

Θ-HUH

Sorcerer Character Has Warrior Adventure Hypo-Uberous Hexing

More Idiocy for the Θ Fantasy Role-Playing Game
by Oedipussy Rex

[still more bland, fantasy-themed artwork]

More words about Θ

“I would probably never play your game....”
-Recklessfireball, from dragonsfoot.org/forums

“I’m not sure I understand the addition, or at least the rationale behind it.”
-Robert J. Krog, author of A Bag Full of Eyes

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Dedication

For NW

<http://SCHWARpg.com>

Website provided by kersus for reasons known only to him.
I certainly couldn’t say why.



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Combat

New Weapons

Caestūs: A Cestus is a battle glove made of leather strips and reinforced with metal plates, sometimes spikes. Both of a pair must be worn to be effective.

The rules for punching/hitting/etc. with the bare and gauntleted hands (known colloquially as “fists”) state that punching does d1 Damage for every 2 full PoS, 3 for Gnomes and Halflings, with a minimum of 1 point of Damage with Success and the damage die increases 1 Rank for each Rank in Warrior above 7th. Caestūs do d1 Damage for each PoS (every 2 for Gnomes and Halflings), with the Damage die increasing in the same manner as a “fist.”

	Caestūs	Caestūs, Spiked
Damage	d1/d30	d2/d30
Min. Rank	d4	d10
Type	Crunchy	Stabby
Races	H,D,E,O,G,He,½	H,D,E,O,G,He,½
Shield	No	No
Dual-Wield	–	–

Fun fact: Caestūs were not, in fact, used in boxing and Pankration events in ancient Greece and Rome. But as we are all aware, this is a fantasy game, not an historical simulation.

Throwing Stick: A stick. That is thrown. Treat as a Hurling Rock for all races except Orcs, who cannot use ranged weapons, and Half-ogres.

Boomerang: A stick. That is thrown. And comes back if it misses. Provided there is enough space. A Boomerang thrown indoors or in the woods or any area with a lot of large obstacles is just a Throwing Stick. It takes a full Turn for a Boomerang to return.

Called Shots

Called Shots are attacks that target a specific part of the body and are made at a -3 penalty. Note: There has to be a legitimate reason for making a Called Shot, not because the player wants to munchkin-out and try to claim that striking a goblin's forehead causes blood to get into its eyes and now has to attack at a penalty. If players start this kind of crap, all monsters do nothing but make Called Shots. Also note: Monsters do not suffer a penalty for Called Shots. Additionally, there is no reason for players to look for an advantage with a Called Shot because a body part cannot be disabled until all Health is gone, i.e. the monster is dead. This rule also does not apply to monsters' attacks on players. A Called Shot from a monster disables the targeted body part on a successful hit no matter the amount of damage inflicted on the character by the attack.

Weapon Speed

Some weapons are fast; some weapons are slow. Yeah, I know. Inertia, angular momentum, torque, and all kinds of other real-world physics shit being applied to a fantasy game. At any rate, modify the Adventure die by the indicated bonus/penalty in the tables below when rolling for Initiative in combat.

Mêlée Weapon Speed Modifiers

Axe, Battle	0	Hammer, War	-2
Axe, Battle, Great	-2	Hatchet	2
Axe, Great	-1	Mace	0
Axe, Hand	1	Morningstar	-1
Blackjack	2	Quarterstaff	-1
Bō	-1	Sap	2
Caestūs	2	Spear, Great	-1
Caestūs, Spiked	2	Spear	0
Club	2	Sword, Bastard	-1
Dagger	2	Sword, Great	-2
Fist	2	Sword, Long	0
Hammer	1	Sword, Short	1

Polearm Weapon Speed Modifiers

Arbir	-1	Jangchang	-1	Quandao	-1
Bardiche	-1	Jeddart Staff	-1	Ranseur	-1
Bec de Corbin	-1	Ji	-1	Rhomphaia	-1
Bill	-1	Langdebeve	-1	Sarissa	-1
Bisentō	-1	Linstock	-1	Sovnya	-1
Corseque	-1	Lochaber Axe	-1	Sparth	-1
Dangpa	-1	Lucerne Hammer	-1	Spetum	-1
Ear Spoon	-1	Military Fork	-1	Spontoon	-1
Falx	-1	Naginata	-1	Svärdstav	-1
Fauchard	-1	Nangseon	-1	Toupjang	-1
Glaive	-1	Ngaw	-1	Xyston	-1
Guan dao	-1	Partisan	-1	Voulge	-1
Guh	-1	Pike	-1	War Scythe	-1
Guisarme	-1	Pollaxe	-1	Woldo	-1
Halberd	-1	Pudao	-1	Yari	See next table

Yari Speed Modifiers

Bishamon	-1	Omi no	-1
Fukuro	-1	Ryō-shinogi	-1
Hoko	-1	Sankaku	-1
Jūmonji	-1	Sasaho	-1
Kagi	-1	Su	-1
Kama	-1	Tsuki nari	-1
Kata kama	-1	Yajiri nari	-1
Kikuchi	-1		

A quick note: if you're confused about the differences between various polearms, including the many types of yari, perhaps a simple and wholly incomplete visual comparison will help. Here is some artwork depicting a Halberd:

[halberd]

And here is artwork of a Bardiche:

[bardiche]

I hope this small demonstration clears up any confusion you may have.

Ranged Weapons Speed Modifiers

Atlatl	0	Dart, Military	0
Axe, Hand	0	Hammer	0
Blowgun, Hunting	0	Hatchet	0
Blowgun, Stealth	0	Javelin	0
Boomerang	0	Kontos	0
Bow, Great	0	Lance	0
Bow, Long	0	Net	0
Bow, Short	0	Rock, Hurling	0
Club	0	Sling, Bullet	0
Crossbow, Heavy	0	Sling, Stone	0
Crossbow, Light	0	Spear	0
Dagger	0	Throwing Stick	0

Adventure Tracking

In order to track, a check on Adventure must be rolled against a Target Number of 10 just to find the trail. Apply modifiers as required. A check is required every Turn (Adventure, but there are situations where the Travel Turn is appropriate) to stay on the trail. Changes in tracking conditions – such as changing weather, the trail going over new terrain, resuming from a rest, etc. – triggers a new Turn.

Inherent Modifiers (add to TN)

Size:	Tiny	+8
	Small	+4
	Medium	0
	Large	-2
	Huge	-6
	Gargantuan	-10
Slimy (worms, Viscous Blobs, etc.)		-9
Creature alters terrain (Lava Lizard, Basilisk, etc.)		-15
Flying or Swimming		+20

[knockoff comic i'm too tired and lazy to be clever]
 [about of dorlock homes in a deerstalker hat]
 [using a magnifying glass to follow footprints]

External Tracking Modifiers (Bonus/Penalty to Adventure)

Terrain (use one)

Fresh snow	+4
Muddy ground, loose dirt	+3
Thick vegetation	+2
Forest, field, dusty floor	+1
Normal ground, wood floor, sparse vegetation	0
Desert, dry sand	-2
Swampy	-3
Rocky terrain, solid ice, stone floors, shallow water	-4

Illumination (use one)

Sunny day; Light spell	0
Twilight, light fog, snowing, torch light	-1
Full moon-lit night, day with moderate fog	-2
Overcast night with no moon, Forest, field, dusty floor, dense fog	-3
Blizzard, sandstorm	-5

Situational Modifiers (use all applicable)

Every two in group being tracked	+1
Each additional tracker assisting	+1
Every Travel Turn (half day) since trail was made	-1
Every Adventure Turn (hour) of rain, snow, or sleet since trail was made	-2
Creature being tracked attempts to hide trail	-3
Failed Tracking attempt (cumulative for successive failures. Penalty resets with success)	-1
Two consecutive successes (non-cumulative)	+1

Jumping and Vaulting

Yes, the GM could just come up with a Target Number for jumping over things, as described in Appendix D of **Θ-OH**, but the following tables can help determine some of those numbers. The Target Number for a jump is 0, regardless of type, adjusted by 1 for each increment over the base distance. A cumulative -1 penalty is applied to the Adventure roll for each point over the Encumbrance limit.

On successful jump attempts, characters land ready to act on their next turn. Usually. On failed attempts, characters lose their next Turn.

A dungeon has a 10 foot-wide pit. The Target Number to successfully jump across is 4 for a long jump, 14 for a broad jump, and not applicable for a horizontal vault because the ceiling is too low.

	Base	Increment
Long Jump	10'	1'
Broad Jump	3'	6"
High Jump	5'	4"
Vertical Jump	3'	3"
Vertical Vault	6'	1'
Horizontal Vault	8'	2'

Long Jump – Long jumps require at least a 30' lead run.

Broad Jump – Made from a standstill or short run, a broad jump allows for forward or sideways jumps.

High Jump – Requires at least a 20' lead run.

Vertical Jump – Made from a standstill or a short run.

Vertical Vault – A vertical vault uses a lever to either jump over an obstacle or land on it. A lead run of at least 40', a pole at least 3' longer than the height to vault, and a place to plant the pole are required. On a failed attempt the character must make an Adventure Resist against the Degree of Failure of the vault. If the Resist is failed, the character takes Damage for each foot in height instead of every 10' as per Falling Damage (**Θ-OH**, pgs 11-12).

Horizontal Vault – As a vertical vault is to a high jump, the horizontal vault is to the long jump. A lead run of at least 30' is required which allows a vault up to 1.5 times the length of the pole used. Follow the same process as vertical vaulting for failed attempts.

Rank	Penalty
1-3	0
4-6	-1
7-8	-2
9-10	-3
11	-4

Dwarves, Gnomes, and Halflings have a scaling penalty on jumps and vaults based on their Adventure Rank.

One would think that Orcs and Half-ogres would also have a penalty but one would be incorrect. Their penalty is built into the additional cost for the Adventure Aspect.

[perplexed pixies surrounding a pole vaulter]

Movement Points

Movement Points are an abstract measure of distance used primarily for events measured in Combat Turns. The number rolled on the Adventure die is the number of Points traveled that Turn.

Movement Points should be used in limited situations such as charging, fleeing, races, etc., not for a character changing opponents in mêlée (unless the new opponent is using a ranged weapon against him).

Joey needs to cross a cavern 20 Movement Points wide. On the first Turn, Joey's player rolls the Adventure die (d12) for an 8. The second roll is a 3, and a third roll for 11 gives a total of 22 Movement Points in three Turns.

When using of Movement Points, the range values for Ranged weapons are as follows:

Movement Point Ranges

Atlatl	30/60/120 ¹	Dagger	4/7/11
Axe, Hand	3/6/10	Dart, Military	4/7/15
Blowgun, Hunting	5/10/15	Hammer	3/6/12
Blowgun, Stealth	3/6/9	Hatchet	3/6/9
Boomerang	3/4/6	Javelin	10/20/30
Bow, Great	30/60/100	Net	3/4/5
Bow, Long	20/45/75	Rock, Hurled ²	1/2/3
Bow, Short	15/30/45	Sling, Bullet	12/25/50
Club	3/5/8	Sling, Stone	10/22/45
Crossbow, Heavy	24/48/95	Spear	9/18/27
Crossbow, Light	18/35/70	Throwing Stick	1/2/3
¹ Cannot be used against anyone within 2 Movement Points			
² For Half-ogres of Warrior Rank 1-7 the ranges are 9/18/27. Add 3/6/9 for each Rank over 7 th			

Movement Points cannot completely replace traditional measurements of distance. Falling Damage, Drop Attacks, and Jumping, for instance, do not translate readily into Movement Points.

Money

Still not doing price lists. Not gonna happen. But I do recognize the need for some kind of economy, so here are six categories/ranks of wealth and what you can expect to be able to purchase with each rank. (Yes, I know. In keeping with the theme of the game I should have come up with eleven ranks. Well, that is a little beyond my skills and – let's call it "talent.")

Change	a meal for one; ammunition; a small weapon or a larger one of poor quality; a quick schtup in a back alley
Purse	a week's room and board for one or a night for a group; quality weapons; leather or scale armor; a mount; zalb for the krenk on your schmeckle (What'd you expect from a nafka like that?)
Chest	a house/farm; a small armory; armor for a party or plate for one; low magic (scrolls, small bonus weapon); a herd; a wife
Cache	a business; a mercenary troop; magic (mid-bonus weapons); a harem
Trove	an army; high magic; a princess
Hoard	a kingdom; love

If you have Change and take the money from a kobold who has Change, you end up with Change. But if you kill many kobolds, each of which has Change, and take their money you'll have a Purse. If you add Change to a Purse, you'll still have a Purse. If you add a Purse to a Purse, again, you will have a Purse. Wealth is a funny thing. If you have ten Purses and sit there adding one Purse to the next, come the end of the day you end up with a Purse, but if you gather some number of Purses you'll have a Chest.

Each category is a general description of value. A Chest could be a small chest of gold, a large chest of silver, or a bejeweled scepter. A Hoard could be King Solomon's Mines or the Arkenstone of Thrain.

"But Oedipussy Rex, you deconstructor of fantasy tropes and master of abstraction," I hear you say, "how do you reconcile this table with the rules for Encumbrance as explained in **Θ-OH**, page 28, where you give specific monetary values?" That is a very good question. Please allow me to direct your attention to this very shiny distraction while I ignore your inconvenient query.

[treasure map]

Magic

Time-Sensitive Spells

Θ-OH introduced three time frames – Combat Turns, Adventure Turns, and Travel Turns – without addressing spells with duration. If using these abstracted times, substitute Combat Turns for seconds to minutes of duration, Adventure Turns for tens of minutes up to an hour, and Travel Turns for durations longer than an hour.

For example, the **Floating Disk** spell reads in part, “Creates a 5' diameter disk at waist height of the caster that is able to support up to 500 lbs. for one hour/PoS or until dispelled.” This would be read as, “Creates a 5' diameter disk at waist height of the caster that is able to support up to 500 lbs. for one Adventure Turn per Point of Success or until dispelled.”

New Spell Notation

+x/yR: In addition to adding *x* to the Spell Number, the caster must be *y* Ranks higher in Sorcerer than the spell's Rank. The increase in Rank is non-cumulative. Any exceptions are stated in the spell description.

New Spells

Cunctation

Spell Base: 6
Min. Rank: d16
Resist: No

Cunctation allows the effects of a subsequently cast spell to be delayed. The delayed spell is cast immediately after Cunctation. Assuming success, the effects of the second spell is delayed for a number of Combat Turns up to the Points of Success of Cunctation.

Modifiers:

- +4 to extend the delay to 1 Adventure Turn per PoS
- +8 to extend the delay to 1 Travel Turn per PoS
- +4/2R to hold the delayed spell until a trigger situation occurs, determined at the time of casting Cunctation. If 1 Travel Turn/PoS has elapsed without a trigger, the delayed spell dissipates. This does not count as a spell failure.

[two sorcerers looking at a scorched patch of ground]

["what happened?"]

["he used a cunctation spell to delay another cunctation spell"]

Divination

Spell Base: 4
Min. Rank: d12
Resist: No

The player may ask the GM one yes/no question for each PoS of the casting. For every four Points of Success, the player may choose to ask one general question, instead, for which the GM will give a vague, but true, answer. Stupid questions receive no answer. "Should we go through the left door?" is a stupid question. What factors determine what "should" be done? "Is the treasure behind the left door?" is a pretty dumb question, but not stupid. If the door opens to the stairway that descend to the treasure room then the answer is "no." "Does the left door lead to the treasure hoard we seek?" is a good question. (Although a dick GM would say "no" because doors don't go anywhere, passageways do.)

Carol's character casts Divination for 6 PoS. She uses 4 points to ask, "Where can I find the means to defeat the Mad Mage?" "You have a vision of a large, marbled room full of many different ancient artifacts, like a museum." "Am I looking for a weapon?" "No." "A book?" "Yes."

Immobilize

Spell Base: 0
Min. Rank: d4
Resist: No/See below

Inanimate, non-sentient object touched cannot be moved for 1 Combat Turn per PoS. Sentient creatures are allowed a Resist on Adventure if the item is in their possession.

Modifiers:

- +2 to extend the duration to 1 Adventure Turn/PoS
- +6 to extend the duration to 1 Travel Turn/PoS
- +4 to Immobilize an object in the caster's sight

Message

Spell Base: 0
Min. Rank: d4
Resist: No

Send a short, spoken message audible to only the intended target in line of sight of the caster. The spell does not confer understanding.

Modifiers:

- +1 to allow the target a short response
- +1 for each additional target
- +2 to send a message to an unseen, known target (distance does not matter). The delay between the sending and receiving of the message is 1 Combat Turn if the target's distance is measured in Adventure Turns and 1 Adventure Turn if the distance is Travel in length.

Note: The means conveyance is a matter of preference, such as a whispering wind or by moth like Gandalf did in the movies, which was really cool but you're doing something original, instead; you're going to use a butterfly, which is completely different and not the same at all, in fact, not a butterfly but a *dragonfly!*

Scry

Spell Base: variable (see below)

Min. Rank: d8

Resist: No

Through use of a medium the spellcaster can view a subject for an Adventure Turn for each PoS of the casting. The medium the caster uses the first time casting this spell is the medium he must use every time. It doesn't have to be the same specific item, but the same type. So a flame-watcher cannot use a scrying bowl but can use any flame. Of sufficient size. Carrying strike-anywhere matches doesn't give you a box of viewings in your pocket.

The Spell Number for Scry is based on the table below increased by the Rank in Adventure of the subject.

- | | |
|----|--|
| 2 | A piece of the subject (hair, nail clipping, blood) is used in the spell |
| 4 | Subject's possession (clothing, weapon, ring) is used |
| 6 | Subject is personally known to the caster |
| 8 | Subject is marginally known |
| 10 | A detailed physical description of subject is related to the caster |
| 12 | Only a name or general description is known |

Modifiers:

+2 to include sound to the viewing

Tempore Finis

Spell Base: 6

Min. Rank: d16

Resist: No

Time stands still for the caster for a number of Combat Turns equal to the Points of Success of the casting. The caster is able to move normally as well as pick up and carry items. Keep in mind that this is a fantasy world, so our understanding of physics doesn't necessarily work, i.e. there is no such thing as inertia; if you try to walk on water, you're going to sink. Giving a time-stopped person a shove isn't going to cause him to fall off balance when time starts again; he just moves until you stop shoving. You know that stupid move in movies and cartoons where a bullet is turned around so that it flies back at the shooter? Yeah, that shit actually works here.

Modifiers:

+2/1R to increase the duration to 1 Adventure Turn per PoS

+6/2R to increase the duration to 1 Travel Turn/PoS

Tempore Saltus

Spell Base: 8

Min. Rank: d20

Resist: No

The Caster jumps forward 1 Combat Turn/PoS. The character "blinks" out of the "now" and reappears some time later at the same spot. He has no knowledge of anything that occurred during the intervening moments. The caster can choose a length of time to skip, 3 Turns for instance, losing any PoS in excess, but will reappear early if the roll comes up short. That is to say, getting only one Point of Success when needing three will not result in failure, just a disappointing success.

Modifiers:

+4/1R to increase the duration to 1 Adventure Turn per PoS

+8/2R to increase the duration to 1 Travel Turn/PoS

Vita Dilatio

Spell Base: 8

Min. Rank: d20

Resist: See below

Places a living creature in state of suspended animation for a number of Combat Turns equal to the PoS, requiring no air, sustenance, or anything required to live. Unwilling creatures are allowed a Resist. Damage done to someone in suspended animation has no effect until the spell expires at which time all the accumulated damage hits at once.

If cast on a character immediately after he reaches 0 Health but before he would have his next Turn (no Resist as dead people cannot Resist), death is held off for a number of Turns equal to the Points of Success of the casting (technically making it a Mora Mortem spell) during which others can attempt to Heal him, first healing the (non-existent) negative Health. If the spell ends without being Healed back to positive Health, the once only-mostly dead person is now fully dead. Note: A Potion of Tasty Numminess cannot be used as the character is in suspended animation and cannot swallow. Also note: Another Vita Dilatio spell cannot be cast on an animationly suspended person.

Modifiers:

+4/1R to increase the duration to 1 Adventure Turn per PoS

+8/2R to increase the duration to 1 Travel Turn/PoS

[talía, briar rose, and rosamund]

Rituals

Rituals are spells that are (almost) always cast outside of an adventure, usually for the purpose of creating magical items. Rituals are expensive – always in coin, sometimes in Character Points, regularly in some other commoditable.

Character Point costs in Rituals: Rituals that require CP as a component *will* get those Character Points, whether available or not. (Available CP: Character Points that have been earned but not applied.) The order in which CP are spent are as follows:

- 1 **Available CP from the caster, or focus if chain-casting.**
- 2 **One Available CP from every caster in the chain, if chain-casting.**
These Character Points are taken even if the total exceeds the number of CP required for the Ritual.
- 2a **Repeat #2 until CP requirement is met or all Available CP are spent.**
- 3 **Caster/Focus loses one Rank in Sorcerer, freeing the number of CP required to attain the lost Rank.** For example, advancing from 6th Rank to 7th requires 3 CP. Dropping from 7th to 6th Rank frees up those 3 CP for the Ritual. All CP freed in this manner are spent on the Ritual, even if this exceeds the number needed.
- 4 **If chain-casting, every caster in the chain loses one Rank in Sorcerer.** In the same manner explained above, all CP freed are spent on the Ritual.
- 5 **Repeat #3 and, if necessary, #4**

Traxt (S9, 3 CP) is the focus of a Chain with Gesper (S5, 1 CP) and Jesper (S3, 2 CP). They need to pay 15 Character Points. The first 3 CP are taken from Traxt, and 1 each comes from Gesper and Jesper. 5 CP aren't enough, so the last available CP is taken from Jesper. Needing 9 more CP, Traxt loses a Rank in Sorcerer, going from 9th Rank to 8th, providing 5 more CP. The Ritual needs 4 more CP, so Gesper and Jesper also lose a Rank in Sorcerer. Unfortunately, this provides only 3 CP, causing Traxt to lose yet another Rank, ending at 7th. Meanwhile, poor Jesper is now at 2nd Rank in Sorcerer and can no longer cast spells until regaining the lost Rank.

Familiar (Ritual)

Spell Base: Variable
Min. Rank: d4
Resist: No
CP Cost: See below

The iconic Black Cat or Owl or Serpent, familiars come in many forms. The advantages of a familiar are readily apparent: when near (within a Combat Turn of movement), they provide the Sorcerer with extra spell-casting power as a Staff of the familiar's Sorcerer Rank; when within an Adventure Turn of movement, the Sorcerer can cast spells through the familiar; and when concentrating, the Sorcerer can see/hear/smell/etc. what the familiar senses. This is because the familiar is, because of the Character Point cost, in a very real sense a part of the Sorcerer. Through this connection, the Sorcerer and familiar always know where the other is; know the other's general state of mind (content, frightened, worried, etc.); and can send simple instructions ("Bring me my boots," "Stop playing with that mouse and kill it already," "Hide," "Let's go home"). However, even though a familiar is a part of the Sorcerer, it is most definitely a separate entity and will leave or even attack the Sorcerer if abused.

Similar to the Summon spell (**Θ-OH**, pg 25), Familiar uses the tables in Appendix C of **Θ-OH**. Unlike the Summon spell, a familiar cannot be a self-aware, intelligent creature in form. As always, the GM has final say on what can be a familiar.

When summoning a familiar, the Spell Number is 0 and the Degree of Success indicates the number of Character Points that can be spent to create the familiar. The base characteristics for a Familiar is S:d1, W:d1, A:d1, D:0, H:1. The Size of the familiar is set during summoning, as well as any special abilities, and cannot be improved through later castings of the Familiar spell.

[willard and his little friends]

A character that has a familiar can use the Familiar spell to improve a single Characteristic of the familiar by one Rank, improve the Defense score, or add Health (i.e. spend one CP on Health to increase by the appropriate amount). The Spell Base for each follows:

- Increase an Aspect: the Rank of the Aspect plus the number of CP to increase by 1
- Improve Defense: the Defense score plus the number of CP required to increase by 1
- Add Health: the number of CP already spent on Health

If a casting of the spell fails, whether summoning a familiar or improving one, another attempt cannot be made until the Sorcerer has earned at least one more Character Point.

A Sorcerer can have more than one familiar but when a new familiar is summoned, no further improvements can be made on the old. Only one familiar can be "active" at a time and it takes a Travel Turn to switch between active familiars. This process is not a spell or ritual, so no roll on Sorcerer is required.

Pests as Familiars: If a Sorcerer has a Pest as a Familiar (rats, bats, cockroaches, herring, etc.) he gets a swarm/intrusion/school. The stats for each member is set when summoned and cannot be improved, but for each Character Point spent on Health, 10 more of the pest join the group with identical stats. The Sorcerer does not get any advantage for spellcasting and cannot cast spells through the familiar, but is able to switch focus between individual pests in only a Combat Turn when "seeing through the eyes of the familiar."

Spending CP using the Familiar Ritual: When summoning a familiar, the Degree of Success determines the upper limit of the number of Character Points that can be spent. When improving a familiar's characteristic, the required CP must be available to make the attempt. The Ritual will not lower Ranks in Sorcerer when used in this manner. When chain-casting, whether to summon or to improve, no more than half the CP used may come from the casters in the chain.

[wizard to parrot familiar: "i used three ranks"]
[worth of cp for you and this is the 'thanks' i get?"]
["well, maybe you should have chain-cast"]
["don't you get smart with me"]
["considering how much you bumped up my"]
[sorcerer rank, i thought you wanted me to be smart"]

Create Scroll (Ritual)

Explained in **Θ-OH**, page 26.

Create Magical Staff (Ritual)

Spell Base: Variable

Min. Rank: d4

Resist: No

CP Cost: Variable. See below

Magical Staves are personal items, attuned to its creator by the use of Character Points in its creation. Reminder: A Staff will be one of eleven Ranks, although as a practical manner Staves below 6th Rank don't give much return for the cost. When casting a spell with a Staff, add the result of the Staff's die roll minus 1 (**dS**) to the result of the Sorcerer roll. If the Sorcerer roll is a 1, the spell fails regardless of the Staff roll. Unlike other items that provide a bonus, such as armor, a Staff's die will explode. Spells can be cast motionlessly and/or silently with the aid of a Staff following the usual restrictions and penalties as explained on page 17 of **Θ**. Characters cannot use Staves of higher Rank than their Sorcerer Rank, or Staves they didn't create so long as the creator still lives.

Character Point Cost: The Rank of Staff to be created.

Spell Number: Equal to the cumulative CP required to achieve Rank as explained on page 6 of **Θ**.

In addition to its primary use, Staves of sufficient Rank can be imbued with one secondary function at an additional Character Point and Spell Number cost. The Rank of the Staff determines which spells are available. Staves of higher Ranks can have a spell of a lower Ranking.

5th Rank (2 CP)

+3 *Heal*: Once a Travel Turn restore dS Health to a character

+1 *Light*: Create a sphere of light, 20' in radius, for dS Adventure Turns

+5 *Strike*: Once per combat (Adventure Turn), deliver an additional dS Damage with the Staff

8th Rank (3 CP)

+2 *Darkness*: Once a Travel Turn, Create a 10' radius sphere of Darkness centered up to 30' away lasting dS Combat Turns

+4 *Luck*: Once per combat or once per Travel Turn, add dS to another character's Aspect Roll

+6 *Silence*: Once a Travel Turn, create a 10' radius sphere of Silence centered up to 30' away

11th Rank (5 CP)

+16 *Elemental Blast*: Deal dS Damage to all creatures in a 10' radius sphere centered up to 50' away. The type of element is determined at the time of the Staff's creation

+8 *Fly*: The character is able to Fly for dS Adventure Turns

+12 *Lightning Bolt*: Once per combat, do d2 per dS Damage to a creature up to 50' away

When casting a spell boosted by a Staff with the same spell, roll the Staff's die twice and use the better result.

Heidrick (6th Rank) wants to cast Heal, but not use his 5th Rank Staff's Heal power (Heidrick has yet to upgrade). He rolls d10 for the character, and d8 twice for the Staff. Heidrick rolls an 8. The Staff's first roll is also an 8, and a 2 for the explosion. The second roll is a 6. The total for the casting is 8 + (8-1) + (2-1) = 17.

Note on Chain-casting to create a Magical Staff: The focus of the chain is the Staff's owner. While casters in the chain can, and sometimes will, contribute to the Character Point cost of the Staff, the ritual will only reduce Ranks in Sorcerer of the focus, not the chain.

Mêlée with a Magical Staff – Don't. Roll an Adventure Resist against the Staff's Rank every time a mêlée attack rolls a 1 when using a Magical Staff. On a failed Resist, the Staff explodes doing dS Damage to everyone in a 10'-per-Staff-Rank radius for each Point of Failure. This does not apply to the Strike Staff, which can be used as a normal mêlée weapon.

Create Magical Wand (Ritual)

Spell Base: 6
 Min. Rank: d16
 Resist: No
 CP Cost: 5 per bonus

Wands provide a bonus to the Sorcerer die when used while casting spells. When creating a Wand, the Degree of Success determines the bonus the wand provides. The Sorcerer cannot create a Wand with a lesser bonus to avoid the loss of Character Points.

Degree of Success	Bonus	CP Cost
1-5	+1	5
6-15	+2	10
16+	+3	15

[two sorcerers looking at a scorched patch of ground]
 ["what happened?"]
 ["the orchestra conductor mistook a wand for her baton"]

Create Magical Mêlée Weapon (Ritual)

Spell Base: 8
 Min. Rank: d20
 Resist: No
 CP Cost: see below

With the Create Magic Mêlée Weapon ritual, one can create magical mêlée weapons. The main use for the spell grants bonuses to the damage die based on the Degree of Success of the casting. The material of the weapon limits the bonus the weapon can receive.

Damage Bonus

Bonus	Min. PoS	CP Cost	Material
Temporary	1	0	leather, sedimentary stone
+1	2	1	metamorphic stone, wood
+2	4	3	igneous stone, magic wood, copper
+3	9	6	bronze, iron
+4	15	10	steel
+5	22	15	magic metal (mithril, meteoric, etc.)

Traxt is attempting to Create a bronze magical Short Sword. The largest bonus the sword can have is +3, regardless of the Degree of Success of the casting. The Sorcerer roll for the Ritual results in 7 Points of Success for a Short Sword +2 needing 3 CP.

If the Degree of Success of the Ritual results in a temporary bonus, the item will provide a +1 bonus to damage for the first successful attack, whereupon it will lose the enchantment.

If attempting to create a weapon that provides a bonus to the attack, instead of the damage, use the following table.

Warrior Bonus

Degree of Success	Bonus	CP Cost
1-10	Temporary	0
11-19	+1	10
20-35	+2	25
36+	+3	45

Create Magical Ranged Weapon (Ritual)

Spell Base: 8
Min. Rank: d20
Resist: No
CP Cost: see below

Used to create ranged weapons with increased ranges or increased accuracy when compared to regular weapons. This Ritual does not provide a bonus to the Damage die.

Extended Range

Increase	Spell Modifier	CP Cost
+25%	0	0
+50%	2	1
+100%	4	2

Adventure Bonus[†]

Degree of Success	Bonus	CP Cost
1-5	+1	5
6-15	+2	10
16+	+3	15

[†] Ranged/mêlée weapons (hammers, daggers, etc.) use the numbers in the Warrior Bonus table for **Create Magical Mêlée Weapon**, instead.

Imbue Ammunition (Ritual)

Spell Base: 8
Min. Rank: d16
Resist: No
CP Cost: see below

Like **Create Magical Mêlée Weapon**, the Degree of Success determines the bonus and CP cost. Unlike **Create Magical Mêlée Weapon**, the material of the ammunition doesn't limit the bonus, although it must be of the highest quality.

Degree of Success	Bonus	CP Cost
1	Temporary	0
2	+1	1
4	+2	3
9	+3	6
15	+4	10
22	+5	15

The type of ammunition determines how many receive a bonus. Technically Military Darts are not ammunition, but they are included because the Ritual enchants multiple darts.

Ammunition	Quantity
Arrows	5
Bolts/Quarrels	5
Bullets, Sling	10
Darts, Atlatl	5
Darts, Blowgun	5
Darts, Military	3

Magic Portal (Ritual)

Spell Base: Variable/see below
Min. Rank: d8
Resist: No
CP Cost: none

Magic Portal enchants/creates a magical token that, when powered (see page 27, **Expository Interruption**), opens a portal from where the character is to where the token was enchanted. There are four versions of the ritual, each of which creates a different type of token, with different advantages, disadvantages, and Spell Bases. The Spell Bases given are for creating the tokens, not for powering. The spell number for powering is 1 for all tokens.

Portal Key (12) – Creates a key. The key needs to be inserted into a closed door's keyhole and powered. When the door is opened, the doorway leads to the room where the portal key was created. When someone passes through the doorway, the door closes automatically and reverts to normal.

Advantages: Small; reusable

Disadvantages: Requires a door with a keyhole. The ritual has to be performed in a room, but it isn't necessary that the room have a door, with or without a lock. Only a single person can use the portal

Portal Stones (30) – Diamond, Onyx, Opal, Pearl, Ruby, Sapphire, and Topaz. Fist-sized gems that when laid in a circle in a certain order creates a portal to where that arrangement was first empowered. The Spell Base of 30 is just for the enchantment of the stones. The first time a particular arrangement is powered sets that pattern to that location, and subsequent powerings of that pattern creates a portal. Once set, an arrangement cannot be reset. Unlike the other tokens, Portal stones are attuned by arrangement, not by location of creation.

Advantages: Over 700 possibilities; reusable.

Disadvantages: Expensive. The stones are very attractive targets for thieves. Only transports those within the circle of stones at the time of powering.

Portal Handle (16) – When placed on a wall (or even an existing door), creates a door that when opened leads to the destination location.

Advantage: Many can pass through

Disadvantages: Requires a large vertical surface; single use

Portal Dagger (20) – When powered, slices a tear in space connecting here to there.

Advantages: Can be used anywhere. The Dagger is a +1 weapon

Disadvantages: Single-person, single-use. After use, the Dagger loses *all* magic

Creating Magical Items That Do Funky-Cool Shit: You're clever. Come up with something. For instance, make the character sit out the next adventure to do research, spend a Cache, and roll to beat 30 or lose a Character Point for each Point of Failure. Fun for the whole family.

[two sorcerers looking at a scorched patch of ground]
 ["what happened?"]
 ["he used a portal key on a door created by a portal"]
 [handle that was inside a ring of portal stones"]

Sorcerer Specialists

All Specialists must have Sorcerer as their greatest Aspect. If another Aspect matches or exceeds the Rank in Sorcerer, the Specialist loses all benefits of the specialty while retaining all penalties, even if Sorcerer later regains supremacy.

Druid

Protectors of Nature? Keepers of Balance? Psychopathic murderers under the guise of religious leaders? (Apparently the ancient Celtic Druids really did practice human sacrifice. But then, what "society" hasn't? Ancient or otherwise.) Druids are limited to wearing up to Leather armor, cannot use weapons or shields that contain smithed metal, and have a limited spell list.

Druid Spell List

Spell	Rank	Book	Spell	Rank	Book
<i>Charm</i>	3 rd	Θ	<i>Lightning Strike</i>	7 th	Θ
<i>Communicate</i>	3 rd	Θ	<i>Magic Thorn</i>	3 rd	Θ
<i>Companion</i>	3 rd	Θ-HUH	<i>Mend</i>	5 th	Θ
Create Meal	3 rd	Θ	Message	3 rd	Θ-HUH
Cure	5 th	Θ	Rigor	7 th	Θ
Curse	7 th	Θ-OH	Scry	5 th	Θ-HUH
Darkness	5 th	Θ	Shield	3 rd	Θ
<i>Destroy Undead</i>	3 rd	Θ	Silence	5 th	Θ
Dispel Magic	7 th	Θ	Sleep	7 th	Θ
Divination	7 th	Θ-HUH	Summon	7 th	Θ-OH
Flash-Bang	5 th	Θ	<i>Sunlight</i>	3 rd	Θ
Floating Disk	3 rd	Θ	<i>Thorny Overgrowth</i>	3 rd	Θ-OH

Highlighted spells contain differences from regular spells as follows.

Charm

Spell Base: Opposed Sorcerer
 Min. Rank: d4
 Resist: See description

As the **Charm** spell but instead of humanoids, the target is a normal animal (mammals, lizards, birds, etc.).

Modifiers:

- +1 for each additional animal affected
- +2/2R to charm unintelligent creatures (fish, insects, worms, grubs, etc.)
- +4/4R to charm humanoids

Communicate

Spell Base: 0
 Min. Rank: d4
 Resist: No

As the **Communicate** spell but the target is a normal animal.

Modifiers:

- +1 for each additional animal affected
- +2/2R to communicate with unintelligent or fantastical creatures
- +4/4R to communicate with humanoids
- +4/4R to communicate with plants

Companion (Ritual)

As the **Familiar** ritual with the following changes:

- The Druid can assume the shape and abilities of any nearby (non-swarm) companion. The transformation takes a Combat Turn
- Improvements can be made to any companion, not just the latest
- The cost to improve a stat is the standard cost as if the companion were a character
- All companions are active and, if in range, contribute to the Druid's spellcasting abilities. A Druid with many companions can be quite formidable

Destroy Undead

Spell Base: 0
 Min. Rank: d4
 Resist: No/Sorcerer

Undead are particularly abhorrent to Druids. As such, **Destroy Undead** works similarly to **Repel Undead** except it's a 3rd Rank spell and the undead affected are destroyed, not repelled.

Lightning Strike

As the **Lightning Bolt** spell except the lightning comes down from the sky instead emanating from the Druid's hand, even if underground or indoors.

Magic Thorn

It's **Magic Dart**. With thorns.

Mend

Spell Base: 2

Min. Rank: d8

Resist: No

As the **Heal** spell except as noted above.

Sunlight

As the **Light** spell except the light is sunlight.

Thorny Overgrowth

As the **Overgrowth** spell with the following additions:

Modifiers:

+0/2R the thorns do d1 damage per Point of Failure of the Resist

+1/2R to increase the thorns Damage Die 1 Rank

Elementalist

(revised)

An Elementalist specializes in one element – Earth, Fire, Air, or Water.

- Considered 2 Ranks greater in Sorcerer for all spellcasting attempts and Resists on their element of specialization,
- Considered 1 Rank lower for all non-elemental spells and effects
- Cannot cast spells of the opposing element
- Considered 2 Ranks lower for Resists against the opposing element
- New spell: **Summon Elemental** – As the Summon spell (Θ-OH, pg 26) but used to summon an elemental. Allows the Elementalist to maintain the 2 Rank bonus.

Healer

One of the sorriest excuses for an adventuring character, players who aren't stuck in the role greatly appreciate their presence.

- Considered 2 Ranks higher in Sorcerer when casting **Heal** and **Cure**
- Considered 2 Ranks lower when casting direct damage spells
- Gain an extension to the **Cure** spell:

Immunize

+2/2R either to immunize character touched against a specific ailment for 1 Travel Turn per Point of Success or to immunize character touched against PoS ailments for 1 Travel Turn

- Cannot use mêlée weapons that do more than d1 base damage
- Receive a -2 penalty to mêlée and ranged attacks in combat

Illusionist

I miss Doug Henning.

- **Fictus Mundi** (Θ-OH, pg 24) is cast as if the Illusionist is 2 Ranks greater in Sorcerer, including the affect of two additional senses
- Illusionists cast mind affecting spells (**Charm**, **Communicate**, etc.) with a +2 bonus
- Spells that affect Health positively or negatively (**Magic Dart**, **Cure**, etc.) are cast at a -2 penalty
- Cannot use mêlée weapons that do more than d1 base damage
- Illusionists cannot wear armor greater than Leather or use shields

Necromancer

Yeah, yeah. More zombies.

- **Repel Undead** is cast as if 2 Ranks higher in Sorcerer
- The Necromancer gains an extension to **Repel Undead** spell:
Control Undead
+2/2R to control and command d1 points of undead per PoS.
Intelligent undead are allowed a Resist as per **Charm**
- Utility spells are cast as if 2 Ranks lower in Sorcerer

Ritualist

Ritualists possess a particular fortitude, attention to detail, and focus that grant them an advantage in casting especially effective Rituals.

- When performing a Ritual, the Ritualist is considered 2 Ranks higher in Sorcerer.
- Receive a -2 penalty in Rank when casting spells in combat
- Receive a -1 penalty in Rank when otherwise casting spells
- When part of a chain-cast Ritual and not the Focus, the Ritualist adds 2 to the Caster Rank.

The Ritualist's role in adventures: Obviously not the primary spellcaster. They spend all their non-adventuring time (and money) creating scrolls, weapons, and utilitarian magical items that are then used up in further adventures to gain more resources to create more magical items for the next supply run. Not a bad life, really, if that's your thing.

The Ritualist's Staff conundrum: So the effective Caster Rank of a Ritualist is +2 when casting a Ritual. Can a 5th Rank Ritualist use a 7th Rank Staff during Rituals? Is he restricted to a 3rd Rank Staff in combat? No and no.

[altar inside a pentagram]

Shaman

Witch Doctor, Medicine Man, Kahuna, Peai, etc.

- Can only cast **Charm, Communicate, Curse, Darkness, Divination, Light, Luck, Message, Scry, Summon, and Vita Saltus**, and do so as if 2 Ranks higher in Sorcerer
- **Heal, Cure, and Dispel Magic** are in-game rituals
 - Heal takes 1 Adventure Turn to cast, restores half the casting's Health immediately (minimum of Caster Rank), and the other half evenly over the next 12 Travel Turns, less Caster Rank
 - Casting Cure takes a number of Adventure Turns equal to the Spell Number of the ailment minus the Shaman's Caster Rank (minimum 1)
 - Dispel Magic requires an Adventure Turn
- The **Create Magical Staff** and **Familiar** Rituals are cast as normal
- **Create Scroll** becomes **Create Talisman**. These talismans are powered items that are consumed in the powering
- Shamasal can take an Adventure Turn (and a Sorcerer roll) to scrounge for food as per the **Create Meal** spell. This is neither a spell nor a ritual. The "meal" scrounged may not be appetizing but one can survive on it
- Can only use armor up to the quality of Scale and Small Shields
- Cannot use mêlée weapons that do more than d1 base damage

General notes on Sorcerer Specialists

- While casting as if two Ranks higher is equivalent to a +2 bonus in that the same die will be rolled, the difference is in the Caster Rank of the spell, which would remain unchanged with just a +2 bonus
- The same applies with -2 penalty/2 Ranks lower
- David Copperfield can suck my ass. At least Penn & Teller saved the world with their invisible thread

[robed figure harvesting fruit in a grove]

New Magic Items

Elixir of Thaumaturgic Revivication

A potion rumored to alleviate 1 point of Magical Fatigue.

Bandana of Surreptitious Stealth

This kerchief, when worn to cover the lower portion of the face, confers the Surprise ability (Θ, pg 32) at a +3 bonus to Adventure for initiative. To receive any benefit, the victim must be unaware of any imminent attack and the character cannot be wearing any armor greater than Leather.

Gauntlets of Return

Anything thrown by a character wearing these gauntlets will return to hand the following Combat Turn, even if stuck or held. If the character grabs something else after throwing, the returning item displaces the new. Note: This isn't a cursed item; dropping or setting something down will not cause it to return.

[two sorcerers looking at a scorched patch of ground]

["what happened?"]

["he threw a boomerang while wearing gauntlets of return"]

Gauze of Awareness

This gauze when wrapped around the head, covering the eyes, (i.e. blind beggar) provides a complete awareness of everything around the wearer within a combat turn's distance. The Gauze does not confer sight, just awareness, so one would know that there is a book on the table but not be able to read the book.

The effects of the Gauze are quite disconcerting to sighted people. All actions that require an Aspect roll are made at a -2 penalty. Blind people using the Gauze are able to do so without penalty and get a +2 bonus to non-mental Resists.

Mail of Snail

Enchanted Mail armor (d8) acts as normal Mail. However, the character wearing the armor can "retreat" into the armor. This entails magically withdrawing into the armor with everything the character is carrying, leaving behind a "shell" of great durability: All attacks against the shell are rolled against the character's Defense +7 (the Armor Die always rolls maximum). Do not include any bonuses from Shields and the like as they are inside the shell, but do include bonuses due to magic. It takes a Combat Turn to retreat into or emerge from the armor.

Mail of the Tortoise

An enchanted Mail armor (d8) that prevents all physical damage to the wearer, regardless of the attacker's roll, except when the armor die rolls a 1 (result of 0), whereupon damage is assessed as normal. This enchantment comes at a cost, however, in that all initiative rolls result in a 1 while wearing the armor.

Patch of Stink Eye

A black leather eye patch with a drawing of an eye on it which glows a bright red when the wearer casts Curses, conferring a two Rank bonus to the caster level of the curse.

Expository Interruption

There are three types of magical items in Θ . Complementary magic items, like Wands and Staves, provide their power in conjunction with spellcasting, while magic weapons give a boost to combat. There are also innate magic items where the power is either always "on", such as the Boots of Prancing, or activated, e.g. the Potion of Tasty Nummyness which must be consumed to receive any benefit.

The third type is powered magic items, where the user provides magical power (roll the Sorcerer die) to power the item's, uh, power. A limited example is the magic scroll. Unlike a magic scroll, where the level of magic that is put into the casting is only of concern to determine if the spell is triggered, most powered magic items depend on Degree of Success of the – god dammit – powering, like magical spells. (Although, it could be argued that casting a spell from a scroll isn't an act of providing magical energy but is instead a check on the character's ability to read the scribe's handwriting, much like a nurse needs to be able to decipher a doctor's illegible chicken scratch.) Also unlike scrolls, most powered magic items are not consumed by the magical energies used to form the magical effect. In general, powered magic items are usable by anyone, but items that require a minimum Sorcerer Rank are not unknown (even if I haven't thought of any).

When attempting to use a powered magic item, roll the current Sorcerer die for casting spells after all penalties have been factored. Failing an attempt to use a powered magic item does not trigger a -1 penalty.

Rifkip is 7th Rank in Sorcerer (d12), but has failed two spellcasting attempts (-2 penalty). He would use a d8 to cast spells and use powered magic items.

Where applicable, the Caster Rank of spells or spell effects from powered items is the Caster Rank used to create the item in question, not the characters using the items. If unknown, it's 7th Rank.

Chain-casting on a powered magic item: It depends on the item. If it's a personal item, like a ring or brooch, then no. But if it's a stand-alone item then maybe. As always, the decision is up to the Game Master.

Resumption from Exposition

Sandglass of Time

There are two types of Sandglasses, one that functions as per the *Tempore Finis* spell when turned over, the other that works like the *Tempore Saltus* spell when powered.

The first type, the Sandglass of Stopped Time, will stop time for the person who turns it over for some fixed number of perceived Combat Turns (determined at item creation). The Sandglass does not need to remain in the person's possession for the duration of stopped time. (Which is zero. Time has stopped. Pay attention.) When the last grain of sand drops, time resumes. The Sandglass can be carried and moved but cannot be turned over again before the sand runs out.

The second type of Sandglass is recognizable by its lack of sand, making it a sandless sandglass. (Sandlessglass?) (Sandglassless?) (Sharon Gless?). When the Sandglass of Skipped Time is turned over and powered, (target number 4), the character jumps forward in time an Adventure Turn for each Point of Success. This number of Turns is based solely on the Success; the character cannot choose how far to jump. If the powering fails, the Sandglass cannot be used again for one Travel Turn per Point of Failure.

[[The third type, the Cursed Sandglass of Stopped Time, looks and acts like a Sandglass of Stopped Time but places the person turning it over in Suspended Animation, as per the *Vita Dilatio* spell, for some fixed number of Travel Turns (determined at creation). The target number to remove the curse using a Cure spell is 9 plus the number of Turns remaining in suspension.]]

Shields of Shield

Once an Adventure Turn these magical shields, emblazoned with a shield, in addition to acting as shields can be powered (TN 0) to provide protection against both physical and magical attacks, as per the Shield spell. Regular-sized Shields are +2 and absorb d3 Damage per Point of Success of the activation. Large Shields are only +1 (d4/d6), but absorb d6/PoS.

Hammer of Justice

A Hammer +1.

What? Hey, magic items can't all be high-powered and mystical. As a friend used to say, "*Not all barkeeps are retired adventurers, and not all swords are Vorpal.*"

Bell of Freedom

When rung, all binds within range of its peal restricting an unwilling bindee are undone. The magic unlocks doors, unties knots, releases manacles, etc.

Song About the Love Between My Brothers and My Sisters

First off, you should have seen this one coming. Second, when this chant is accompanied with the Hammer of Justice striking the Bell of Freedom, all aggression within a radius of one mile for every Point of Success of a roll of the Sorcerer die over 1, ceases. If multiple people are chanting, treat the chant as a chain-cast spell. Third, go listen to some Peter, Paul, and Mary, dammit.

(Yeah, ok. Pretty lame. It amused me when I first conceived the idea and went ahead and typed it up hoping that at some point I'd come up with something that was actually funny. But why start now?)

[this space intentionally left blank]

[except for that notice]

[and that one, too]

[dammit. fine. this space intentionally filled]

Monsters

Special Attacks

Bear Hug: When a monster with this attack succeeds with all main attacks in a single Turn – both claw attacks by a bear, for example – the victim is now in a Bear Hug. The Bear Hug attack is against only the Defense score, ignoring any armor (although magical bonuses still apply – use a die of Rank equal to the bonus). The attack allows monsters with a bite attack to make such an attack each Turn that also ignores armor. Victims cannot make any physical attacks while in a Bear Hug (see Grapple, Θ , pg 32), but can cast spells motionlessly (Θ , pg 17).

Charge: A Charge is a specific type of attack made by horned and tusked monsters, like minotaurs, elephants, and Giant Wild Boars. When Charging the opponent receives d1 Damage per Point of Success of the attack and must make a Warrior Resist vs. the Degree of Success of the Charge or be tossed into the air, whereupon the Charge continues, gaining a cumulative +1 bonus to the attack and damage. As long as the attack continues to be successful and the victim keeps failing the Resist, the damage continues. All attacks on a Charge are part of a single Turn.

Gaze Attacks: First off, Gygax was a liar. One, Basilisks and Cockatrice don't turn flesh to stone with their gaze; they just simply kill. Two, Gorgons aren't "bull-like creatures covered with thick metal scales." They are three sisters – Medusa, Stheno, and Euryale, the daughters of Phorcys and Ceto. Three, Medusa is an individual (see previous sentence), not a species, and had boar's tusks and wings. And not just any wings, but wings that came out of the back of her head. *Her head!* Well, according to only some ancient Greek depictions, but still, *her head*.

But this is a fantasy game, not a treatise on comparative mythology, and while I try to stay relatively close to the source material, the Gorgons, and Medusa in particular, pose a bit of a problem for me because I also try to avoid anything even remotely theological. So what do I do about the daughter of two primordial sea gods who was raped by Poseidon on the altar in the temple of Athena because of her beauty, particularly her golden tresses, and was, in one of the earliest accounts of blaming the victim, cursed by Athena with her horrible visage and venomous snakes for hair. And, you know, just for good measure, let's curse her sisters, too, because that promiscuous slut needs to be taught a lesson.

But I digress.

A "Gaze Attack" isn't an attack in that there is no active agency in it. The GameMaster doesn't declare, "The monster Gazes at you," just like a Stench Beast doesn't "stench at you." (Of course, now I'll have to write up a Stench Beast.)

(And a Fetor Fiend, for that matter.)

(Oh, let's not forget a Miasma Critter.)

(Funk Varmint.)

A Gaze Attack is eye contact with a monster for which a Bad Thing™ will happen. An Adventure Resist is required to indicate that no such contact was made for every (Combat) Turn that the character continues to look at, around, near, or even face in the general direction of, the monster. If the Resist fails, the Bad Thing™ occurs. Undoing a reversible Bad Thing™ requires a Cure spell beating the original Resist plus the Degree of Failure of the Resist that caused the Bad Thing.™

Rake: Here’s a fun one. When a monster (we’ll just call them cats for simplicity) has its opponent in a Grapple, accomplished by successful attacks in a single Turn with either both claw attacks or at least one claw attack and the bite attack, the cat may perform a Rake attack with a +2 bonus on that and all subsequent Turns (in addition to the main attacks) until the Grapple is broken. Failed attacks by the cat, once a Grapple has been established, do not preclude Rake attacks. When the cat’s Grapple is broken, it is allowed a full set of attacks, even if it had already attacked for the Turn.

Stench: Since I have to, I have to, and I have to; I stated such just last page, so here we go. If a monster has the Stench “attack,” which, as explained earlier, is not an attack, then any character within the indicated range must roll a Resist as explained in the monster’s description or succumb to a bout of retching and vomiting. The Resist must be made each (Combat) Turn regardless of the success or failure of any previous Resists so long as the character remains in range of the Stench. In addition to being incapacitated, the character loses an amount of Health equal to the roll of a die of the same Rank as the Degree of Failure of the Resist.

Trample: Trample is to large monsters as Swarm is to tiny and pests: a herd of elephants trample and a dray of squirrels swarm. The victim of a Trampling rolls an Adventure Resist vs. the number of monsters and takes damage for each Point of Failure. The damage is dependent on the monster. If there are more than 30 monsters on the trot, split the Trample into multiple Turns of (roughly) equal size. A Crash of 32 Rhinoceros would have two Turns of 16 while a herd of 320 Bison would take ten Turns of 29 and one Turn of 30.

[man wearing rollerskates staring in horror]
[at a large herd of buffalo charging at him]

New Monsters

Bears

	Black	Brown	Cave	Golden
Sorcerer	d3	d4	d6	d8
Warrior	d10/d2x2 /d2 bite	d12/d3x2 /d2 bite	d8/d2x2 /d3 bite	d20/d4x2 /d3 bite
Adventure	d4	d6	d6	d8
Defense	2	2	2	4
Health	40	50	30	100
Size	L	L	M	L
Special	Bear Hug d2	Bear Hug d3	Bear Hug d1	Bear Hug d4

	Polar	Sloth	Spectacled	Sun
Sorcerer	d3	d3	d3	d3
Warrior	d16/d3x2 /d3 bite	d6/d3x2	d6/d1	d4/d1
Adventure	d4	d6	d4	d3
Defense	3	2	2	1
Health	75	25	20	15
Size	L	M	M	S
Special	Bear Hug d3 Surprise d12	–	–	–

Black Bear – A bear that is black.

Brown Bear – A bear that is brown. Includes Kodiaks and Grizzlies

Cave Bear – A bear that is –. No, let’s try again. A bear that lives in caves. The Cave Bear’s jaws are capable of crushing stone and receive a +2 bonus to Warrior on attack rolls for their bite attack.

Golden Bear – Considered a god by some tribal cultures, the Golden Bear is seldom sighted, highly elusive, and greatly desired for its bright, golden fur.

Polar Bear – Polar Bears live in frigid climes and suffer no movement penalties for snow and ice. A Polar Bear’s Surprise only applies when its fur actually acts as camouflage.

Sloth Bear – Known for their long, razor-sharp claws. Sloth Bears eat ants, termites and other insects, as well as honeycombs and fruit. They are adept tree climbers, doing so in pursuit of food and sleep.

Spectacled Bear – So-called for their light brown/beige markings on the chest and face, Spectacled Bears live in mountain forests at mid- to high elevations. These usually solitary beasts are mostly vegetarian but will occasionally eat a rodent or ground-nesting bird or cow.

Sun (Honey) Bear

Smallest of the bear family, the Sun Bear (or Honey Bear, for their love of honeycombs) grows up to 5’ long and 175 lbs. They feed on honey, fruit, insects, and grubs.

[obligatory goldilocks scene]

Cats

	Cheetah	Cougar	House	Liger
Sorcerer	d3	d3	d4	d30/d6
Warrior	d6/d2x2 /d2 bite	d8/d2x2 /d2 bite	d3/d1x2 /d1 bite	d12/d2x2 /d3 bite
Adventure	d16	d10	d8	d10
Defense	1	2	1	3
Health	25	25	5	45
Size	M	M	S	M
Special	Rake d3x2	Rake d2x2	Rake d1x2	Rake d4x2

	Ocelot	Panther	Puma	Tiger
Sorcerer	d4	d6	d4	d6
Warrior	d8/d1x2 /d1 bite	d8/d1x2 /d2 bite	d8/d1x2 /d1 bite	d16/d2x2 /d3 bite
Adventure	d8	d8	d10	d8
Defense	1	2	2	2
Health	10	25	35	60
Size	S	M	M	L
Special	Rake d1x2	Rake d2x2	Rake d2x2	Rake d3x2

Cheetah – The fastest of the big cats. When placed in a competition will always lose because cheetahs never win. Yes, I went there. Suck it.

Cougar – While I’m not above paronomasia (see previous), I’ll leave this one alone. Besides, at my age, it’d be necrophilia.

Housecat – The purrfect pet. Thank you. Try the veal and don’t forget to tip your server.

Liger – It's like a lion and a tiger mixed, bred for its skill in magic.

Ocelot – To be honest, as cool as leopards may be, we’d all rather have an ocelot.

Panther – A panther is like a leopard except it hasn't been peppered.
Should you behold a panther crouch,
prepare to say ouch.
Better yet, if called by a panther,
don't anther.
-Ogden Nash

Puma – Infamous dweller of crevasses. (If you don’t know, ask your parents. If they don’t know, disown them.)

Tiger – I’m in the tank for these guys even as they are in my tank. (Yes, this was the last monster I wrote up. Why do you ask?)

Tigon – Cousin to the Liger, the Tigon is never mentioned in polite society.

[white tiger in a snow storm]

Gazers

	Basilisk	Cockatrice	Gorgons	The Medusa
Sorcerer	d20	d12	d16	d24
Warrior	d6/d1	d4/d1	d8/d3	d12/d4
Adventure	d4	d6	d8	d12
Defense	5	2	3	4
Health	40	25	50	100
Size	S	M	M	M
Special	Death Gaze Death Touch	Death Gaze Death Breath	Snake Hair d20	See Description

Basilisk – Hatched from an egg of a lizard or toad that has been incubated by a cockerel (rooster, for the uneducated American), this eight-legged serpent’s gaze can kill instantly, as can its touch. Yes, you read that correctly: a serpent with eight legs. Basilisks are without a doubt one of the greatest abominations against nature. Anyone within 10’ (1 Combat Movement point) of a Basilisk must roll a Resist A4 every Combat Turn or die instantly from its gaze. A +1 bonus is given to the Resist for every 10’ away up to 50’ after which its gaze is ineffective. Direct contact with a Basilisk results in instant death, no Resist.

Cockatrice – Hatched from a cockerel’s egg and incubated by a toad, Cockatrice are as much an abomination as Basilisks. With wings. No, they may not have eight legs and they may not kill on contact, but they sure as shit have wings. That they use to fly. In the air. Airborne, amphibian roosters of death (Death Gaze Attack as per the Basilisk) breathing poisonous gas on those below. Anything caught in a Cockatrice’s breath must roll a Resist W6 or die instantly if within 10’. As with the Death Gaze, a +1 bonus is granted to the resist for each 10’ in distance up to 50’, where the poisonous breath no longer has any effect.

*O ill-dispersing wind of misery!
O my accursed womb, the bed of death!
A cockatrice hast thou hatch'd to the world,
Whose unavoyded eye is murderous.
(Richard III 4.1.55-58)*

Gorgons – All that Greek mythology mentioned earlier and claims of staying true to the source material? Ignore it. Pretend it doesn’t exist. Never happened. Gorgons are a race of all-female monsters with a hideous visage, giant boar’s tusks, and snakes for hair which attack for d20 damage when in mêlée combat. How is a race that consists of only females able to endure? Don’t ask. You don’t want to know. If you are ever in a situation to learn, it’s too late, so put that thought out of your mind and never think it again. It really is for your own good.

The Medusa – Both a name and a title, Medusa is the queen of the Gorgons. When the current Medusa dies, a new Medusa rises from ranks of the Gorgons, whereupon she attains Stone Gaze (treat like the Basilisk’s Death Gaze where the victim is turned to stone instead of dying), her locks of snakes become venomous, and *wings grow out of the back of her frickin’ head!* When in mêlée range, the snakes do an automatic d12 Damage and the victim must roll Resist WX, where X is the amount of damage received or be poisoned for dR-1/1 Damage where R is the rank of die equal to the Degree of Failure of the Resist. Poison from attacks on different turns is assessed concurrently.

Reekers

I made the commitment, so let’s get to it.

	Fetor Fiend	Funk Varmint	Miasma Critter	Stench Beast	Skunk
Sorcerer	d6	d2	d3	d8	d2
Warrior	d4/d1	d4/d1	d3/d1	d16/d4	d4/d1
Adventure	d8	d3	d2	d6	d3
Defense	1	0	1/d3	4/d12	1
Health	45	15	30	60	10
Size	M	S	S	L	S
Special	–	Stench 10’	Miasma 10’	Stench 30’	Spray

Fetor Fiend – Rarely seen and known mostly by the results of its actions. A Fetor Fiend will urinate and defecate on the supplies and possessions of anyone who is unfortunate enough to stop in its territory. Any item not made from metal, glass, or stone are ruined. Any items not ruined will require several washings to remove the overwhelming odor.

Funk Varmint (Pest) – These odoriferous vermin are unafraid of people and will approach if they believe easy food is available, sometimes quite aggressively. A Funk Varmint’s tobacco/sweat stench is so awful that those within 10’ who fail a Resist W5 suffer a -1 penalty to all Aspect rolls for a number of Adventure Turns equal to the Degree of Failure after leaving the vicinity of the Varmint.

Miasma Critter – Miasma Critters live in dung heaps, fetid swamps, and anywhere dead and rotting material, uh, *thrives*? The air surrounding a Miasma Critter is so foul that anyone within 10' of one must make a Resist W6 or contract a miasmatic disease that reduces the character's maximum Health by a roll of a die of Rank equal to the Degree of Failure each Travel Turn (day). A Cure spell beating 6+DoF is needed to stop this decline. Regaining lost Health points is only possible with the first attempt at a Cure spell with each additional multiple of the Degree of Success of the casting over the spell number granting one roll's worth of Health loss being restored. Restore the Health in reverse order.

Stench Beast – From start to finish, the life of a Stench Beast is one of sorrow and loneliness. Abandoned at birth, the newborn Beast will search for a mother and imprint upon the first creature it encounters, who will instantly reject it, leaving the Stench Beast to search ever further for comfort and affection. It's an existence that one would find sad and pitiable if the Stench Beast didn't make you try to puke your guts out.

The effluvium of the Stench Beast is so odious that any character within 30' must make a Resist W11 every (Combat) Turn or be unable to do anything but wretch and vomit so intensely that the character loses Health according to the roll of a die of Rank equal to the Degree of Failure of the Resist. For example, if the DoF is 5 then roll a d8 (5th Rank die) and lose an amount of Health equal to the result of the roll.

Skunk – Technically not a Reeker, skunks will spray (10' range) anyone they consider a threat. When sprayed, a Resist A4 is required, failure indicating the spray got into the eyes, blinding the character for a number of Adventure Turns equal to the Degree of Failure. Regardless of the result of the Resist, the stench of the spray will linger for up to three weeks. A Cure spell can reduce the duration by a week for every 4 Points of Success.

[an evidently distraught stench beast nudging an
unresponsive body lying in a pool of its own filth]

Rhinoceri

	Rhinoceros	Pigmy Rhino	War Rhino	Pigmy War Rhino	Gnomish Pigmy War Rhino
Sorcerer	d4	d4	d8	d4	d8
Warrior	d16/d3	d10/d2	d20/d3	d16/d2	d16/d2
Adventure	d3	d3	d4	d4	d4
Defense	5	3	6	4	4
Health	150	30	450	85	85
Size	L	M	L	M	M
Special	Trample d6	–	Charge Trample d12	Charge Trample d6	See Description

Rhinoceros – Gentle in nature, the Rhinoceros won't initiate a fight but also won't hesitate to finish one.

Pygmy Rhino – This diminutive cousin of the Rhinoceros has been the cause of death for more than a few children of wealthy nobility who irresponsibly and stupidly thought a Pygmy Rhino would make a suitable pet.

War Rhino – Bred with the intention of being naturally armored behemoths for warfare. Unfortunately, the War Rhino proved to be an untrainable, ill-tempered animal that refused to be mounted.

War Rhinos are particularly dangerous when traveling in a crash (herd).

Pygmy War Rhino – Whether a cross-breed between Pygmy Rhinos with War Rhinos or just War Rhino runts, the Rhinos aren't talking. War Rhinos are very protective of their Pygmy brethren.

Gnomish Pygmy War Rhino (mount) – Bonded at birth to a single Warrior, the Gnomish Pygmy War Rhino is highly prized by the warrior Gnome tribes of the sub-tropical savanna regions. They receive a +4 bonus to Resist spells and spell-like effects, being allowed a Resist even if the spell does not allow one. The Resist benefit extends to any riders as a +2 bonus. Gnomish Pygmy War Rhinos also have Magic Damage Reduction -1 for any spells that aren't Resisted. This benefit is not passed on to any riders.

As befitting their supposed War Rhino heritage, Gnomish Pygmy War Rhinos have the Charge attack and Trample d4.

Shapechangers

Skin-Walkers – Skin-Walking is shamanistic magic where practitioners wear the skins of animals to assume their form. Generally considered a step toward darker magics in most societies where it is practiced, donning the skin of humans (including all player races) is always considered an evil practice regardless of the general attitude toward skin-walking. The magic is not available to players.

Therianthropes/Shapeshifters – Shapeshifters are creatures of two (or more) forms. Mercedes Thompson is an example of a shapeshifter; whether in human or coyote form, she has the same intelligence and thoughts, although unlike most shapeshifters, she thinks of herself as a human who can change shape (but that has been changing as her story progresses).

Werewolves

S: d20	D: 3/d12
W: d12/d3	H: 75
A: d12	Size: M
Special: see below	

First off, Lycanthropy is not an infection; it's a communicable curse. Wolfsbane and the like won't cure, prevent, or inhibit the curse. Second, as a curse, the victim is *cursed*, dammit. There is no gaining control of the wolf, no voluntarily affecting the change. There are no werewolf packs or werewolf communities. There are no benefits to being a werewolf. Only isolation and horror. Third, werewolves couldn't give two shits about a vampire one way or the other, other than to try to tear its throat out, just like it wants to tear everyone's throat out. And lastly, regular weapons most certainly can harm werewolves. So let's go over these points.

Communicable – Just because the curse can be spread does not mean it spreads easily. Anyone attacked by a werewolf who is reduced to exactly a single point of Health must make a Resist S1 or receive the curse.

Curse – The curse is such that when transformed, the werewolf attacks and kills in order, based on availability, his children, his family, his friends, and anyone else. A werewolf will not travel 10 miles to eviscerate his child when there's a friend right in front of him, but will bypass a stranger to kill a cousin in the next room.

[lon chenev walking with the queen]

Vampires – Fucking teenagers with their complete lack of discernment and taste. *Damage* – While regular, non-silver weapons can harm werewolves, the damage doesn't last. In combat, at the beginning of a werewolf's Turn, any damage from non-silver weapons is fully healed. So while it is possible for a mob of peasants to kill a werewolf, it's unlikely. Nota bene: the healing is only when in wolf form. Said mob will easily kill a suspected werewolf in natural form. Also, when killed, the corpse remains in the same form as at the time of death, so the only way anyone will know the beast was the poor Widow Brown is by her notable absence. Although it could have been the traveling Tinker and poor Widow Brown was just visiting her ailing sister in Ferristown, leading to a particularly brutal, and unjust, lynching when she returns.

It's the Game Master's option to allow a player to continue playing an affected character, but by no means should they ever be allowed to play the character when transformed. Also optional is the trigger for change. Some possibilities are the traditional full moon, nightly, the presence of a particular flower, or completely random.

[lon chenev, jr walking with the queen]

So. Removing the curse. I don't know, man. I mean, that's one hell of a curse. Transforming into a monstrous wolf hell-bent on the destruction and death of all the cursed one holds dear is bad enough, but making it a vector (albeit with a low chance of transmission) is something else entirely. Add in the high survival rates in combat and we're talking a whole new level of nasty. This isn't something that goes away with a simple roll of 10 or better on a Cure spell; there had better be at least some chain-casting going on with maybe an exploding die or two or twelve. Something like a target number of 30 plus 5 for every person the werewolf has killed.

As for breaking the curse, one common belief is that striking a werewolf three times on the forehead with a knife will do the trick. True story. *Stab, stab, stab.* "Praise Jesu the Savior, son of the Lord God Almighty. You have been cured of your terrible curse, Reginald. May your soul rest in peace in his ever-merciful embrace." Also (very likely) a true story.

Yeah, we'll go with that: To break the curse, the werewolf, in wolf form, must be struck on the forehead on three consecutive attacks with a silver knife. That's three consecutive attacks, not three consecutive hits. That's also with a silver knife, not a silver sword or a silver arrow or three different silver knives striking consecutively. One silver knife, three consecutive, successful strikes to the forehead on three consecutive attacks on the werewolf. If a fighter is two successful attacks in and someone shoots an arrow at the wolf, the fighter has to start all over again even if the arrow misses.

< insert animal here >-thropes

Werewolves, well, the wolf as a Big Bad, in general, is, so far as I can tell, a very Euro-centric concept. I can't think of any other culture/region that has so great a fear of wolves. In fact, almost every non-European-influenced culture revered wolves. So if you want to use some other – totem? avatar? – as the archetypal representation of evil, here are a few choices. All -thropes have the same abilities and vulnerabilities as werewolves. Any further special abilities will be in the monsters' descriptions.

	Baboon	Bear	Dingo	Hyena
Sorcerer	d20	d20	d20	d20
Warrior	d12/d1	d12/d3x2/d2	d12/d2	d12/d2
Adventure	d12	d8	d12	d12
Defense	2	4	4	4
Health	75	150	75	75
Size	M	L	M	M
Special	See Description	See Description	–	See Description

	Jaguar	Rat	Tiger	Wallaby
Sorcerer	d20	d20	d20	d20
Warrior	d12/d2x2/d1	d10/d1	d12/d3x2/d3	d16/d2
Adventure	d12	d10	d12	d16
Defense	2	2	3	4
Health	75	50	100	50
Size	M	S	L	S
Special	See Description	See Description	–	–

Werebaboon – Werebaboons are able to use mêlée weapons, but not expertly. All weapons do d1/d3 damage plus any bonus the weapon may have. Werebaboons can also hurl rocks, sticks, clubs, etc. with a range of 10/20/30.

Werebear – Werebears will do either a maul attack (d3x2) or bite attack (d2) on a Turn, not both. Additionally, if both maul attacks succeed, the victim is caught by the Werebear in a Bear Hug that does W16/d3 Damage per Turn, as well as a bite attack.

Weretiger – Ignore the broken animals you see in zoos or Vegas acts. Picture, instead, the beast in its native land, truly a king among all predators. Now add pure, concentrated malevolence, an unthinking malignancy that rends kith and kin from stern to stem.

Wererat – Like rats, a Wererat can squeeze through any opening large enough to accommodate its skull. Wererats will first go for the Achilles tendon, if available, of standing opponents, and the eyes of those who are prone/supine.

Werejaguar – Additional Special: Surprise d20; Rake W12/d3 – if both claw attacks on a Turn are successful, the Werejaguar has grabbed the victim (treat as Grapple) and on subsequent Turns may do a Rake attack and bite until the victim breaks free.

Werehyena – Additional Special: Hyena Laugh: A Werehyena's "Laugh" can cause abject fear in those who hear it; victims suffer a decreasing -1 penalty on all actions for each Point of Failure on an opposed Sorcerer roll. As long as the penalty is greater than an Aspect's Rank, the character can perform no actions using that aspect. If the Degree of Failure is greater than the Rank of the victim's highest Aspect, the victim is effectively a gibbering idiot for a number of Turns equal to the difference.

Weredingo (insert baby joke here) – Dingoes are not dogs brought over by the English that have gone feral, like brumbies are for horses, but wild dogs that were brought by the aboriginal peoples from southern Asia. Their lineage has been there for a long time. This has nothing to do with Weredingoes. Just thought I'd share.

You knew it had to be coming:

Were-Wallaby – Were-Wallabies attack by balancing on their tail and kicking with their feet. And with that amount of damage, imagine what a Were-Kangaroo can do.

[ouroboros]

**Appendix A
Mêlée Weapons**

	Dam.	Max. Dam.¹	Min.	War.²	Speed	Type	Races Allowed	Use Shield	Dual Wield
Axe, Battle	d2	d8	d6	0	Ch	H, D, O, He	No	No	
Axe, Battle, Great	d3	d12	d12	-2	Ch	H, D	No	No	
Axe, Great	d2	d10	d8	-2	Ch	H, D, O	No	No	
Axe, Hand	d1	d6	d4	1	Ch	H, D, E, O, G, He, ½	Yes	Yes	
Blackjack	d1	d1	-	2	Ch	H, D, E, O, G, He, ½	Yes	No	
Bō	d1	d3	-	-1	Cr	H, E, O, He	No	No	
Caestus	d1 ³	d30	d6	2	Cr	H, D, E, O, G, He, ½	No	-	
Caestus, Spiked	d2	d30	d10	2	S	H, D, E, O, G, He, ½	No	-	
Club	d1	d3	-	2	Cr	Any	Yes	Yes	
Dagger	d1	d3	-	2	S	H, D, E, O, G, He, ½	Yes	Yes	
Fist	d1 ⁴	d30	-	2	-	Any	-	-	
Hammer	d1	d6	d4	1	Cr	H, D, E, O, G, He, ½	Yes	Yes	
Hammer, War	d3	d12	d12	-2	Cr	H, D, O	No	No	
Hatchet	d1	d3	-	2	Ch	H, D, E, O, G, He, ½	Yes	Yes	
Mace	d2	d8	d6	0	Cr	H, D, E, O, He	Yes	No	
Morningstar	d2	d10	d8	-1	Cr	H, D, E, O, He	Yes	No	
Quarterstaff	d1	d3	-	-1	CR	H, E, O, He	No	No	
Sap	d1	d1	-	2	CR	H, D, E, O, G, He, ½	Yes	No	
Spear	d2	d10	d8	-1	S	H, D, E, O, He	No	No	

**Appendix A
Mêlée Weapons (Cont.)**

	Dam.	Max. Dam.¹	Min.	War.²	Speed	Type	Races Allowed	Use Shield	Dual Wield
Spear, Great	d1	d6	d4	0	S	H, D, E, O, He	Yes	No	
Sword, Bastard	d2	d10	d8	-1	S	H, D, E, O, He	No	No	
Sword, Great	d3	d12	d12	-2	S	H, O	No	No	
Sword, Long	d2	d8	d6	0	S	H, D, E, O	Yes	Yes	
Sword, Short	d1	d6	d4	1	S	H, D, E, O, G, He, ½	Yes	Yes	
Polearms									
Arbir	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Bardiche	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Bec de Corbin	d2	d10	d8	-1	S	H, D, E, O, He	No	No	
Bill	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Bisentō	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Corseque	d2	d10	d8	-1	S	H, D, E, O, He	No	No	
Dangpa	d2	d10	d8	-1	S	H, D, E, O, He	No	No	
Ear Spoon	d2	d10	d8	-1	S	H, D, E, O, He	No	No	
Falx	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Fauchard	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Glaive	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Guan dao	d2	d10	d8	-1	Ch	H, D, E, O, He	No	No	
Guh	d2	d10	d8	-1	S	H, D, E, O, He	No	No	

Appendix A
Mêlée Weapons (Cont.)

	Dam.	Max. Dam.¹	Min. War.²	Speed	Type	Races Allowed	Use Shield	Dual Wield
Guisarme	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Halberd	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Jangchang	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Jeddart Staff	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Ji	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Langdebeve	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Linstock	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Lochaber Axe	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Lucerne Hammer	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Military Fork	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Naginata	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Nangseon	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Ngaw	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Partisan	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Pike	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Pollaxe	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Pudao	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Quandao	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Ranseur	d2	d10	d8	-1	S	H,D,E,O,He	No	No

Appendix A
Mêlée Weapons (Cont.)

	Dam.	Max. Dam.¹	Min. War.²	Speed	Type	Races Allowed	Use Shield	Dual Wield
Rhomphaia	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Sarissa	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Sovnya	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Sparth	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Spetum	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Spontoon	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Svärdstav	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Touppiang	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Xyston	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Voulge	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
War Scythe	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Woldo	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Yari Variations								
Bishamon	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Fukuro	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Hoko	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No
Jūmonji	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Kagi	d2	d10	d8	-1	S	H,D,E,O,He	No	No
Kama	d2	d10	d8	-1	S	H,D,E,O,He	No	No

Appendix A Mêlée Weapons (Concluded)

	Dam.	Max. Dam. ¹	Min.	War. ²	Speed	Type	Races Allowed	Use Shield	Dual Wield
Kata kama	d2	d10	d8	-1	S	H,D,E,O,He	No	No	
Kikuchi	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No	
Omi no	d2	d10	d8	-1	S	H,D,E,O,He	No	No	
Ryō-shinogi	d2	d10	d8	-1	S	H,D,E,O,He	No	No	
Sankaku	d2	d10	d8	-1	S	H,D,E,O,He	No	No	
Sasaho	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No	
Su	d2	d10	d8	-1	S	H,D,E,O,He	No	No	
Tsuki nari	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No	
Yajiri nari	d2	d10	d8	-1	Ch	H,D,E,O,He	No	No	

¹ Orcs increase Maximum Damage by 2 Ranks

² Orcs can use mêlée weapons one Warrior Rank early

³ One die for every 2 full PoS, 3 for Gnomes and Halflings, with a Minimum of 1 point of Damage with success. Increase Damage die by 1 Rank for each Warrior Rank above 7th

⁴ One die for every PoS, 2 for Gnomes and Halflings, with a Minimum of 1 point of Damage with success. Increase Damage die by 1 Rank for each Warrior Rank above 7th

[→ ← — — ○ ○ □ □ — — ♀ ♀ ♂ ♂ — — ○ ○ ♀ ♀ → ← — —]

Appendix B Ranged Weapons

	Dam.	Min. Adv.	Attacks/Turn	Type	Races Allowed	Range (Yds)	Range (Pts)
Atlatl	d1	d8	1	S	H,D,E,He	100/200/400	30/60/120 ⁵
Axe, Hand	d1	d4	2	Cr	H,D,He	10/20/30	3/6/10
Blowgun, Hunting	—	—	1	S	H,D,E,G,He,½	15/30/45	5/10/15
Blowgun, Stealth	—	d4	1	S	H,D,E,G,He,½	10/20/30	3/6/9
Boomerang	d1	d8	½	Cr	H,D,E,G,He,½	10/20/40	3/4/6
Bow, Great	d3	d12 ³	1	S	H,E,He	100/200/300	30/60/100
Bow, Long	d2	d8	2	S	H,E,He	70/140/210	20/45/75
Bow, Short	d1	d4	2	S	H,D,E,He	50/100/150	15/30/45
Club	d1	d4	1	Cr	H,D,E,He	10/20/30	3/5/8
X-bow, Heavy	d3	d4	½ ⁴	S	H,D,E,He	80/160/240	24/48/95
X-bow, Light	d1	—	1	S	H,D,E,G,He,½	60/120/180	18/35/70
Dagger	d1	—	2	S	H,D,E,G,He,½	10/20/30	4/7/11
Dart, Military	d1	d4	2	S	H,D,He	15/30/60	4/7/15
Hammer	d2	d4	1	Cr	H,D,E,He	10/20/30	3/6/12
Hatchet	d1	d4	2	Ch	H,D,He	10/20/30	3/6/9
Javelin	d2	—	2	S	H,D,E,He	30/60/90	10/20/30

Appendix B Ranged Weapons (cont.)

	Dam.	Die	Min. Adv.	Attacks/Turn	Type	Races Allowed	Range (Yds)	Range (Pts)
Kontos	d1-d3	d8	1	S	H, E, He	–	–	
Lance	d1-d3	d8	1	S	H, E, He	–	–	
Net	–	–	1	–	H, D, E, G, He, ½	10/20/30	3/4/5	
Rock, Hurléd	d1 ¹	–	2	Cr	H, D, E, G, Ho, He, ½	10/20/30 ²	1/2/3	
Sling, Bullet	d2	d4	2	Cr	H, D, E, G, He, ½	40/80/160 ²	12/25/50	
Sling, Stone	d1	–	2	Cr	H, D, E, G, He, ½	40/80/160 ²	10/22/45	
Spear	d2	–	2	S	H, D, E, He	30/60/90	9/18/27 ⁶	
Throwing Stick	d1	–	2	Cr	H, D, E, G, He, ½	10/20/30 ²	1/2/3	

¹ Cannot increase in Rank, except for Half-Ogres

² Ranges are halved for Gnomes and Halflings

³ Also requires a d8 in Warrior

⁴ Requires a full Turn to reload

⁵ Cannot be used against anyone within 2 Movement Points

⁶ For Half-ogres, Warrior Rank 1-7, the ranges are 9/18/27. Add 3/6/9 for each Rank over 7th

Appendix C Spell Index

	Rank	Book	Page
Charm	7	Θ	23
<i>Charm</i>	3	Θ-HUH	22
Communicate	7	Θ	24
<i>Communicate</i>	3	Θ-HUH	22
Create Meal	3	Θ	20
<i>Control Undead</i>	7	Θ-HUH	24
Cunctation	8	Θ-HUH	9
Cure	5	Θ	21
Curse	7	Θ-OH	22
Darkness	5	Θ	22
<i>Destroy Undead</i>	3	Θ-HUH	22
Dispel Magic	7	Θ	24
Divination	7	Θ-HUH	10
Elemental Barrier	7	Θ-OH	23
Elemental Blast	7	Θ	24
Elemental Stream	5	Θ	22
Fictis Mundi	3	Θ-OH	24
Flash-Bang	5	Θ	22
Floating Disk	3	Θ	20
Fly	7	Θ	24
Heal	3	Θ	20
Immobilize	3	Θ-HUH	10
<i>Immunize</i>	7	Θ-HUH	23
Light	3	Θ	20
Lightning Bolt	7	Θ	25
<i>Lightning Strike</i>	7	Θ-HUH	22
Luck	5	Θ	22
Magic Dart	3	Θ	21
<i>Magic Thorn</i>	3	Θ-HUH	23
<i>Mend</i>	5	Θ-HUH	23

Specialist spells *italicized*

Appendix C Spell Index (cont.)

	Rank	Book	Page
Message	3	Θ-HUH	10
Overgrowth	3	Θ-OH	24
Repel Undead	5	Θ	23
Rigor	7	Θ	25
Scry	5	Θ-HUH	11
Shield	3	Θ	21
Silence	5	Θ	23
Sleep	7	Θ	25
Strike	3	Θ	21
Summon	7	Θ-OH	25
<i>Summon Elemental</i>	7	Θ-HUH	23
<i>Sunlight</i>	3	Θ-HUH	23
Tempore Finis	8	Θ-HUH	11
Tempore Saltus	9	Θ-HUH	12
<i>Thorny Overgrowth</i>	5	Θ-HUH	23
Vita Dilatio	9	Θ-HUH	12

Specialist spells *italicized*

Appendix D Ritual Index

	Rank	Book	Page
<i>Companion</i>	3	Θ-HUH	22
Create Scroll	3	Θ-OH	26
Create Magical Staff	3	Θ-HUH	16
<i>Create Talisman</i>	3	Θ-HUH	25
Create Magical Wand	8	Θ-HUH	17
Create Magical Mêlée Weapon	9	Θ-HUH	18
Create Magical Ranged Weapon	9	Θ-HUH	19
Familiar	3	Θ-HUH	14
Imbue Ammunition	8	Θ-HUH	19
Magic Portal	5	Θ-HUH	20

Specialist rituals *italicized*

Appendix E Classes

Θ is a classless system. In both meanings of the phrase to some, but haters are gonna hate and players are gonna play, and some players want to play classes, so here are some "classes."

A Class must be taken at character creation and cannot be dropped or changed. When creating a Class character, the character must have at least as many Ranks in its primary Aspect as indicated by parentheses. Unlike non-Class characters, Classed Characters can only improve their stats between adventures.

Ranger – Cost: 3 CP; Considered (mistakenly) by some to be the militant arm of the Druids.

There are two types: Striders and Hoods.

- Maximum Strider Ranks: S7, W11/(6), A9; Can dual-wield weapons regardless of Rank in Adventure; Races: Human, Half-elf, Orc (still cannot dual-wield)
- Maximum Hood Ranks: S9, W7, A11/(6); Gets an additional shot per Turn when using (non-cross-) bows. Races: Human, Elf, Half-elf, Halfling (benefit applies to slings instead of bows)

All Rangers use Druidical spells except *Companion* for which they use the regular *Familiar*. Halflings still cannot cast spells. Rangers are limited to Scale armor and cannot use shields, but get a +1 bonus in mêlée to the Armor die for each Rank in Adventure over 7th.

Bard – Cost: 6 CP; Max Ranks: S11/(4), W7, A9/(4); Can wear up to Brigandine armor. A Bard must be Good At a stringed instrument, Poetry, and Public Performance (part of the initial CP cost). While Bards can cast spells, they are limited to doing so as a 7th Rank caster. Starting at 4th Rank in Sorcerer, a bard can make a Know Legend roll (Sorcerer roll to beat the character's Rank in Sorcerer), no matter how obscure the legend may be.

4	33.33%	8	50.00%
5	37.50%	9	55.00%
6	40.00%	10	58.33%
7	41.67%	11	63.33%

Races: All but Orcs and Half-ogres

Barbarian – Cost: 6 CP; Max Ranks: S7, W11/(5), A9/(5); For each Rank over 7th in Warrior, can negate one Rank of physical damage reduction. Receive a +1 bonus to the Armor die for each Rank in Adventure over 5th when wearing up to Chain Armor (applies even when not wearing armor). Gain two additional Health with each purchase. Races: Human, Orc, Half-ogre, and because I find the concept amusing, Halflings, which costs an additional 2 CP and are allowed to increase Warrior to 9th Rank instead of the racial limit of 7th.

Thief – That's what the Adventure die is for.

Assassin – Why was this ever a Class?

Cleric – Play the Healer specialist

Cavalier –

Cavalier –

Cavalier? – Ok, sure. Why not. Cost: 0 CP; Max Ranks: S7, W11/(5), A9(5); Can only use Lances/Kontos, for which they receive a +2 bonus, and Swords. May use any armor, but must use the most expensive they can afford. While they can use Long or Short (or Great) Bows, they cannot use them in combat against a recognized foe; i.e. they can hunt a bear but not use a bow against a goblin, no matter how much the character may disdain it. Races: Human, Half-elf, Elf.

Paladin – In case you haven't noticed, "Good" and "Evil" aren't mentioned in Θ . There's a reason for that.

Monks – No.

Acrobat – Oh god, no.

Ninja – Hell no.

Psiots – Stop. Right now. Stop it.

[woman in plate armor sitting at a school desk]

[get it? she's sitting in class]

[you know, with over twenty of these things they can't all be gems, so how]
[about you climb yourself right off my back, ok. thank you so very much]

Appendix F Poetry Corner

What? I'm not all probabilities and statistics and technical writing, you know. I also have a deep appreciation of the aesthetic. It is possible to find beauty in a panoramic vista *and* Maxwell's equations; to thrill in the slow crescendo of King Crimson's "Easy Money" or Ravel's *Boléro*; to enjoy verbal play with assonance, metonym and metaphor, and onomatopoeia, and – And fuck you. I don't need to explain myself. Here's some shitty haiku. Asshole.

*Skeleton attacks
with a triple explosion.
The armor die fails*

*Dragon approaches
Oh Dear god, Please Make It Stop!
Oohhh, now I get it*

*The Stench Beast submits
Ashen-faced, the fighter flees
Why do you leave me?*

And here's a crappy limerick.

*Into the fray the fighter did go
Trading off damage, blow for a blow
The carnage was great
And did not abate
Continuing on into moonglow*

Wow. That really was crappy. Order word change much? At least I managed to force some imagery in there. Some people think that poetry is about expressing emotion and feelings. Those people are wrong. It's about pictures in words. And the only thing that saved that steaming pile above is the word "moonglow." Oh well. Despite how I might not want it to be, it's back to technical writing for me. The language I mangle and thoughts that I strangle are only part of my issues of a lack of meter or rhyme.

Appendix G Afterword

REDACTED

I'm old.

REDACTED

Ten years ago I wrote a little thing I called *Sorcerer Character Has Warrior Adventure*. Into Θ , I put much of the anger, disgust, annoyance, anger, *checks thesaurus* resentment, frustration, and, um, anger I was feeling at the time. It's a work I am proud of and writing it is probably the greatest thing I have ever accomplished, or ever will accomplish.

A few years later I wrote *Sorcerer Character Has Warrior Adventure: Onanistic Hoodoo* and, as the title implies, it was pure masturbation. If I thought it was funny, I put it in there. Sixty polearms with the exact same stats? Done. Six pages of pointlessness about armor? Absolutely. Diminishing the contributions to the RPG industry, including its creation, of E. Gary Gygax to the introduction of the aforementioned polearms and Gygaxian prose? You betcha. References to *A Christmas Story* and the shitshow that was the '50s Hollywood blacklisting? Oh yeah. Destroying lives for political gain makes for great humor. An index that lists every time I used the word "parenthesis"? Hey, it's funny. I likely would not do it today, or at least I'd make the index somewhat usable but, in my defense, I did include "**scumbag; low-life, piece of shit** – See McCarthy, Joseph." But on the whole, while I wouldn't exactly say that I improved as a writer, a humorist, or game designer, I do consider Θ -OH to be a worthy follow-up to Θ , broadening the game with some necessary, but mostly unnecessary, elements, as is the case for all RPG supplements.

In Θ -OH, there was a small mention of *Sorcerer Character Has Warrior Adventure: Hypo-Uberous Hexing*, "uberous" being a five dollar word meaning fertile or fruitful, usually pertaining to soil, but it can be used euphemistically, as was the intention here. And boy-howdy, if only I knew how prophetic that title was going to be. Even though I already had some material and ideas for more, I never did anything with them. Occasionally I would open the file and stare at my computer screen; maybe I'd write up a new monster; on the forums, I'd start a new thread, hoping that it would inspire me to create more, but mostly I spent my time eating Cheetos and watching porn. (Old joke. Ask your parents.) More and more, Θ -HUH was turning into a big Θ -UH.

Alright. For those of you who *still* don't get it, the acronym for *Sorcerer Character Has Warrior Adventure* is SCHWA and Θ is a schwa, a phonetic character that used to be taught in the third grade and good luck finding anyone under the age of 40 who knows what the hell it is. The sound Θ represents is usually described as "uh," which means the titles of my books can be shortened to *Uh*, *Uh-oh*, and *Uh-huh*. That's it. It's a stupid, little gag that I've committed the past ten years of my life to *and nobody fucking gets the goddamn joke*.

Anyway.

REDACTED

Much of the anger I had back in the days before Θ stemmed from my separation and divorce and the loss of friends and community that came from it. I had moved in with my mother. I had no job. I had no social life. I'd stay inside for days at a time and there would be stretches of months where the farthest I went outside was the mailbox. I was not in what one would call "a good place." Eventually I adopted the Oedipussy Rex persona, joined a couple forums online, and shortly thereafter I wrote Θ . From there I started going to media and gaming conventions to demo my little RPG. Then I began meeting up with local board-gamers, and on to doing things like having people over for dinner. You know, becoming a human being.

REDACTED

REDACTED

do beans belong in chili? REDACTED the paper comes off the front of the roll.

REDACTED

REDACTED Welcome to Life, shithead.

Indeed.

REDACTED

Tolstoy wrote *War and Peace* in less time than I've spent on this thing, for chrissake.

REDACTED

but I *can* finish this book. So here it is. It's – uneven. Some parts are good, others less so, with a few moments of brilliance and too many stretches pure tedium. But it's at a point where I can call it finished.

REDACTED

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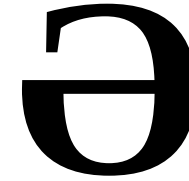


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[delusional idiot thinking he is a writer]
[changing the ribbon on a typewriter]

About the Author

The cats are dead but otherwise still bald, childless, middle-aged, divorced, and living in his mother's basement. And still a major disappointment to to everyone who has had the misfortune to meet him.



Hypo-Uberous Hexing

Reinventing Sliced Bread

Leaving It in the Toaster too Long

Scraping Off the Burnt Crumbs

And Serving It for Dinner

*Oh, for Pete's sake. The dice are still funny
but surely by now the joke has gone stale.*