic** on the *Reaction* table in the *DBH*. It lasts until the charmed creature can defeat the strength of the spell with a **Spirit Save** or the caster releases them. The save can be performed **once per day**. After the charm is

over the character will remember all that happened but have no idea why they did what they did.

Mass Charm. Charm can be used on a crowd of people, trading a **Hit -2** for a **Curve 3** area effect. Anyone caught in it will be charmed with the same strength and have the same Ecstatic reaction if they fail to save against it.

Counter Charm. If you know or suspect someone has been charmed, you can use Charm to free them of the spell. All it takes is beating the strength of the charm they are under with your own charm.

Cold Ball

3rd level Conjuration.

DMG 8m. Aspects: Time 1, Rng 20, Blast 6, Lvl 3.

The caster pitches a shimmering ball of cold that expands as it flies. When it touches down it will explode, flash freezing everything in the area.

Cold Bolt. With this variant the cold ball expands to the size of a boulder and flies forward to freeze everything along a two-step wide path. When minis are not in use it hits **2** creatures per success. This causes it to do **DMG 10m**. It's aspects line changes to **Freeze 2 PS. Time 1, Stream 12, Lvl 3**.

Cold Condor. This variant of Cold Bolt unfolds to become a bird made of cold. Gamewise it takes a **Hit -2** but can freeze **4 creatures per success**. When using minis it freezes a two step wide streak across the battle mat, one that can turn up to **90** degrees **four** different times.

Cold Proof

2nd level Nature

Aspects: Immune to cold. 1 Medium Char PS. Dur Enc, Lvl 2.

This power protects those it is cast on from freezing and cold damage for the length of one encounter. Each success covers one medium-sized character. A little fail protects as cold resistant instead of cold proof. The power can be changed to give cold resistance for an entire day. Gamewise, resistance reduces damage by half, proof eliminates the damage altogether.

Cone of Cold

2nd level Nature.

DMG 10i. Aspects: Cone 3, 2hds, Lvl 2.

Frost shoots from the caster's out-stretched hands, flash-freezing whatever it hits. If minis are not in use then up to **six** different characters can be hit by it providing they are standing close together.

Cone of Cold makes an excellent fire extinguisher and can quickly put out a decent-sized fire. It may take a few casts to extinguish a burning building.

Consecrate

1st level Divine.

Aspects: Changes the alignment of a place. Time Enc, Lvl 1.

This spell claims a place as the territory of the caster's alignment. A good cleric will sanctify it, while an evil one will cast a pall of evil over the place. By default each cast can claim an area about as big as a farm house. Trying to consecrate something larger than that will make the cast proportionally harder. Otherwise anything can be consecrated. Holy water is a small vial of consecrated water and an easy feat of consecration.

Gamewise, what the spell does is impart an **alignment strength** equal to the casting of the spell on the area. Creatures with an alignment opposing it will need to beat the alignment strength with a **Spirit** check before entering it or even looking into it. Any divine magic of an opposing alignment cast inside a consecrated area will fully fail if it cannot first beat the area's alignment strength.

While you can desecrate an area by trashing the place, this is superficial at best. The only way to truly remove an alignment strength is to either consecrate it in the opposite direction with a strength that beats the original, or to use the power *Liberate* which nullifies the alignment strength altogether.

Consecration is a ritual that takes one encounter to perform. When time is of the essence, roll **1d10** and that is the number of **minutes** that it takes.

Consecration does not last forever but it does last quite a long time, often losing only 1 point of alignment strength per year.

Cramp

1st level Psionic

Aspects: Take -2 PS. Rng 5, Def Spi or Mus, Dur Conc, Lvl 1.

While it may not look like anything other than a mean stare, anyone hit by this spell will be over-run by painful muscle cramps, aka charley-horses. This will cause a Cramps -2 hindrance per success and greatly inhibit the character's ability to move for as long as the Cramp continues.

4: Cramps -8, no movement is possible.

3: Cramps -6, movement drops to a crawl at 1 SPR.

2: Cramps -4, movement speed drops by half.

1: Cramps -2, no running is possible.

Characters can fight this by defending against it with their **Spirit** or **Muscle** score, but the cramp penalty does count against it. A defensive check may be made once per round and if they can beat the strength of the Cramp the spell will be broken.

Create Feast

1st level Nature.

Aspects: 1 Meal PS. Time 3, Lvl 1.

Each success causes enough food and water to feed one person to materialize out of thin air, that is a person with the same body size as its caster. The food created will be simple yet substantial. A more elaborate meal may be created but this will make the spell harder to cast.

It has been widely rumored that every use of this power causes a crop to fail somewhere. While this has never been proven, it is best not to brag of it at the farmer's market.

Cure Affliction

3rd level Divine

Aspects: Cures by beating strength of ailment. Time 3, Rng 5, Lvl 3.

Often Cure Affliction is used to cure diseases and stop poisons but it can also remove curses, fear and pretty much anything that ails you providing the strength of the cast can beat the strength of the affliction. If that strength is not known, roll **3d6** to replace it.

Cure Affliction does not heal damage and cannot bring characters back from the dead or return them from being turned to stone. When used against a creature whose nature is a source of disease or infection, such as slime or a mold treat Cure Affliction as a lethal poison with a strength equal to the cast.

Repeated use of Cure Affliction may cause side-effects such as but not limited to: wisdom penalties, little failures, attacks of opportunity, simple chronic necrosis, gnoll mouth, jello mail, gygaxian prose, armpit screamers, fudgeable dice, neo-otyucks and spastic gnome syndrome. See a cleric if any of these ailments persist.

Curse

3rd level Divine

Aspects: Time 3, Rng 10, SUP, Save Luc, Lvl 3.

Curse causes a detriment to descend upon whoever the spell has been cast on. It cannot directly kill them, but it can make life quite miserable. Its caster needs to come up with the curse (think boils, blindness, absent-mindedness, unable to speak, etc) and the spell will be made hard by just how punishing the curse seems. Whoever it has been cast on may make a **Luck Save** to defeat it when it is first cast and then again **once per week** until it ends.

The caster of Curse can easily dismiss it at any time. The spell will dismiss itself should its caster ever use it again. It can also be dismissed by hitting it with a **Dispel Magic** or **Cure Affliction** strong enough to beat the curse's strength.

Darkness

2nd level Illusion

Aspects: Rng 10, Dome 2, Def Dodge, Dur Enc, Lvl 2.

This creates a dome of **pure darkness** surrounding whatever it has been cast on. Sources of light outside the dome will not shine into it. Sources of light inside the dome will be darkened for all.

If the spell is cast at someone they may attempt to Dodge it. Succeed and the spell still happens it just sticks to the spot where the character had been standing rather than the character. Otherwise it will stick to the character and move around with them.

Detect Alignment

1st level Divine

Aspects: See by the aura of alignment. Dur Conc, Lvl 1.

This power changes the way you see the world, allowing you to see concentrations of Good and Evil the way Infravision sees hot and cold. The world itself will lose most of its color and allow otherwise invisible auras to shine forth with the Good tending to be shrouded in blues and purples while Evil is steeped in reds and orange. The stronger the alignment is the more intense these colors will be.

It is good to keep in mind that places can have an alignment just as readily as people and this will effect what detect alignment perceives. An evil creature hiding in an evil place will remain hidden in the red miasma. Meanwhile a good character in the same place will stick out like a sore thumb.

Detect Magic

1st level Wizardry

Aspects: See by the light of magic. Dur Conc, Lvl 1.

A better name for this power would actually be *See Magic*, what it does is let its caster see the world by the light of magic. Everything normal will turn a grainy black and white. Anything magical will begin to glow with inexplicable color.

Unless the magic is exceedingly strong it will not glow through normal objects. Covering a magic wand with a cloak is all that is needed to hide its radiance.

Characters who are under the effects of a magic spell such as Charm or Curse will glow ever so slightly as the power tries to radiate out from inside their heads.

Illusions will still be seen but they will also radiate magic and any character trying to tell if what they are seeing is an illusion will gain a **+4 per success**.

Dispel Magic

3rd level Wizardry.

Aspects: Creates -1 PS Dead Zone or Dispels what it can beat the strength of. Rng 10, Blast 3, Dur Conc, Lvl 3.

While it may seem a bit counter-intuitive. Dispel Magic works by using magic to suck the magical energy out of an area, essentially creating a **Dead Zone** with a penalty equal to a **-1 per success**. It has a Blast 3 area and lasts as long as its caster concentrates on making it last.

Direct Nullification. When used directly against a magic spell all Dispel Magic needs to do is beat its strength and the spell will be broken. If the spell's strength has been forgotten, roll **3d6 + spell level** to replace it.

Destroying Magic Items. The magic inside a magic item can be squelched by casting Dispel Magic on it. Magic Items defend with a strength of **4d6** plus any **quality** bonus they may have. Beat it and the item breaks. Quality equipment will lose its magical bonus.

Magic Creatures. Creatures that run on magic, such as Golems and Liches, are incredibly hard to dispel the magic out of. The best you can do is create a dead zone around them and hope for a -7 to shut them down.

Topographical Magic. Magically charged lands such as Vortexes and Weirds are generally too powerful for this spell to effect. You might as well be trying to empty an ocean with a thimble. Casting Dispel Magic in a Dead Zone will suffer from the Dead Zone itself, but if it works it will add its penalty to the area.

Engrave

1st level Wizardry

Aspects: Carves a message into anything. Rng 5. Time 1 second per letter. Dur 1 minute, Lvl 1.

Engrave uses magic to carve a message into whatever it's cast on. The letters themselves can be up to four inches high per success and are generally carved a quarter of an inch deep. Rock is the default substance for engraving. Carving into something softer like wood will make the spell easier to cast.

It takes 1 second per letter to cast engrave and its duration of 1 minute means that up to 60 letters may be engraved per cast. During this time the caster can do nothing but continue to cast the spell. All changes are permanent.

Fae Lights

1st level Nature

Aspects: Lights swirl around those hit by it. Rng 10, Def Dodge, Dur Enc, Lvl 1.

Sometimes called *Faerie Fire*, this spell causes brilliant colored lights to flit about in a desired pattern. While often seen as a purely artistic endeavor, the lights can be cast at someone and if it hits them they will stay with that creature, marking them for the rest of the encounter.

While the lights are bright enough that they can be seen during the day (although their colors tend to wash out) they are not bright enough to replicate daylight or blind an opponent.

Find Familiar

1st level Wizardry.

Aspects: SUP, Lvl 1.

A familiar is as much a pet as a lion is just another cat. Even when separated by thousands of miles a familiar and its master can communicate through their thoughts. With some concentration a character can observe all that their familiar observes. With the right magic circle and a successful check of the spell the caster can even open a mental gateway that allows spells to be cast through ones familiar, just as long as the spell does not require any material components that the familiar cannot provide. A **-2** will be taken for such long distance casting.

Relationship. As far as control is concerned, a familiar is not a zombie. It is a very good friend who will generally do what is asked of it yet

does have a mind of its own and will disobey orders to preserve itself. If the spell is ever lost or forgotten for more than a week the familiar will go back to being a plain old animal. Not even a pet at this point, it will wander off never to be seen again.

Simulacrum. Having a familiar does come with a few drawbacks. The familiar should be chosen by the DM and will often be an anthropomorphized version of the character. A slow meticulous wizard might find herself in the company of a tortoise. A vibrant grandstanding illusionist might have a cockatoo fly through his window. A particularly vicious warlock may have to account for why there is always a toy poodle following him around. This might tell the world far more about the caster than that character desires.

Familiar Death. If a familiar dies before being released by its caster, that character will need to make a **Hard Constitution Save**. The caster will experience the familiar's death firsthand and if the check fails the caster dies from shock.

One Familiar At A Time. Find Familiar is a single use power in that you may only have one familiar at a time. Once a familiar is gone it will take at least a **year** before a new one may be found to replace it. Of course, with fate being what it is, do not be surprised if the same kind of familiar comes waltzing back into your life.

Fire Ball

3rd level Conjunction.

DMG 12b. Aspects: Time 1, Rng 20, Blast 6, Fire, Lvl 3.

The caster pitches an apple-sized ball of fire that expands as it flies. When it touches down it will explode doing damage to everything in its area.

Fire Bolt. With this variant the fireball expands to the size of a boulder and flies forward roasting everything along a two-step wide path. When minis are not in use it fries 2 creatures per success. Its damage increases to **DMG 14b**. Its Aspects line changes to **Fry 2 PS. Time 1, Stream 12, Fire**.

Fire Eagle. This variant of Fire Bolt unfolds to become a eagle made of fire. Gamewise it takes a **Hit -2** but the bird can fry **4 creatures per success**. When using minis it burns a two step wide streak across the battle mat, one that can turn up to **90 degrees four** different times.

Fire Proof

2nd level Nature

Aspects: Immune to fire. 1 Medium Char PS. Dur Enc, Lvl 2.

Fire proof protects those it is cast on from all fire and heat damage for the length of one encounter. Each success covers one medium-sized character. A Little protects as fire resistant instead of fire proof. The power can be changed to give fire resistance for an entire day. Gamewise, resistance reduces damage by half, proof eliminates it altogether.

Flame Burst

2nd level Nature

DMG 8b. Aspects: Cone 3, Fire, 2hds, Lvl 2.

A plume of fire bursts forth from the casters out-stretched hands, roasting the area immediately before them. If minis are not in use then up to **six** different characters can be hit by it providing they are standing close together.

Floating Disc

1st level Conjunction

Aspects: Carries 200lbs PS. SUP, Dur 1 day, Lvl 1.

This creates a semi-transparent floating disc capable of carrying 200 lbs per success. It floats two to three feet above the ground and will always remain within three steps of its caster or wink out of existence if forced to do otherwise.

You may ride your floating disc but not without some trepidation. *There is no resistance between the disc and the ground!* Once moving it will glide through the air with amazing speed having nothing but wind resistance to slow you down. How one manages to steer the disc is left up to the imagination.

Force Armor

2nd level Conjunction

Aspects: Armor 4 PS. SEP. SUP. Dur Enc, Lvl 2.

Force Armor wraps its caster in a tight fitting force field. Gamewise the character gains 4 points of armor per success. This adds to the protection of any armor the character may be wearing but it cannot be used in tandem with any other close-fitting force fields, such as what is generated by a *Ring of Protection* (which is essentially Force Armor).

Force Armor is transparent yet visible when active. It looks a bit like a suit of armor drawn about the character using thin lines of pulsating colored light. The divine incarnation of force armor will announce its wearer's true alignment with its color. For others, no one is quite sure why it takes on the

color that it does. Psionic force armor is telekinetic in origin and totally invisible.

Force Beam

1st level Conjuration

Aspects: Nigh-unbreakable beam of force, 1+1 steps PS. Rng 5, SUP, Dur 10, Lvl 1.

This creates an invisible beam of force about as big around as a quarterstaff. It can be of any length but it maxes out at 1 step plus 1 step per success, so a triple success could create a beam up to four steps or twelve feet long.

This beam is nigh-unbreakable and has a muscle strength equivalent to the **Spell Strength x 10** when needed. This can be used to prop up a collapsing ceiling, hold open compacting walls or bar a door from swinging shut.

The beam lasts 10 rounds. At the end of its duration the caster will sense it starting to give and may recast the spell before it does. This will reinforce the beam but to a different strength. If the casting fails the beam gives out.

Force Shield

1st level Conjuration

Aspects: Armor 6 PS. Reach 5. SEP. SUP. Dur Conc, Lvl 1.

This projects a shimmering shield of force from the caster's hand. It grants 6 points of AC with every success. The shield's Reach 5 means it can be projected up to 5 steps away from the caster to protect others from attack.

Even though the shield only projects from one hand, its caster needs to concentrate to keep the shield and cannot do anything but move around while it is active.

Force Sphere

4th level Conjuration

Aspects: Armor = Strength x 2. Dome 1, Dur Conc, Lvl 4.

This spell forms a soap bubble as strong as steel around its caster. Gamewise, it works like armor with a value equal to **double the spell strength**.

Unfortunately this armor works both ways. Anyone foolish enough to cast something like fireball inside the sphere will turn it into a blast furnace. Sound and light may pass through a force sphere but that's about it.

Although Force Sphere has no time requirement, you cannot dismiss it and recast it all in the same round. Its caster may move around and the sphere will

follow, just as long as everything inside the sphere moves along with the caster. The sphere can form around something which is both inside and outside the sphere (like a tree growing near-by) but once erected it cannot move from that spot.

Gaseous Form

2nd level Nature

Aspects: Mist form move 3 SPR through nearly anything, Dur 10 PS, Lvl 2.

This power turns a character's body and all immediate possessions into a mist-like substance that can flow with a speed of **3 SPR** and slip through even the tightest of cracks. Wind or a breeze will easily overpower this motion and carry the character where it will.

If not dismissed before its time is up the caster should make a **Luck Save**. A success changes the character back into oneself without problem. A Little Fail causes the character to fall **1d12 feet**. A Full Fail does **2d10m** damage as the character reforms around something the mist was flowing over at the time. A Crash will puree the character, causing them to die quite gruesomely as they reform around something a bit more solid than they are.

Giant Strength

2nd level Nature

Aspects: Muscle +2 PS. Rng 10, SEP, SUP, Dur: 1 Enc, Lvl 2.

This spell grants a Muscle +2 bonus per success on whoever it is cast on. It will effect anything normally impacted by a character's Muscle modifier, such as the damage of muscle powered weapons. It will not change anything established during character creation such as Hit Points.

Glue

1st level Wizardry

Aspects: Permanently bind two surfaces together. Time 3, Rng 5, Lvl 1.

Without using any actual glue, this power permanently fuses two solid touching surfaces together. It may be broken apart by beating the strength of the glue with a Muscle check.

Hand Blade

1st level Conjuration

DMG 4p. Aspects: Close, Dur 1 Enc, Lvl 1.

Hand Blade causes an invisible band of razor sharp force to surround the caster's hand. This can be used to cut ropes and webs. It can even shave facial hair and is often used for grooming (the greater the success the closer the shave!) As a weapon, the hand can stab like a dagger doing 3p for damage +1 with each success.

Heal Damage

1st level Divine

DMG 12m. Aspects: Time 3, Touch. Armor protects against, Lvl 1.

Each success cures a roll of its damage. The caster of the spell needs to touch the wounded area so armor should be removed before the healing begins otherwise the armor will reduce the healing just as it reduces the damage from a blow.

Scars can be healed by this power but it takes **10** points to heal each scar. Also, magical healing will always seek to heal all wear and tear damage before it goes to work on scar damage. Heal damage has no effect on the undead. It cannot bring the dead back to life. For more on this see *Healing* in the DBH.

Hold Portal

1st level Conjuraton

Aspects: Binds two surfaces together w/ strength x 2, loses 1 point per hour. Time 3, Lvl 1.

Hold Portal temporarily binds two solid touching surfaces, most often a door and its frame. This can be broken by beating **double the strength** of the spell with a Muscle check. It naturally loses 1 point of strength per hour. The caster of the spell may dismiss it at any time.

Infravision

2nd level Illusion

Aspects: 1 Character PS. Time 1, Touch, SUP. Dur 1 Day, Lvl 2.

This lets you see by way of heat rather than light and is often used to see in the dark. Of course it comes with complications of its own, such as being blinded by large sources of heat. For more see *Vision* in the *DHB*.

Each success is another character the power can be shared with. While its caster can instantly dismiss it, anyone sharing the power has to wait until

either it is dismissed or it runs out of time. To pass the power along the caster must touch the eyelids of the character it will be given to.

Invisibility

3rd level Illusion.

Aspects: Dur Conc, Lvl 3.

This power turns its caster completely invisible, but it does not cover sound, stench or strange footprints left in the snow. A Little renders the caster only partially invisible and looking like a thin shadow of themselves. The invisibility lasts as long as its caster concentrates on making it work. There is no way to make an attack without letting go of it first.

Cloak. For a **Hit -2**, invisibility can be expanded to cover a **Dome 3** area. This will turn invisible anything inside it which is not physically connected to something outside of it, such as the ground or a tree. The character casting cloak can move around and the field will move with them but they cannot do anything except concentrate on making this work.

Is This Thing On? While an invisible character will be able to see right through themselves and know if they are invisible or not, characters inside a cloaking field will not. Anyone stumbling into a cloaking field will suddenly see everyone hiding inside it.

Kaleidoscopic Image

2nd level Illusion

Aspects: Dur Enc, Lvl 2.

Anyone looking at the caster will see what appears to be revolving mirror images of the caster doing whatever the caster is doing. Melee attacks made against that character will suffer a **Hit -2**. Ranged attacks need to roll a die after making a hit, one determined by the success of the spell:

1: 1d6. **2:** 1d8. **3:** 1d10. **4:** 1d12. **5:** 1d20

Rolling a 1 hits the caster, otherwise it harmlessly slices through an image. Obviously, this provides no protection against area attacks.

Knock

1st level Conjuration

Aspects: Spell Strength x4 against doors. Time 4, Touch, Lvl 1.

A rap of the caster's knuckles or staff will unleash a massive blow of force often used to break down doors. Gamewise it will hit a door with a strength equal to four times the casting of the spell.

Liberate

1st level Nature.

Aspects: Removes the alignment of a place. Time Enc, Lvl 1.

This druidic power does just one thing and that is erase the consecration of a divine power. It needs to be cast to a strength that is greater than the area's alignment strength. See the power *Consecrate* for more on how this works.

Liberate is a ritual that takes one encounter to perform. When time is of the essence, roll **1d10** and that is the number of **minutes**.

Light

1st level Illusion

Aspects: Light 3 PS. Rng 5, SUP, Dur Enc, Lvl 1.

This spell creates a globe of light that sticks to whatever the spell has been cast on. Each success illuminates a **Light 3** area with increasingly bright light. Three successes is as bright as daylight. A Little fail will create a dim orb only as bright as a candle (Light 1).

Perpetual Light. With a **Hit -2**, the light can be made perpetual, meaning it will last until the spell is cast again. The next casting will cause the prior one to wink out of existence.

Lightning Bolt

3rd level Conjunction.

DMG 16i. Aspects: Targets 2 PS. Time 1, Stream 12, Electric, Lvl 3.

A lightning bolt shoots from the caster's hands. When using minis it can hit anyone standing along a two-step wide path. When not it can electrify up to **2** creatures per success.

Lightning Ball. This variant causes a small roiling storm cloud to form in the caster's hand. Once chucked it will fly on its own power to touch down and explode with a cavalcade of lightning striking in every direction at once. Its damage reduces to **DMG 14i**, but its Aspects change to: **Time 1, Rng 20, Blast 6, Electric, Lvl 3.**

Lightning Hawk. Instead of a bolt, for a **Hit -2** the lightning takes the form of a bird that can turn up to **90** degrees **four** different times. When minis are not in use it can fry up to **4** creatures per success.

Thunder? While quite powerful, these lightning bolts are not nearly as loud as an actual lightning bolts. They will create a small thunder peel that can be heard quite a ways off but not be loud enough to do any actual damage to those who hear it, unlike the spell *Thunderwave*.

Magic Missile

1st level Conjuraton.

DMG 8s. Aspects: Rng 10, Lvl 1.

A bolt of scintillating magic shoots from the caster's hand. The spell can also be used to release a burst of magic missiles known as a **Magic Salvo**, however the desired burst brings a hit penalty to the cast.

Micro 1d4 = Hit -1

Small 1d6 = Hit -2

Medium 1d8 = Hit -3

Large 1d10 = Hit -4

Heavy 1d12 = Hit -5

Devastating 1d20 = Hit -6

Magic Mouth

1st level Illusion

Aspects: Touch sensitive pre-recorded message, Lvl 1.

This is cast on an item or space where anyone touching it will cause a disembodied voice to speak a pre-recorded message. It can be up to a minute long and not loud enough to damage the listener. The greater the success the longer the spell will last into the future, meaning years if not centuries.

However, the more times the message is played the weaker the mouth will become until nothing remains.

Mimic Voice

1st level Illusion

Aspects: Def Wis, Dur Enc, Lvl 1.

The caster can change their voice to perfectly mimic the sound of someone else. Anyone who knows that voice and can defeat the spell with a wisdom check will realize it is not who it seems to be. A character who knows *Mimic Voice* as well as *Ventriloquism* can use them both at the same time as one power.

Protection from Good/Evil

1st level Divine

Aspects: Alignment barrier, beat with Spi to pass. Rng 10, Dome 2, SUP. Lvl 1.

This erects an invisible barrier. Anything of an alignment opposing it trying to break, attack or even look at the barrier must first beat its strength with a **Spirit** check. There is no such thing as a *Protection from Neutral* spell.

The field can be fixed to a spot beyond the caster or cast around its caster. With the latter the barrier will move with that character, keeping them at its center. The field will last until dismissed or the power is used again to create a new barrier.

Thaumaturgic Circles. When at least **2d6 minutes** are spent drawing a thaumaturgic circle on the ground the protection can be made to emanate up from it. This creates a stronger barrier. Anything trying to break through it now needs to beat **double** its strength. If the circle is destroyed the spell will be lost, but the circle itself is protected by the spell.

Read Languages

1st level Wizardry.

Aspects: Dur Conc, Lvl 1.

This allows its caster to read a language they do not know. The check will be made harder by the complexity of the language or just how rare or antiquated it is.

Return From Stone

3rd level Nature

Aspects: Cone 4, Lvl 3.

This cone of orange light which will turn anyone who has been magically turned to stone back into flesh, providing it can beat the strength of whatever stoned the character in the first place. If that strength is not known, roll **4d6** to replace it.

An interesting side effect of this power is that even if centuries have passed, it will only seem like seconds for the character released from the stone. Unfortunately, anything broken off the statue will be broken off the character and simply carving a new arm out of rock and affixing it to the statue will not fix the damage. You need the actual stone the character was turned into.

Shocking Grasp

1st level Conjuraton

DMG 20. Aspects: Time 1, Touch, HA, Lvl 1.

The joy buzzer of the magic-casting world, anyone touched by its caster will be zapped by a non-lethal force. This is one of those rare spells that can be cast without making an utterance and will not do anything to show the world that magic power is in use. However, anyone looking at its caster with Detect Magic will see a powerful tell-tale glow surrounding a hand.

Silence

2nd level Illusion

Aspects: Rng 10, Dome 2, Def Dodge, Dur Enc, Lvl 2.

Silence creates an invisible bubble of silence. No sound can get in or out or even move around inside it. Spells may not be cast while trapped inside one. Natural Casters will not be effected by this.

Someone having the spell cast at them can attempt to dodge it. If the spell misses it will stick to the spot where the character was standing and only effect that area. Otherwise the bubble moves wherever the character goes.

Sleep

1st level Psionic

Aspects: Cloud 3. Def: Spi, Lvl 1.

This will put to sleep anyone who cannot defeat it with a Spirit check. Duration depends on its success:

- 9: Forever.
- 8: 1d6 millenia.
- 7: 1d6 centuries.
- 6: 1d6 decades.
- 5: 1d6 years.
- 4: 1d6 months.
- 3: 1d6 days.

2: 1d6 hours.

1: 1d6 minutes.

While it may appear like sleep, this sleep is not natural. It is more like a sort of stasis. While asleep the creature will not age or starve. Even when they sleep for centuries it will only seem as if a few minutes have passed when they wake up. The world surrounding them, however, may have changed quite dramatically.

Magic Sleep is not something one can be shaken out of, but it can be dismissed by beating its strength with a cast of Dispel Magic.

Smite

3rd level Divine

DMG 14b. Aspects: Invisible attack. Rng 10, DC, Lvl 3.

You glare at a creature and an invisible force wallops them. It cannot be dodged and DC should be used against it.

Stink

1st level Nature

Aspects: Rng 10, Cloud 3, Dur Enc, Lvl 1.

Stink fills the targeted area with any smell the caster desires, just as long as it is not powerful enough to actually damage those who smell it. For example, you could fill the air with the smell of burning wood to simulate a forest fire but you could not asphyxiate them with smoke or sting their eyes to obscure their vision.

Suggest

1st level Psionic

Aspects: Ecstatic reaction to one command within reason. Rng 5, Curve 2, SUP, Save Spi, Lvl 1.

These are not the druids you are looking for. Anyone who cannot defeat the suggestion with a Spirit save will believe what has been said hook, line and sinker. A command they will follow with an Ecstatic reaction. More powerful than *Charm*, a suggestion will be followed as enthusiastically as possible. However, the more unappealing the suggestion is the harder the spell will be to cast.

Once a suggestion has been followed or a day has passed without it being fulfilled the desire will wear off. The character will remember what they did

but have no idea why they chose to do it. It just seemed like a good idea at the time.

Sun Burst

3rd level Illusion

Aspects: Blast of daylight, Cone 6, Dur Conc, Lvl 3.

Sun Burst causes a light as bright as daylight to project from the caster's hand. In the dark it will temporarily blind those who cannot defeat the spell with a **Dexterity** check. The blindness will last for 1d10 rounds.

Telepathy

2nd level Psionic

Aspects: Def Spi. Dur Conc, Lvl 2.

Telepathy lets you talk back and forth with other people using just your thoughts. Your success in casting it determines just how far it can reach.

- 7: Absolutely anywhere!
- 6: Anywhere in the universe.
- 5: Anywhere on the same planet.
- 4: Within 10,000 miles.
- 3: Within 1,000 miles.
- 2: Within 100 miles.
- 1: Within eye sight.
- L: 1d4 steps away.

You can communicate with more than one character at a time. If they don't want to talk they can shut you out by defeating the strength of your telepathy with a **Spirit** check.

Token Telepathy. Telepathy is limited by range, but if you have a token attaching you to a character you can connect with them no matter where they are. All it takes is 1 success.

Thunderwave

3rd level Conjuration

DMG 18. Aspects: Time 1, Curve or Torus 6, Lvl 3.

This spell lets loose a massive wall of sound, a peal of thunder strong enough to do damage and be heard for miles around. It comes in two shapes. The first is a broad curve moving forward from the caster. The second is a blast that surrounds the caster but spares its center where the caster is standing, creating

a thunder doughnut of sorts. The center of the torus can be expanded without problem but this will not change the overall size of the torus.

Turn To Stone

4th level Nature

Aspects: Cone 6, Def Dex, Save Spi, Dur Conc, Lvl 4.

With this power a cold blue light shines forth from the caster's eyes and anyone looking into it will be turned to stone unless they can defeat it with a **Spirit Save**. This light shines across the entire visible spectrum. Creatures using infravision and ultravision will be effected by it. Permanently blind characters cannot be petrified.

Hiding Eyes. Those who try to hide their eyes from the light should be given a **Dexterity** check to defend with first. This is their action for the round. If it works the character will not be turned to stone but will have to act blindly until they risk opening their eyes again.

Return From Stone. Heal Damage, Remove Curse and other healing powers are not strong enough to free someone turned to stone. Only the power *Return From Stone* will work.

Turn Unbelievers

1st level Divine

Aspects: Time 1, Dome 8, Def Spi, NAR, Dur Conc. Lvl .

With the help of a holy symbol, a character with this power can turn anyone with an alignment that is not the same as their own. At two successes the symbol will begin to glow with an unearthly light, a light that only intensifies and sprouts otherworldly manifestations with the number of successes behind it. Those who can defeat the turn will be left unaffected. Otherwise...

Turn Unbelievers

Challenge: Spirit vs Spirit

4: Divine Incineration. Same as *Forced to Flee* except the unbeliever takes **1d6m** x success. Those stuck in the area will take damage round after round. Armor does not protect against it.

3: Forced to Flee. Unbelievers will run in a random direction for **2d6 rounds**, terrified for their lives.

2: Held at Bay. Unbelievers are forced to move outside the dome and stay there or be paralyzed by fear if unable to do so.

1: Repulsed. Unbelievers inside the dome or aiming into it will suffer a **-4** to everything they do.

While making the turn the character can do nothing but hold their holy symbol aloft and move around at half-speed. If stunned, knocked down or out the turn will be lost.

Turn Unbelievers will not work against those of the same alignment as its caster. **Neutral** creatures gain a **+2** to their defense. Divine-casters of an opposite alignment gain their class bonus when defending against it.

Cleric Vs Cleric. Watching two divine power users trying to turn each other is truly a sight to behold! Instead of Spirit they both use the strength of *Turn Unbelievers* to defend themselves with.

[pic of two clerics raging to turn each other, the good one has a Pentacle, the evil one a Pentagram]

Ultravision

3rd level Illusion

Aspects: 1 Character PS. Time 1, Touch, SUP, Dur 1 Day, Lvl 3.

This lets you see by way of the trace amounts of radiation that everything gives off. It will let you see in complete darkness perceiving luminescent colors similar to those in a black light poster. For more on ultravision see *Vision* in the *DHB*.

Each success is another character the power can be shared with. While its caster can instantly dismiss it, anyone sharing the power has to wait until either it is dismissed or it runs out of time. To pass the power along the caster must touch the eyelids of the character it will be given to.

Ventriloquism

1st level Illusion

Aspects: Rng 10, Def Wis, Lvl .

You throw your voice so it emanates from someplace else, typically within sight of where you are. Successwise...

- 1: You throw your voice.
- L: Your voice emanates 10' away from you.
- F: Your voice emanates from your mouth.
- C: You lose your voice for the next hour.

The volume of ventriloquism cannot be louder than a shout. Anyone defeating this spell with a Wisdom check will realize that the voice is not what it appears but still have no idea where it is coming from. Characters with *Ventriloquism* as well as *Mimic Voice* may use them both as a single power.

Web

2nd level Nature.

Aspects: Beat 2x strength with Muscle to break free. Rng 10, Def Dodge, Lvl .

This shoots a mass of webbing from the caster's hand, enough to cover a hallway or tangle up a single creature. In either case the strands carry **double** the strength of the spell. Anyone trying to break through it needs to beat that strength with a Muscle check. When cast at a character, that character should be able to dodge the attack.

Magical webbing quickly deteriorates, losing 1 strength point per hour. Anyone with a sharp weapon can cut through it, removing **1 strength** point with every **3 points of damage** done.

Dry strands that are only sticky on the tips can be created to make an impromptu rope. The spell creates up to 25' per success.

Wish

1st level Wizardry

Aspects: Time 1. Lvl .

Often known as the *Original Spell*, Wish is the spell from which all other magic spells sprung. Of course, if Wish was predictable and effective there would be no need for other spells.

Wish is actually a very weak spell. At base, it can grant simple wishes. You could wish to set a candle alight, loosen a belt or unravel the stitching on a sack laden with gold. From there the sky is the limit, but the more you ask for the harder the casting of Wish becomes.

Replicating Other Spells. How hard is left up to the DM with one caveat. Try to replicate another spell and Wish's spell level difficulty becomes **double** that spell's level. *Web* is an 2nd level spell. You can wish for webbing but your cast will take a -4 to create it.

Wish Trickery. When a wish succeeds it tends to do so in a straight-forward fashion. With a full fail it simply fails. With a **little fail?** That is where you get some of the trickery that wishes are notorious for. Something will happen, but it's not going to be what you had in mind and what actually happens is left to the whim of the DM.

Wizard Eye

3rd level Wizardry

Aspects: Dur Conc, Lvl .

Wizard Eye requires a clear crystal orb about the size of a billiard ball. When the spell is cast the orb silently takes to flight, moving about with a speed equal to its spell strength in SPR. The caster loses the sight of ones own eyes and starts seeing through the glass eye in every direction. Success determines how well the caster can see and in some cases hear.

3: You have no problem seeing in any level of light.

2: You see and hear through the orb.

1: You see through the orb.

L: You get a grainy black & white picture.

C: You are struck blind for 1d6 hours.

There is no limit to how far the eye can travel, but if the spell is abandoned or lost before the orb returns to its caster it will drop to the ground and probably be lost. Wizard Eye cannot be started up again without first touching the orb the caster will use.

Traits

Positive

1d100	Name	Freq
1	Beautiful	R
2	Bodacious	R
4	Bold	U
8	Brave	C
12	Cheerful	C
13	Chivalrous	R
15	Confident	U
16	Courageous	R
18	Courteous	U
19	Cute	R
20	Daring	R
24	Determined	C
25	Elegant	R
29	Enthusiastic	A
30	Erudite	R
32	Fearless	U
34	Flamboyant	U
36	Forgiving	U
37	Forthright	R
41	Friendly	C
45	Fun-Loving	C
46	Gallant	R
50	Gregarious	C
51	Gutsy	R
52	Handsome	R
54	Helpful	U
55	Heroic	R
57	Honest	U
58	Imaginative	R
60	Kind	U
62	Modest	U
64	Optimistic	U
66	Persistent	C
67	Refined	R
69	Resolute	U
73	Resourceful	C
77	Reverent	C

81	Single-Minded	C
82	Spunky	R
84	Stoic	U
86	Stout	U
88	Trustworthy	U
92	Unshakeable	A
96	Upright	C
98	Valiant	U

Neutral

1d100	Name	Freq
1	Arrogant	U
3	Bawdy	U
5	Bellicose	U
7	Busy-body	U
9	Callous	U
10	Cautious	R
11	Cocky	R
13	Crafty	U
17	Curious	C
20	Demanding	A
24	Eccentric	U
26	Excitable	U
28	Explosive	U
30	Ferocious	U
34	Grim	U
36	Gruff	U
38	Independent	U
40	Level-Headed	A
45	Militant	U
47	Other-Worldly	R
48	Pugnacious	U
50	Relentless	U
54	Reserved	U
58	Ruthless	U
62	Secretive	A
66	Serious	U
68	Shameless	U
70	Shy	U
72	Sly	U
74	Suspicious	C
76	Talkative	C

82	Terrifying	R
84	Trusting	C
88	Uncomplicated	C
92	Vain	A
93	Vengeful	U
95	Vindictive	U
97	Virtuous	U

Negative

1d100	Name	Freq
1	Abrasive	U
3	Attention-Starved	R
4	Belligerent	C
7	Bizarre	R
8	Braggart	C
11	Brutal	R
12	Childish	R
13	Clumsy	U
15	Conniving	R
16	Cowardly	R
17	Cruel	U
19	Dangerous	U
21	Devious	U
23	Dirty	C
26	Dishonest	U
28	Fool-Hardy	R
29	Greedy	C
32	Gullible	C
35	Haughty	R
36	Immature	A
40	Instigator	A
45	Irascible	U
47	Lazy	U
49	Mad Dog Mean	U
51	Malicious	R
52	Meek	R
53	Menacing	U
55	Mirthless	U
57	Nasty	C
60	Neurotic	R
61	Obsessive	U
63	Ornery	C

66	Pompous	R
67	Possessive	U
69	Reckless	U
71	Reclusive	R
72	Rude	C
75	Scheming	U
77	Shifty	U
79	Sinister	R
80	Sneaky	U
82	Stubborn	U
84	Territorial	U
86	Tricky	R
87	Twisted	R
88	Ugly	U
90	Uptight	U
92	Vainglorious	U
94	Vicious	U
96	Violent	U
		U

Version 1.0

Got tips, hints, advice, feedback? Now is the time to let us know about it! Tell us what you think by writing Jerry at biglizard@chameleondream.com.

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