

WARLOCK SPECIAL ABILITIES & SPELLCASTING REFERENCE SHEET

MAGIC ATTACK		MAGIC DEFENCE		MAGIC POINTS (pg. 75)	
BASE	ADJUSTED	BASE	ADJUSTED	TOTAL	CURRENT

WARLOCK MINIMUM REQUIREMENTS

A player who wishes to play a Warlock must roll scores of at least 11 for INTELLIGENCE and 9 for PSYCHIC TALENT.

WARLOCKS AND ARMOUR

Warlocks receive -2 to ATTACK and DEFENSE for wearing Plate Armour. Any other armours incur no ATTACK or DEFENSE penalties. Warlocks have no chance of spell failure for wearing armour.

SPELLCASTING (See pg. 106 for spell list)

CASTING A SPELL

Warlocks may not cast a spell of higher level than their rank. Spells cost a number of MAGIC POINTS equal to their level to cast (1 MP for a first-level spell, 2 MPs for a second-level, etc.). When the MAGIC POINTS score falls to 0, no more spells may be cast that day.

REGAINING MAGIC POINTS

Any expended MAGIC POINTS are replenished at sunset. A Warlock's MAGIC POINTS are exactly equivalent to a Sorcerer's MAGIC POINTS except where stated otherwise; i.e. they are regenerated by a Potion of Replenishment, attenuated by a Spell Screen, etc.

SPELLS AND VICTIMS

There are two types of spells:

- **DIRECT-ATTACK:** These spells match the Warlock's MAGIC ATTACK against the victim's MAGIC DEFENCE.
- **INDIRECT-ATTACK:** These spells match the spell effect's SPEED against the victim's EVASION and/or subtracts the victim's ARMOUR FACTOR from the damage.

USING EXTRA MAGIC POINTS

Warlocks may choose to put additional MAGIC POINTS into the cost of a spell, above the basic MP cost of the spell to grant a better chance of breaking through the foe's magical barriers (such as a *Wall of Magic* spell). This may only be done with INDIRECT-ATTACK spells.

RESISTING DIRECT-ATTACK SPELLS

The rules for this are very similar to EVASION rules (pg. 62). Subtract the foe's MAGIC DEFENCE from the Warlock's MAGIC ATTACK. The result is the number the Warlock must roll \leq on 2d10 in order for the spell to work. As with EVASION, a result of 2 means the spell takes effect regardless of the foe's MAGIC DEFENCE. This procedure also applies to a number of magical attacks that are not, strictly speaking, spells (i.e. a Basilisk's gaze).

DURATION AND SPELL EXPIRY FOR WARLOCKS

Spells with effects lasting more than one round are "DURATIONAL" spells. Some DURATIONAL spells state the duration of their effects clearly in their entry. Other durational spells have a duration of "SPELL EXPIRY ROLL applies." For most spells of this kind, this check is made by rolling 1d20 at the start of each COMBAT ROUND the spell is in effect. On a roll of 1-19, the spell continues. On a 20, the spell wears off. For convenience, minutely checks may be made if making a check every 6 seconds is too cumbersome. Warlocks have a 60% of the spell continuing after 1 minute. Roll 1d100 at the end of every minute in game-time. On a roll of 1-60, the spell continues. On a roll of 61-100, the spell wears off.

OVERLAPPING SPELLS

All spell-casters can cast a spell before the effects of another spell have worn off. In fact, a Warlock may have any number of spells going at one time. However, The same spells may not be cast twice in a row to "double up" the effects and get twice the benefit. This merely results in wasted MAGIC POINTS.

TERMINATING A SPELL

Warlocks may terminate a durational spell before its effects wear off. Warlocks must will the spell to terminate, and so terminating a spell counts as an action and takes one COMBAT ROUND. When a Warlock terminates a DURATIONAL spell to which a SPELL EXPIRY ROLL applies, the Warlock gets back half the MAGIC POINTS (rounded down) expended to cast it.

WEAPON GROUPS

At 1st rank the warlock is equally skilled in the use of all weapons. Warlocks need only specialize upon reaching 3rd rank, when the combat techniques they use begin to get quite complex. At 3rd rank, Warlocks choose *two* WEAPON GROUPS from among the eight groups shown on the table below.

WARLOCK WEAPON GROUPS			
Weapon Group I	Weapon Group II	Weapon Group III	Weapon Group IV
Flail Mace Morningstar	Dagger Shortsword Sword	Halberd Staff Spear	Two-Handed Sword
Weapon Group V	Weapon Group VI	Weapon Group VII	Weapon Group VIII
Battleaxe	Bow	Crossbow Javelin Sling Thrown Dagger Rock, etc.	Cudgel Unarmed Combat

When Warlocks fight with a weapon belonging to one of their chosen WEAPON GROUPS, Warlocks use their full ATTACK score. If Warlocks are obliged to fight with a weapon type they are not familiar with, they suffer a penalty of -2 from ATTACK.

The initial choice of WEAPON GROUPS is not unalterable. The switch-over from one group to another takes two months of game-time; during this time Warlocks are not proficient with neither the group they are switching from nor the group they are switching to.

WEAPON GROUPS CHOSEN:

SIMULTANEOUS CASTING

Warlocks can 'power up' for battle faster than the other magic-using Professions can. A certain number of their spells may be cast simultaneously with one another, allowing the Warlock to cast two spells per COMBAT ROUND. These spells are marked with an asterisk on the Warlock spell list (pg. 106).

SPECIAL ABILITIES

Warlocks do not have access to the special skills of a Sorcerer. Warlocks cannot read scrolls, nor can they prepare potions (though they can benefit from the effect of a potion, just like any other character). The same applies to magic rings and talismans. Listed below are the eight talents available to Warlocks of advanced rank. A Warlock selects one of these talents upon reaching 8th rank and one for every rank thereafter.

☐ APPRAISE ENEMY

This skill enables the Warlock to determine the Profession (if any) and rank of characters just by watching them for a few moments. The GM rolls a d20, and if the score is under the Warlock's PSYCHIC TALENT, the GM informs the Warlock's player accurately of the observed character's profession and rank. If the d20 roll fails, the GM derives a random result for the observed character's rank by rolling 3d6-7, taking the results below 1 as 1st rank, and gives the character's Profession as whatever seems most plausible. Use of the skill takes one COMBAT ROUND for each character observed. It can only be used once on any given character. The Warlock cannot double-check in case of a mistake the first time. Because this is a skill rather than a spell, it is not affected by *Deceit* or *Mind Cloak*. However, for the same reason it is affected by an Assassin's DISGUISE skill, and an Assassin who is successfully disguised will be able to fool the Warlock into thinking the Assassin to be some other rank and Profession.

☐ ARROW CUTTING

This talent allows Warlocks to knock or catch arrows out of the air before they hit them. This calls for total concentration, so Warlocks cannot do it while spell-casting, in melee, etc. Warlocks pit their DEFENSE score against the bowman's ATTACK. The HIT ROLL is thus made as for a normal melee attack, except that the normal range and visibility modifiers (pg. 68) still apply also. Warlocks have to split their DEFENSE if more than one arrow is shot at them in the same COMBAT ROUND. The ARROW CUTTING skill can only be used if the Warlock can see the attacker; this is because the Warlock must see the release of the arrow to time the parry, Warlocks do not actually follow the flight path with their eyes. Despite the name, this skill applies to all missile weapons (throwing spikes, arrows, javelins, etc.) except for crossbow bolts.

☐ FIGHT BLIND

The Warlock acquires a kind of 'radar' sense. When fighting blind (in pitch darkness, or thick smoke, or against an invisible opponent), the Warlock incurs a penalty of only -2 ATTACK and -4 DEFENSE (this is only 50% of the usual penalty for fighting blind; see pg. 61).

☐ UNARMED COMBAT

In order to select this skill, Warlocks must have chosen Weapon Group VIII as one of their WEAPON GROUPS. If the Warlock later switches to another WEAPON GROUP, use of this skill is lost. When fighting unarmed, this skill means the Warlock uses a d6 for ARMOR BYPASS ROLLS and inflicts 3 HP damage on a successful blow.

☐☐☐ MINOR ENCHANTMENT (WEAPONS)

This gives the Warlock the ability to forge enchanted weapons. There are three sub-levels to the MINOR ENCHANTMENT skill: *basic*, *advanced*, and *master*. The first time the Warlock chooses this skill, it grants the ability to make +1 magic weapons. Warlocks must wait until they gain another rank and then take the same skill a second time in order to reach the *advanced* level required to make +2 weapons. For *master* level (+3 weapons), this skill must be taken three times. There is a 1% chance the item will turn out to be flawed. The time taken to create an enchanted weapon is given below.

☐☐☐ MINOR ENCHANTMENT (ARMOUR)

This is exactly the same as the previous skill, except that it governs the construction of enchanted armour instead of weaponry.

Item	Time Taken To Create
+1 Arrow or Quarrel	25 days
+2 Arrow or Quarrel	125 days
+3 Arrow or Quarrel	375 days

+1 Weapon	100 days
+2 Weapon	500 days
+3 Weapon	1500 days

+1 Armour (any sort)	100 days
+2 Armour (any sort)	400 days
+3 Armour (any sort)	900 days

☐ MAJOR ENCHANTMENT (WEAPONS)

Warlocks can only take this skill when they have MINOR ENCHANTMENT OF WEAPONS at the *master* level. This skill enables Warlocks to produce three magic swords which are listed below. Warlocks can make only one of each type in their lifetime, and each takes a year and a day to make. These items *must* be swords of some form (a normal sword, shortsword, scimitar, two-handed sword or whatever). It is not possible to forge other types of weapon using this skill.

- **VOLCANIC SWORD** - The wielder of this sword can cause its blade to glow white-hot or even burst into flame. This adds 5 HP to the damage the weapon inflicts; e.g. a shortsword becomes a (d8, 8) weapon. This applies to only creatures that can be affected by heat and/or fire. A Spectre, for instance, would only take damage as from a normal magic sword.
- **SEVERBLADE** - The edge of this sword is always razor-sharp. While fighting with it, a character uses d20 for ARMOUR BYPASS ROLLS. The damage inflicted is as it would be for a normal sword.
- **VAMPIRE SWORD** - This sword leeches the life-energy of those it slays and channels it into the owner. If wounded, the wielder of the VAMPIRE SWORD gets back 3 HP for every living creature or character the wielder kills with it.

The powers listed above are the *only* magical powers these weapons possess. They cannot be imbued with magic bonuses (+1, etc.) in addition to these powers.

☐☐☐ MAJOR ENCHANTMENT (ARMOUR)

A Warlock must have mastered the MINOR ENCHANTMENT OF ARMOUR before acquiring this skill. When the Warlock takes this skill, *one* armour type of the three given below must be selected. The skill must be taken a second time if the Warlock also wants to make one of the other armour types. All of these types of armour are Plate. Like the special swords given above, they have no magic bonus; this means that they have an intrinsic ARMOUR FACTOR. Fashioning a suit of these armour types takes three years. There is a 1% chance it will turn out flawed.

- **NULLPLATE** - This must be made with an alloy of silver which becomes jet-black in the process of forging. The armor must be studded with emeralds and jade, and the total cost is likely to approach 5000 florins. Whoever wears this armor is protected at all times by a kind of low-power *Spell Screen* that reduces any DIRECT-ATTACK spells cast at the wearer by 3 MAGIC POINTS. This effect is not cumulative in effect with a regular *Spell Screen* (i.e. if the wearer casts *Spell Screen* then for the duration of the spell the wearers defence will stop at 5 MP, not 8 MPs).
- **HERCULEAN ARMOR** - Made from an alloy of gold and decorated with rubies, topaz, and fire opals, this armor is likely to cost some 4000 florins. It has a reddish, coppery appearance when finished. The wearer has a STRENGTH of 20 at all times, allowing the wearer numerous advantages as set out on pg. 64 and pg. 68.
- **FORTRESS ARMOUR** - An alloy of platinum produces a suit that shimmers like quicksilver. Moreover it must be adorned with diamonds, and the total expense may be more than 8000 florins. Probably it is worth the price, as it protects the wearer from all forms of destructive energy (a Dragon's fire, lightning bolts, and all INDIRECT-ATTACK spells that specifically inflict damage) by reducing the damage roll by 20 HP. Note that this renders the wearer completely immune to such things as the *Dragonbreath* spell and gives the wearer considerable protection even against *Firestorm*, *Thunderclap*, *Energy Bolt*, etc. The armour gives no protection against DIRECT-ATTACK magic and, as stated above, it counts as normal plate (AF 5) against swords, arrows, and other regular weapons.

☐ RIDE WARHORSE

Warlocks who have chosen this specialty can ride a warhorse, exactly as though they were a Knight or Barbarian.