

BRUTAL

Big Bad Ball Busting Bloody Battles

MAGIC RULES RELEASE 2.0

BRUTAL is a Hack-and-Slash
Fantasy Horror Game
Created and freely distributed by
DAVID J. STANLEY

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ILLUSTRATORS

Originally this game had little to no images. However, thanks to the many suggestions and to the amazing talent of numerous artists, this second release looks much, much better.

David Wong, "Primary Illustrator" Original character races, and many of the initial monsters
Zac Henderson Additional drawings of the newly created character races
James Bolinger Lot's and lot's of Catlings
Andy Hopp Many more, amazing monsters to fill our pages
Larry Elmore The creator and owner of the Zeetvah character race
Eric Barnett Awesome clipart and horrific images of a fearful sort

EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley Daughter of David, and best damn proof-reader in the world
Catherine Stanley" Wife of David, beautiful lady, very supportive

BRUTAL

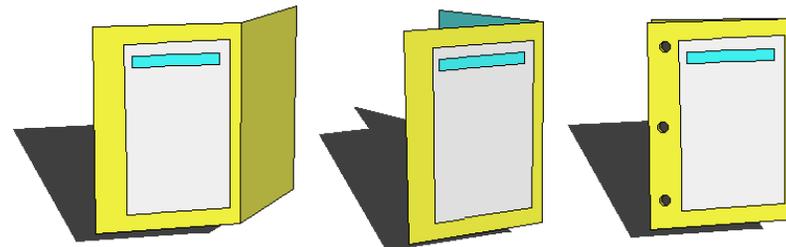
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ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvahs, visit the adventures of "Snarf Quest" on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

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MAGIC RULES

All characters have a Magic ("MG") rating of 1d or higher, so every character may attempt to cast spells. However, spells aren't normally cast from memory. Instead, a character must find and identify a magical Spell Glyph (a tiny, secret, rune marking), then read it out loud in an attempt to evoke the magic of the Spell Glyph. Spell Glyphs may be found just about anywhere: armor, weapons, equipment, stone tablets, scrolls, books, furniture, curtains, paintings, doors, chests, walls, etc.

NECROMANCERS, WIZARDS, SORCERERS, WARLOCKS AND WITCHES

Terms like "Necromancer" are nothing more than titles (or job description). In the game of BRUTAL, there are no character classes, only Ability ratings. Therefore, a Necromancer in the game is any character who has found and identified some undead-type Spell Glyphs, and is not afraid to use them.

MAGIC ABILITY RATINGS

There are two ability ratings associated with magic. The first one is used to identify spell glyphs and learn how to read them. The second one is used to memorize spells, but only after you have identified and learned how to read them first.

	ABILITY	PURPOSE
MG	Magic	Attempt to detect, identify, and use magic items
SC	Spell Casting	Attempting to cast spells from memory

MAGIC ("MG")

Magic measures your character's study of the mystic arts. Without a high Magic Ability rating your characters and troops may likely: (1) fail to detect magic items or magical areas, (2) fail to properly identify and read magical Spell Glyph markings.

Resist	Some Spells
Attempt	Detect Magic, Identify Spell Glyph, Read Spell Glyph

SPELL CASTING ("SC")

The SC ability rating measures your character's ability to cast Spell Glyphs from memory. Only after a character's MG rating = 12d or higher can a character ever hope to use the Spell Casting ability rating. Upon obtaining a MG rating = 12d, the character instantly gains the Spell Caster ("SC") ability, with an initial SC rating = 1d. Only from this point forward, may the character use their experience points to improve their SC ability rating as they would any other ability rating.

Note:

A character's SC ability rating may never exceed their MG ability rating.

Resist	None
Attempt	Cast spells from memory

MAGIC ACTIONS

This chapter lists all of the Magic Actions defined within the game of BRUTAL.

ACTION	ATTEMPT	RESIST
Detect Magic	MG	3d
Identify a Spell Glyph	MG	Glyph
Read a Spell Glyph	MG	Glyph
Speed Read a Spell Glyph	MG	Special
Cast a Spell Glyph from Memory	SC	Glyph



DETECT MAGIC

The Detect Magic Action may be attempted by any character who believes they have found a magical item or magical place. The character attempting the Detect Magic action will use one action, and roll their Magic vs. 3d. Success will indicate to them the presence of Magic, if there is any.

ACTION	ATTEMPT	RESIST
Detect Magic	MG	3d

IDENTIFY A SPELL GLYPH

The Identify Spell Glyph Action attempts to determine the meaning of an unknown Spell Glyph. To attempt the Identify Spell Glyph Action, a character must roll their MG against the Glyph rating of the unknown Spell Glyph. When a Spell Glyph is found, a character must first Identify the Spell Glyph before they may attempt to read it. If the character successfully Identifies a Spell Glyph, then the meaning of Spell Glyph is forever known to them. However, If they are not successful, then they must increase their MG rating (again and again) prior to each new attempt to Identify the Spell Glyph. With each increase in a character's MG rating, they may attempt to learn as many unknown Spell Glyphs as they can find.

ACTION	ATTEMPT	RESIST
Identify a Spell Glyph	MG	Glyph

READ A SPELL GLYPH

The Read Spell Glyph Action attempts to release the magical power of a known Spell Glyph. Reading a Spell Glyph must be spoken out loud by the character, and requires as many continuous, uninterrupted Actions as the Spell Glyph's rating. If a Spell Glyph has a rating = 9 then it requires 9 Actions (4½ rounds) of reading, after which the character rolls their MG rating vs. the Glyph rating in an attempt to see if they successfully Read the Spell Glyph.

ACTION	ATTEMPT	RESIST
Read a Spell Glyph	MG	Glyph

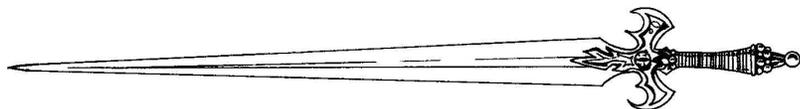
SPEED READ A SPELL GLYPH

As an option, a character may attempt to Read a Spell Glyph faster (takes less time, requires fewer Actions), but the difficulty of success increases equally (more dice). Before a character begins Reading a Spell Glyph, the player must declare a "Speed Reading Factor" that will define the number of Actions saved, as well as the number of additional dice rolled against their character.

For example: if a character with a MG rating = 14 wants to Read a Spell Glyph with a rating = 5, they may Read the Spell Glyph for 5 continuous Actions, then roll their MG of 14 vs. 5 dice. Or alternatively, they may declare a Speed Reading Factor such as 4, meaning 4 less Actions, but 4 more dice. This then results in the Spell Glyph being read in a single Action (5-4=1), but the character must now roll their MG rating = 14 against 9 dice (5+4=9).

It is NOT permitted to "slow read" a difficult Spell Glyph with the hopes of improving your characters chance to be successful.

ACTION	ATTEMPT	RESIST
Speed a Read Spell Glyph	MG	Glyph



CAST A SPELL GLYPH FROM MEMORY

Casting a Spell Glyph from memory is no different then Reading a Spell Glyph from a magic item. They both take one or more actions to complete, must be spoken out loud, and may still fail in the end. The only difference is the character has committed the Spell Glyph to memory and therefore does not need to hold the magic item and read the spell glyph scribe upon it. Obviously, a character may only memorize those Spell Glyphs that they have access to and have successfully identified

ACTION	ATTEMPT	RESIST
Cast a Spell Glyph from Memory	SC	Glyph

MAX NUMBER OF MEMORIZED SPELLS

A character may only memorize as many Spell Glyphs as they have SC rating, and the memorization of a Spell Glyph is the same for all Spell Glyphs, regardless of their MG rating. Each morning, a character with an SC ability of one or more may commit to memory as many spell glyphs as they have SC rating, but they must only pick from spell glyphs that they have access to.

There are 3 major advantages of casting spells from memory.

- (1) Casting spells from memory is that it allows multiple spell casting characters to all memorize the same spell glyph even if it is only found on one magical item.
- (2) The spell caster does not need to use an action to swap equipment / weapons to read a spell glyph on different items, thus saving time and reacting more quickly.
- (3) If a spell caster loses their magical item(s), they may still cast the spell glyphs that they have memorized, but only once, ...then they are lost.

COMMON KNOWN SPELL GLYPHS

3d Rating	4d Rating	5d Rating	6d Rating
Light	Catch Stone	Enlarge	Appear Dead
Shield	Courage	Strength	Horror
Spell Arrow	Shock		Night Vision
7d Rating	8d Rating	9d Rating	10d Rating
Agility	Fly	Command Undead	Destroy Undead
Appear Undead	Heal	Speed	Invisibility
Open Lock			True Vision
12d Rating	14d Rating	16d Rating	18d Rating
Animate Dead	Curse	Earth Quake	Death
Falling Rocks	Wall of Flames	Regenerate	
Rage			

3D GLYPH SPELLS

LIGHT (REVERSIBLE)

Rating: 3 Range: 3"
Duration: 1 hour Resist: WP

The Light spell attempts to cause someone or something to glow with the light of a standard lantern, 6" radius. To attempt this spell on an unwilling creature, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then their body immediately begins to glow making it impossible to attempt the Hide, Sneak, or Surprise actions. Alternatively, the spell may be targeted at the eyes of a living creature causing blindness.

The reverse of this spell, "Darkness" attempts to cause someone or something to radiate a sphere of darkness with a 6" radius. To attempt this spell on an unwilling creature, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then their body immediately begins to radiate a sphere of darkness. Unsuspecting creatures will appear as moving balls of darkness, who in their mind believe that the entire room or area has become dark.

SHIELD

Rating: 3 Range: 3"
Duration: 10 rounds Resist: None

The Shield spell causes someone or something to emit a magical sphere with a 3" radius that automatically provides a +2d modifier to all defense rolls to everyone with the area of the spell. Additionally, the spell negates any and all "Spell Arrow" attacks. Unfortunately, the "Shield" spell can not be combined with any existing Shield Spells already in effect.

SPELL ARROW

Rating: 3 Range: 9"
Duration: None Resist: None

The Spell Arrow spell conjures up a magical bolt of energy that unerringly strikes an opponent up to 9" away, causing 1 dice of immediate damage to one target. After striking the opponent, the magical arrow expires and no longer exists.

NOTE: If using "Speed Reading" to cast this spell within a single action, a character is permitted to attempt two Spell Arrows actions back to back during the same round of combat.



4D GLYPH SPELLS

CATCH STONES

Rating: 4 Range: 3"
Duration: 10 rounds Resist: None

The Catch Stone spell enables the caster or whomever they cast the spell upon to safely catch large stones and rocks, even if they were thrown by a giant, shot from a catapult, or otherwise. Once a large stone is caught, the spell automatically assists the caster to place the large stone safely on the ground beside them.

COURAGE (REVERSIBLE)

Rating: 4 Range: 3"
Duration: 10 rounds Resist: WP

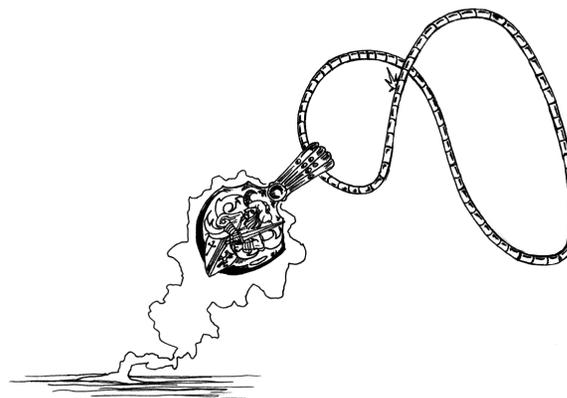
The Courage spell attempts to give someone a +2d modifier to their WP.

The reverse of this spell, "Cowardice", attempts to inflict a creature with a -2d modifier to their WP. To attempt the Cowardice spell, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then the -2d modifier to WP is applied.

SHOCK

Rating: 4 Range: 3"
Duration: None Resist: WP

The Shock spell attempts to charge the caster with electrical energy, then release this electrical energy as small bolts of lightning that burst forth from the caster shooting out in all directions. The caster must roll their MG rating vs. the WP rating of all creatures within 3". Those who fail suffer 2d of immediate damage.



5D GLYPH SPELLS

ENLARGE (REVERSIBLE)

Rating: 5 Range: 3"
Duration: 10 rounds Resist: WP

The Enlarge spell attempts to give someone a +2d modifier to their SZ. Alternatively, this spell may also be used to make massive weapons that cause more damage, or enable the caster to throw a small stone that becomes huge boulders the instant it leaves the casters hand. Boulders such as these have a range of 3", 9", 15" and a weapon rating = 5d.

The reverse of this spell, "Shrinkage", attempts to inflict a creature with a -2d modifier to their SZ. To attempt the Cowardice spell, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then the -2d modifier to SZ is applied.

STRENGTH (REVERSIBLE)

Rating: 5 Range: 3"
Duration: 10 rounds Resist: WP

The Strength spell attempts to give someone a +2d modifier to their ST.

The reverse of this spell, "Weakness", attempts to inflict a creature with a -2d modifier to their ST. To attempt the Weakness spell, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then the -2d modifier to ST is applied.



6D GLYPH SPELLS

APPEAR DEAD

Rating: 6 Range: 3"
Duration: Special Resist: None

The Appear Dead spell enables someone to appear as a dead corpse for as many rounds as they remain still and motionless. Their eyes may be open and they make look around and even attempt the "Spot" action, but to onlookers their eyes appear wide open and lifeless. This spell is only an illusion and the truth may be seen using the "True Sight" spell or the "Detect Disguise" action.

BLEEDING SWORD

Rating: 6 Range: 3"
Duration: 10 rounds Resist: WP

The Bleeding Sword spell causes a melee weapon to drip blood and splash it about during combat. Imagine being struck by a weapon then seeing blood splatter everywhere. Roll you WP against the MG of the caster immediately to resist believing your severely wounded. Those fail drop to the ground and use their next action to attempt to bind wounds (even if they aren't even hurt at all). This creates a cool blood bath battle and causes the enemy to stop and waste a lot of time.

FAR REACHING WEAPON

Rating: 6 Range: 12"
Duration: 10 rounds Resist: None

The Far Weapon spell enables the recipient of the spell to toss, twirl, spin and catch their weapon smoothly and easily without out fear of dropping it. With a little practice (must have used the spell at least one time already), the character can "Fling" the weapon out and attack others as far as 12" away yet still manage to retrieve the weapon without missing a beat. This "Far Reaching" with a weapon requires one action to fling, and one action to attack. The catch happens automatically.

HORROR

Rating: 6 Range: 3"
Duration: 10 rounds Resist: WP

The Horror spell attempts to inflict someone, something or someplace with a magical "Horror" described by the caster, and cause all who see it to roll their WP to resist the horror or run away for 1 to 6 rounds.

When casting this spell upon an unwilling creature, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then the Horror spell is successfully cast upon them.

NIGHT VISION

Rating: 6 Range: 3"
Duration: 1 hour Resist: None

The Night Vision spell enables someone to see in the dark with a Dark Vision rating of 12" for 1 full hour.

7D GLYPH SPELLS

AGILITY (REVERSIBLE)

Rating: 7 Range: 3"
Duration: 10 rounds Resist: WP

The Agility spell attempts to give someone a +2d modifier to both their MV and CN.

The reverse of this spell, "Clutz", attempts to inflict a creature with a -2d modifier to their both their MV and CN. To attempt the Clutz spell, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then the -2d modifier to both their MV and CN is applied.

APPEAR UNDEAD

Rating: 7 Range: 3"
Duration: 1 hour Resist: None

The Appear Undead spell causes someone to appear as a Zombie. This spell always fools Skeletons, Ghouls and Zombies, but is only an illusion and the truth may be seen using the "True Sight" spell or the "Detect Disguise" action vs. the MG rating of the caster who cast the spell.

OPEN LOCK (REVERSIBLE)

Rating: 7 Range: Touch
Duration: None Resist: None

The Open Lock spell automatically opens any lock with but a simple touch.

The reverse of this spell, "Magic Lock" creates a real-looking lock that last until picked using the "Pick Lock" action, destroyed using the "Bash to Bits" action, or magically opened using the "Open Lock" spell. The lock appears as a normal lock with a LF and Lock rating equal to the MG rating of the caster who created it. At any time, the caster who created the magical lock can remove it in a single action by simply touching it.



8D GLYPH SPELLS

FLY

Rating: 8 Range: 3"
Duration: 10 rounds Resist: None

The Fly spell empowers someone with the ability to fly as a Warrior Fly for 10 rounds. If however, they are not safely on the ground at the end of the spell, they fall and may suffer damage.

HEAL (REVERSIBLE)

Rating: 8 Range: 3"
Duration: None Resist: LF

The Heal spell immediately bestows 2d points to a creature's Hit Points, even if they don't need it. Using the Heal spell enables a creature to have more Hit Points than they normally have. Unfortunately, the Heal spell can only be used on hurt individuals, so once a creature is healed equal to or above their maximum Hit Points, then the Heal spell has no effect.

The reverse of this spell, "Harm" attempts to cause 2d of immediate damage to one creature. To attempt the Harm spell, the caster must complete the spell then roll their MG vs. the LF of the creature. If the creature fails, then they suffer 2d of immediate damage.

9D GLYPH SPELLS

COMMAND UNDEAD

Rating: 9 Range: 12"
Duration: Variable Resist: None

The Command Undead spell enables the caster to give orders to all skeletons, ghouls and zombies with a 12" radius. These new orders replace any existing orders, and must be kept to 5 or less words. Two common examples of valid commands are provided:

- (1) **FOLLOW AND DON'T HARM ME:** Because the Zombies and Ghouls have a Speed rating = 6", they will "follow" by doing their best to stay within 12" of the character. Skeletons are slower and must stay within 6". All undead under this command move about freely attacking everything but the caster within their max radius of the caster.
- (2) **ONLY ATTACK TWO-LEGGED CREATURES:** This command is good for having the undead leave the horses unharmed.

SPEED (REVERSIBLE)

Rating: 9 Range: 3"
Duration: 10 rounds Resist: WP

The Speed spell attempts to give someone a +3" modifier to their Speed.

The reverse of this spell, "Slow", attempts to inflict a creature with a -3" modifier to their Speed. To attempt the Slow spell, the caster must complete the spell then roll their MG vs. the WP of the creature. If the creature fails, then the -3" modifier to Speed is applied.

10D GLYPH SPELLS

DESTROY UNDEAD

Rating: 10 Range: 12"
Duration: None Resist: None

The Destroy Undead spell causes all skeletons, ghouls and zombies within a 12" radius to burst in flames and immediately turn to dust. Meanwhile, all other undead creatures within the same 12" radius suffer 2d of immediate damage.

INVISIBILITY

Rating: 10 Range: 3"
Duration: 10 rounds Resist: None

The Invisibility spell causes someone or something to become invisible. Invisible creatures and object may be seen using the "True Sight" spell or the "Spot Invisible" action.

LIGHTNING

Rating: 10 Range: 18"
Duration: None Resist: Defense Roll

The Lightning spell releases an electric burst of energy and light (followed by a rolling thunder). The energy travels in a relatively straight line in the direction the caster points, with a 3" wide and 18" long path. Everyone in the path must roll their defense against a 10d attack roll. Lightning may also be used as a 10d siege weapon attack .

TRUE SIGHT

Rating: 10 Range: 12"
Duration: 10 rounds Resist: None

The True Sight spell enables someone to see all things as they truly are, but only at a distance of 12" or less.



12D GLYPH SPELLS

ANIMATE DEAD

Rating: 12 Range: 12"
Duration: Permanent Resist: None

The Animate Dead spell causes all corpses within a 12" radius to come to life as undead monsters. Corpses buried under the ground become ghouls. Corpses of creatures killed within the past 24 hours become zombies. All other corpses become skeletons.

FALLING ROCKS

Rating: 12 Range: 18"
Duration: Variable Resist: None

The Falling Rocks spell conjures up a shower of falling rocks that randomly strike everyone within the area of the spell, defined as a 12" radius circle surrounding a point designated by the caster, up to 12" away from the caster. If the caster places the area of the spell too close, then they too are subject the random attacks from falling rocks. Every round a creature remains in the spell area, there is a 2 in 6 chance that they get struck by a falling rock. Falling rocks are treated as 10d attacks.

RAGE

Rating: 12 Range: 3"
Duration: 2 to 12 rounds Resist: WP

The Rage spell causes someone to be filled with "Rage", defined as a +3d modifier to Strength and Combat, a +2d modifier to all attacks, and a +3" modifier to Speed, but with the side effect that they attack any and all things including friends and family.

Do not use Corruption to select a random target for this spell. The attacker is crazy with anger, so instead have all potential targets roll 2d where the highest roll gets attacked first.



14D GLYPH SPELLS

CURSE (REVERSIBLE)

Rating: 14 Range: 3"
Duration: NONE Resist: WP

The Curse spell attempts to inflict someone with one of the following six random curses.

- (1) Quest causes a character to retrieve a specific object or complete a specific task as defined by the caster, such as, "Stay here and guard this room for me".
- (2) Weakness causes a -2d modifier to ST and WP
- (3) Stupidity causes a -2d modifier to IN and NT
- (4) Clumsy causes a -2d modifier to MV and CN
- (5) False Identity causes a character to believe they are someone or something else as defined by the caster such as, "You are a chicken!"
- (6) Peasant causes a character to forget all of their experience and treat all of their abilities as they are originally defined for the character race, until such time as the curse is lifted.

The reverse of this spell, "Lift Curse" removes all curses from a single character. Even though the character is now free from the curse, in some cases the curse was caused by an area or object and there is no way to remove a curse from an inanimate object or area.

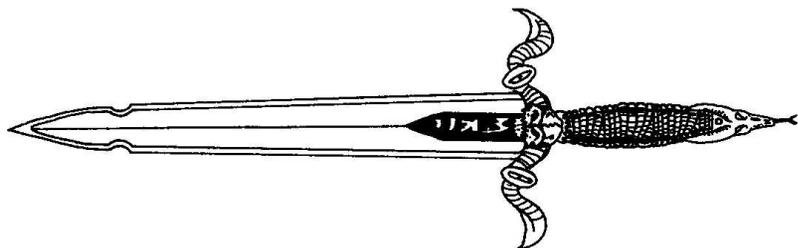
WALL OF FLAMES (REVERSIBLE)

Rating: 14 Range: 27"
Duration: 10 rounds Resist: WP

The Wall of Flames spell creates a burning wall 18" long starting up to 9" away. The wall need not be straight and need not start so far away. This spell may also be used to completely fill a 4" square area with flames.

The flames burn for 10 rounds and act as a 10d attack each round to all creatures who remain in the flames or cross over of through them.

The reverse of this spell, "Extinguish Flames", instantly smothers any and all flames within a 9" radius.



16D GLYPH SPELLS

EARTH QUAKE

Rating: 16 Range: 18"
Duration: 2 to 12 rounds Resist: None

The Earth Quake spell causes the earth to shake and crack causing a 10 dice attack to all creatures, and a 5d siege weapon roll against all foundations, bridges, towers, etc., within an 18" radius of the caster. This devastation continues each round for 2 to 12 rounds.

What really makes this spell so amazing is that the Earth Quake spell surrounds the caster, does not harm the caster, and moves with the caster as they move.

Notes:

- (1) The caster is unable to stop the Earth Quake spell once it has been started and must allow the spell to work completely through its 2 to 12 rounds.
- (2) Characters who die within an Earth Quake spell are swallowed up by the earth along with all of their equipment and treasure.

REGENERATE

Rating: 16 Range: 3"
Duration: None Resist: None

The Regenerate spell restores 1d of damage and re-grows 1 lost limb instantly, but this spell can not heal a creature above their maximum Hit Points and can not be used to re-grow a lost head.

The reverse of this spell, "Wither" can be used to attempt to wither a random limb on a living creature. To attempt the Wither spell, the caster must complete the spell then roll their MG vs. the WP of the creature being withered. If they fail, then one of their limbs is randomly selected and withered. The Wither spell never randomly withers a creature's head.

18D GLYPH SPELLS

DEATH

Rating: 18 Range: 18"
Duration: None Resist: WP

The Death spell attempts to cause damage and hopefully kill one or more creatures in a variety of methods. To attempt the Death spell, the caster must select which method they are attempting to use, then complete the spell and roll their MG vs. the WP of the creature(s) affected. If they fail, then the creature(s) suffer immediate damage, the amount of which is a variable based on the method being used.

- (1) Cause 2d of instant damage to all creatures within a 18" radius.
- (2) Cause 3d of instant damage to all creatures within a 3" wide x 18" long path.
- (3) Cause 5d of instant damage to a single creature up to 18" away.



MAGIC ITEMS

Without magic items, ..in BRUTAL there would be no spell casters in spells. All BRUTAL spell casters get there start by finding a magic item, then learning how to use it. Most magic items come from ancient peoples and their ability to create magic items is almost forgotten. More currently, the characters simple find and use them.

ENCHANTED ITEMS

Enchanted items (usually armor, weapons, rings, wands, rods, etc.) all have a +1d modifier. Some enchanted items may also have one or two Spell Glyphs. These items should be fairly common, but not too powerful. You may use the two random tables below to create a new random enchanted item if you like, or feel free to make up one of your own.

- Ring of Protection** Silver ring, +1d modifier to all Defense Rolls
(1) Gold=500, Treasure=3d
- Cloak of Invisibility** Wispy gray cloak. Invisibility spell happens automatically when worn.
(1) Gold=1000, Treasure=6d
(2) Spell Glyph "Invisibility" Secret=12d, MG=10d, WP=12d
- Boots of Speed** Dull brown boots, +3" Speed
(1) Gold=500, Treasure=6d
(2) Benefits: Speed +3"
- Sword of Lightning** Small sharp weapon, +1d modifier, Weapon rating = (2d + 1d) = 3d
(1) Gold=1000, Treasure=6d
(2) Spell Glyph "Shock": Secret=3d, MG=4d
(3) Spell Glyph "Lightning": Secret=3d, MG=10d
- Rod of Might** Small blunt weapon, +1d modifier, Weapon rating = (1d + 1d) = 2d
(1) Gold=500, Treasure=6d
(2) Benefits: WP +3
(3) Spell Glyph "Courage": Secret=4d, MG=4d
(4) Spell Glyph "Strength": Secret=5d, MG=5d
(5) Spell Glyph "Heal": Secret=12d, MG=8d

LEGENDARY ITEMS

Legendary Items are all unique one-of-kind magic items with a name, history, legend, etc. All legendary magic items have a +2d modifier, and most of them have two or more Spell Glyphs.

- Staff of Necromancy** Withered old stick, +2d modifier, Weapon rating = (2d + 2d) = 4d
(1) Gold=5000, Treasure=9d
(2) Benefits: MG +5, IN +5, Corruption +5
(3) Spell Glyph "Appear Dead": Secret=3d, MG=6d
(4) Spell Glyph "Appear Undead": Secret=3d, MG=7d
(5) Spell Glyph "Command Undead": Secret=5d, MG=9d
(6) Spell Glyph "Destroy Undead": Secret=5d, MG=10d
(7) Spell Glyph "Animate Dead": Secret=7d, MG=12d
(8) Spell Glyph "Death": Secret=7d, MG=18d

Blood Bath Axe

It is believed that the gods gave this mighty weapon to king Codiac of the Viking Dwarves, with the promise to kill or enslave on non Dwarf creatures. The axe is a small 2-Handed Steel axe, +2d. Size=3d, Weapon Rating = (3d + 2d) = 5d.
(1) Gold=2000, Treasure=6d
(2) Benefits: SZ +1, ST +5, MV +5, CB +5
(3) Spell Glyph "Bleeding Sword": Secret=3d, MG=6d
(4) Spell Glyph "Far Reaching Weapon": Secret=7d, MG=6d

Dragon's Reach

This ancient elf blade was created through the cooperation of 15 different elders. They each added some of their magic to the blade in hopes of creating a weapon that could be used against the evil dragons from the North. The sword is a very large 2-Handed Sword +2d. Size = 7d, Weapon Rating = (5d + 2d) = 7d.
(1) Gold=5000, Treasure=9d
(2) Benefits: MG +1, SZ +1, ST +1
(3) Benefits: Never need sleep, drink, or food
(4) Benefits: Immune to all Fire and Poison
(5) Benefits: MG +10 when casting spells on this sword.
(6) Spell Glyph: "Lightning": Secret=3d, MG=10d
(7) Spell Glyph: "Falling Rocks": Secret=3d, MG=12d

Cursed: The wielder can not travel more then 100 yards from "The Halls of Dragon's Reach", (Willpower Rating = 25d)

Mashing Mallet

Little is known about this extremely large stone hammer, other then it came from a land ruled by Cyclopslings. The hammer is a massive 2-Handed Stone Hammer +2d. Size = 9d, Weapon Rating = (4d + 2d) = 6d.
(1) Gold=2000, Treasure=5d
(1) Benefits: SZ +2, ST +2
(2) Command Word: "Fee Fi" increases user size +3.
(3) Command Word: "Fo Fum" return user to normal size.

Shield of Bones

This gruesome looking shield is made of black leather stretched across a steel shield. The leather is pierced with bloody bones. It is believed to have been created especially for the "Black Knight". The shield is a normal sized steel shield, +2d. Size = 3d
(1) Gold=1000, Treasure=5d
(2) Benefits: ST +3, WP +3, CB +3

Armor of Bones

This gruesome looking armor is made of black leather stretched across a steel plates. The leather is pierced with bloody bones. It is believed to have been created especially for the "Black Knight". The armor is normal size full plate, +2d.
(1) Gold=2500, Treasure=5d
(2) Benefits: ST +3, WP +3, CB +3

Rod of Inertia

This spooky green glowing rod, floats motionless in mid air. In fact, you can't seem to move it at all! Where did it come from? Why is it here? Originally, the "Green" mage created it as a locking device to keep his doors from being broken down. Later it was picked up by some adventures who choose to leave it behind as a locking device used to keep a powerful vampire trapped within a stone tomb. The rod is a normal size steel rod (same as staff), +2d.

- (1) Gold=1000, Treasure=10d
- (2) Command Word: "Glow" to turn the green glow on.
- (3) Command Word: "Dark" to turn the green glow off.
- (4) Command Word: "Stop" to cause the rod to literally stop in mid air, (Strength rating = 25).
- (5) Command Word: "Go" to cause the rod to release the rod from a stopped position.

CURSED ITEMS

A "cursed" Item is an Enchanted Item with a -1d or -2d modifier to one or more abilities. They typically have no Spell Glyphs, just some worthless markings that the characters try to Identify again and again. Some cursed items do have a spell glyph, along with a Willpower rating, These items automatically cast the spell when activated (held, worn, etc.) and the character must make a Willpower roll to resist the magic. And finally, a very small set of cursed Items have elaborate curses, well developed with numerous contingencies.

Cursed Ring

A normal looking ring made of brass. Once a character puts it on, they must roll their WP vs. 8d or be convinced that it is a ring of protection.

- (1) Gold=500, Treasure=3d
- (2) Side Effect: Defense Rolls -1

Cloak of Vampires

A long dark cape with a shiny red silk lining and huge collar. Once a character puts it on, they become convinced that they have just been turned into a vampire.

- (1) Gold=750, Treasure=3d
- (1) Benefits: Fly as a Warrior Fly at will.
- (1) Side Effect: Extreme fear of sun light
- (1) Side Effect: Crave blood, eat small, uncooked rodents
- (1) Side Effect: 1 in 6 chance – all they can say is "Blaa, ..Blaa!"
- (1) Side Effect: 1 in 6 chance – start counting, " 1 ah, ah, ahh!"

Sword of Rage

A brilliant strategist devised this weapon to be let loose among there enemies, but this could very easily be the death for every poor soul standing nearby. Once a character holds the sword, they must roll their WP vs. the WP of the Rage spell (i.e., 12d) or become enraged as per the spell glyph.

- The sword is a normal sized, yet horrific looking 2-Handed Steel sword, +2d. Weapon rating (3d + 2d) = 5d
- (1) Gold=2500, Treasure=3d
- (2) Spell Glyph "Rage": Secret=5d, MG=12d, WP=12d

RANDOM SPELL GLYPHS

When random spells are needed, use the following random table. These results may apply to random potions as well as random magic items.

Roll 2d	Spell Glyph
2	+1 Strength for 12 rounds
3	+1 Size for 60 rounds
4	+1 Intellect for 12 rounds
5	+1 Combat for 12 rounds
6	Cure 1 dice of damage instantly
7	Cure 2 dice of damage instantly
8	Poison causes 1 dice of damage instantly
9	+1 Magic for 12 rounds
10	+1 Movement for 12 rounds
11	-1 Size for 60 rounds
12	+1 Willpower for 12 rounds

POTIONS

Magic Potions come in many forms: (1) balms, lotions and salves; (2) leafy chews and smokes; (3) decanters of mystical liquids; (4) and many more I am sure... Unlike most other magic items, potions have a limited number of uses.

Roll 2d	Potion Type
1	Leafy Chew
2	Leafy Smoke
3	Potions
4	Lotions
5	Salves
6	Balms

Roll 2d	Number of Doses
2	1
3	2
4	5
5	10
6	15
7	20
8	15
9	10
10	5
11	3
12	25

RANDOM MAGIC ITEMS

Use the following random tables to determine a random magic item, then use the random spell glyph table on the previous page to determine each of the spell glyphs needed.

Roll 2d	Item	Spell Glyphs
2	rod	1 or 2
3	bow	0 or 1
4	gloves	0 or 1
5	cloak	0 or 1
6	shield	0 or 1
7	ring	0 or 1
8	arrows (qty=10)	0 or 1
9	sword	0 or 1
10	boots	0 or 1
11	medallion	1 or 2
12	wand	1 or 2

Roll 3d	Spell Glyph
3	Invisibility
4	Speed
5	Open Lock
6	Horror
7	Strength
8	Shock
9	Catch Stones
10	Shield
11	Light
12	Spell Arrow
13	Courage
14	Enlarge
15	Night Vision
16	Agility
17	Fly
18	Heal



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